RULEBOOK – 2020 SEASON

VERSION 1.0

Index

A. GENERAL INFORMATION

§1 Introduction

The Esports WTCR is the official esports championship of the FIA WTCR, run on RaceRoom Racing Experience.

Participate for free in the time attack qualifiers and qualify for one of 4 multiplayer servers. The top split is streamed live with English commentary, and a total of 7500 € prize money will be paid out to the top performers.
The real WTCR drivers might make an appearance in the competition as well!

Players from Europe (including Turkey and Russia), Middle East, Africa and the Americas are eligible to compete in the championship.
For players from Asia and Oceania, a separate competition will be started later in the year, where they can compete for an additional 2500€ prize money, on Asian servers.

§2 Glossary

• Driver: Person that drives in the competition.
• Race Server: In-game room drivers join to participate in an event.
• Staff: Person(s) organising the leagues for RaceRoom.
• Text Chatting: Use of the in-game chat function which drivers can use to send text messages to other competitors and/or staff.
• Voice Chatting: Speech between two or more persons, usually via Discord, but refers to contact through any other software.

§3 Staff List

Robert Wiesenmüller
Michael Bell
Thomas Bienert
Jimmy Lim
Jason Chong Lek Jan

The „RaceRoom" and „Sector3" accounts on the forum forum.sector3studios.com also count as staff.
The Staff can be contacted via e-Mail at competition@raceroom.com

§4 General rules

4.1 Reading and understanding the rules

Every driver participating in any event of the Esports WTCR 2020 is agreeing to having understood the rules, and is agreeing to obeying to the rules. By entering, you are bound to the rules. Failure to understand the rules is not an excuse.
If you have questions about certain rules, ask the staff via e-Mail.

4.2 RaceRoom General Competition Rules

The general RaceRoom competition rules are valid and binding for this championship. You can find them here: https://www.raceroom.com/wp-content/uploads/2020/01/RaceRoom-General-Competition-Rules-1.01.pdf

4.3 Decisions by the Staff

The decisions made by the RaceRoom staff are binding. If a situation is not covered by the rules, the RaceRoom Staff will have the final decision on it. Any statements made by the RaceRoom Staff on the Forums, at Events, in Text Chatting or in Voice Chatting, that are specified as rules, also count as rules and have to be accepted by all drivers.

§5 Organiser

RaceRoom Entertainment GmbH
Aspachweg 14
74427 Fichtenberg
Germany

For questions regarding the sporting regulations:
competition@raceroom.com

§6 Declaration of Consent

The winners agree that their names will appear in live streams and press releases handled by RaceRoom, Eurosport and FIA WTCR.

The winners agree that RaceRoom, Eurosport and FIA WTCR can make and broadcast photographs and movie recordings (e.g. internet stream), on which the winners are identifiable as well as statements, interviews and similar captured on audio and video. RaceRoom, Eurosport and FIA WTCR are entitled to use these recordings.

§7 Data Privacy

All personal data is collected and processed in accordance with the statutory provisions governing data protection in Germany. Only the personal data that is required to handle the competition and prize is collected and forwarded onto partners of RaceRoom, Eurosport and FIA WTCR. All employees and partners of RaceRoom, Eurosport and FIA WTCR are obliged by RaceRoom, Eurosport and FIA WTCR to maintain data secrecy. Data is only transferred to state agencies or authorities within the framework of legal regulations. The participant agrees to this. The data is deleted after the competition has been carried out.

§8 Premature Termination of the Competition

RaceRoom, Eurosport and FIA WTCR have the right to terminate or cancel the online qualifier at their discretion at any time. No claims can be derived from any premature termination.

RaceRoom, Eurosport and FIA WTCR have the right to exclude one or more participants from taking part in the competition in the event of any manipulations or attempted or suspected manipulation.

§9 Changes

RaceRoom, Eurosport and FIA WTCR explicitly reserve the right to amend or modify these conditions at any time, with effect for the future. The competitors shall be notified about this at a suitable point.

§10 Legal disclaimer

There is no legal recourse. The law of the Federal Republic of Germany applies exclusively and the jurisdiction of RaceRoom shall apply in the event of a dispute. If any of the abovementioned provisions in these conditions of entry should be ineffective or contain a loophole, the other provisions shall remain unaffected by this. Ineffective or incomplete provisions shall be maintained with effective content which comes as close as possible to reflecting the sense of the ineffective content.

By participating, the user automatically accepts the conditions of entry.

B. SPORTING REGULATIONS

§11 Race Calendar

Event:	Leaderboard Starts:	Leaderboard Ends:	Multiplayer Event:	Ingame Time:
Hungaroring GP	02.10.2020 16:00 GMT 18:00 CEST	14.10.2020 18:00 GMT 20:00 CEST	18.10.2020 17:00 GMT 19:00 CEST	Noon
Slovakia Ring GP	14.10.2020 18:00 GMT 20:00 CEST	21.10.2020 18:00 GMT 20:00 CEST	25.10.2020 18:00 GMT 19:00 CET	Sunset
Motorland Aragon GP	21.10.2020 18:00 GMT 20:00 CEST	28.10.2020 19:00 GMT 20:00 CET	01.11.2020 18:00 GMT 19:00 CET	Sunset
Nordschleife 24h	28.10.2020 19:00 GMT 20:00 CET	18.11.2020 19:00 GMT 20:00 CET	22.11.2020 18:00 GMT 19:00 CET	Noon
Circuit Zolder	18.11.2020 19:00 GMT 20:00 CET	25.11.2020 19:00 GMT 20:00 CET	29.11.2020 18:00 GMT 19:00 CET	Noon

§12 Eligibility

RaceRoom staff has the right to deny any entries without giving reasons.
You have to use the e-Mail address with which you registered on RaceRoom for official e-Mail correspondence.
Drivers born after 2. October 2006 are not permitted to take part in any stages of the championship.
If you apply to the conditions listed above, as long as you have read and agreed to the rules of this rulebook, and there are no outstanding bans, you are allowed to enter the championship.

§13 Participation

13.1 Entry conditions

There is no entry fee, and no requirement to own any content in RaceRoom Racing Experience.
The entry for the championship is entirely free.
You can find the leaderboards at http://game.raceroom.com/championships/61

13.2 Team and Community

You can specify a team or a community that you will be representing during the Championship in your RaceRoom driver profile. There are no point tables for teams or communities; however the names will be used for promotional materials and the broadcast commentary. It is not necessary to specify a team or a community. Any offending or discriminatory names will be rejected by the Staff.

13.3 VIP Driver

RaceRoom, FIA WTCR and Eurosport can determine VIP Drivers, such as real WTCR drivers. They will compete in server 1, and will be eligible for points. They will not take away a spot from a qualifier, but instead compete as an additional car.

13.4 Cars and Liveries

On the leaderboard, drivers can use whichever car they want, and they can use a different car on each leaderboard.

In the multiplayer races, drivers that participate in Server 1 have to use the same car for the whole season. In their first confirmation mail for the first multiplayer race that they qualify for, they must attach a list of all cars in order of preference.
The cars will be assigned to them by race control based on leaderboard results, in a way that all liveries are represented in a fairly equal manner, and the drivers receive their car choice on Friday noon.

Once you are assigned a car, you will always drive this car, in every Server 1 race that you qualify for.

BoP will be used to ensure that over the course of the season, all cars have fairly equal chances. It may be possible that cars are more or less competitive depending on the track. Track-specific BoP will be announced in the gridmail at latest.

Liveries will be assigned by the race direction too.

While the qualifier at Hungaroring is on, the race direction will unlock the cars for the top players on the leaderboard at regular intervals, so they can test on other tracks too and make a qualified car choice.

Drivers in Servers 2, 3 and 4 can drive any car and livery they want, and change between the races.

§14 Leaderboard rules

Difficulty: Free choice
Fuel Usage: Off
Tyre Wear: Off
Mechanical Damage: Off
Damage: Off
Fixed Setups: Yes
Cut Rules Penalties: In-Game
Automatic Clutch: Allowed
Automatic Gears: Allowed
Game time: See calendar
Weather: Good

The time attack championship will be active from 25.3.2020 until 12.5.2020. Anyone can participate on the leaderboards.

The leaderboard rules from the General Competition Rules are active.

The fastest driver of each respective leaderboard will receive 1000 points. Slower drivers will receive less points, depending on the time gap to the leader. All points will be added.

At the end of all rounds, the driver with the most total points will be crowned **Esports WTCR 2020 Time Attack Champion.**

Points scores are automatically updated and will be visible here:
http://game.raceroom.com/championships/61

§15 Multiplayer Events

15.1 Invitations

Players from Europe (including Turkey and Russia), Middle East, Africa and the Americas are eligible to compete in the multiplayer races. Players from Asia and Oceania can drive on the leaderboards, but will not receive an invitation for the multiplayer races, since they will have their own separate championship.

The best 96 drivers on the Leaderboard, who meet the criteria above, will be invited via e-mail on Thursday afternoon, after the end of the respective qualifying session.
If there is a tie for laptime, the driver who set the time earlier will be counted ahead.

They have time to respond until Friday, 13:00 GMT to confirm their spot.

At the same time, a group of at least 50 reserve drivers will be messaged too, who can confirm their participation, in case drivers from the top 96 drop out.

Drivers will then receive a gridmail with all server information on Friday afternoon.

Drivers will be split into 4 servers, with 24 drivers per server.

15.2 Server settings

Difficulty: GetReal
Fuel Usage: On
Tyre Wear: Normal
Damage: Full
Qualifying: Closed Session
Formation Lap: No
Type of Start: Standing
Fixed Setups: Yes
Flag Rules: Visual Only
Cut Rules Penalties: In-Game, slowdown penalties
Mandatory Pitstop: No
Driving Aids: Allowed with penalty weight
Game time: See Calendar
Race length: 25 min

15.3 Timetable for Multiplayer Races

Round 1 (Hungaroring)

18:00 CEST	16:00 GMT	Free Practice	70 min	
19:00 CEST	17:00 GMT	Stream Start		
19:10 CEST	17:10 GMT	Quali 1	5 min	alone on track
19:15 CEST	17:15 GMT	Race 1	25 min	standing start, no formation lap
19:40 CEST	17:40 GMT	Transition and practice		
19:45 CEST	17:45 GMT	Quali 2	5 min	alone on track
19:50 CEST	17:50 GMT	Race 2	25 min	standing start, no formation lap
20:15 CEST	18:15 GMT	Transition and practice		
20:20 CEST	18:20 GMT	Quali 3	5 min	alone on track
20:25 CEST	18:25 GMT	Race 3	25 min	standing start, no formation lap
21:00 CEST	19:00 GMT	Stream End		

Rounds 2, 3, 5 (Slovakia Ring, Aragon, Zolder)

18:00 CET	17:00 GMT	Free Practice	70 min	
19:00 CET	18:00 GMT	Stream Start		
19:10 CET	18:10 GMT	Quali 1	5 min	alone on track
19:15 CET	18:15 GMT	Race 1	25 min	standing start, no formation lap
19:40 CET	18:40 GMT	Transition and practice		
19:45 CET	18:45 GMT	Quali 2	5 min	alone on track
19:50 CET	18:50 GMT	Race 2	25 min	standing start, no formation lap
20:15 CET	19:15 GMT	Transition and practice		
20:20 CET	19:20 GMT	Quali 3	5 min	alone on track
20:25 CET	19:25 GMT	Race 3	25 min	standing start, no formation lap
21:00 CET	20:00 GMT	Stream End		

Round 4 (Nordschleife)

18:00 CET	17:00 GMT	Free Practice	70 min	
19:00 CET	18:00 GMT	Stream Start		
19:10 CET	18:10 GMT	Quali 1	11 min	alone on track
19:21 CET	18:21 GMT	Race 1	26 min	standing start, no formation lap
19:47 CET	18:47 GMT	Transition and practice		
19:52 CET	18:52 GMT	Quali 2	11 min	alone on track
20:03 CET	19:03 GMT	Race 2	26 min	standing start, no formation lap
20:29 CET	19:29 GMT	Transition and practice		
20:34 CET	19:34 GMT	Quali 3	11 min	alone on track
20:45 CET	19:45 GMT	Race 3	26 min	standing start, no formation lap
21:20 CET	20:20 GMT	Stream End		

15.4 Point Allocation and Championship

In Server 1, the drivers score points according to the following tables:
Race Points (in each race):

Position	Points
1	25
2	20
3	16
4	13
5	11
6	10
7	9
8	8
9	7
10	6
11	5
12	4
13	3
14	2
15	1

The points from all events will be added to form a championship table. There is no drop score.

In case of a points tie, the following factors are deciding:
- Amount of multiplayer wins
- Amount of 2nd places, then 3rd places, 4th places etc.
- Amount of penalty strikes received (less = better)
- Leaderboard time at round 5, then round 4, round 3 and so on.

In order to receive points, the game has to count you as a finisher.
Penalty points will be subtracted from the score of the driver.

In Server 2, 3 and 4, no points are awarded. Drivers can compete for fun.

15.5 Official results

The results will be official, only after the stewards report, according to the rules in §16.
Official results will be posted here:
https://forum.sector3studios.com/index.php?forums/Esports/

15.6 Champion

The driver with the most points in the official results will be crowned **Esports WTCR 2020 Champion**.

§16 Multiplayer On-Track Etiquette

16.1 General sportsmanship

Drivers must respect the sport, the competition and their competitors. Drivers must always aim to achieve the best result for themselves in each race, while driving within the rules and obeying to fairplay.

16.2 Important basics

First of all, make sure that you are always in control of your car. This is the most important rule. Inability to control your car is not an excuse if you cause an accident.
Remember at all times that you are driving with other humans. So stay humble, and race with respect.

16.3 Start phase

In the start phase, you have to be extra careful. It is very easy to cause an accident affecting many cars. Start phase accidents may be penalized more harshly.

Jumping the start is prohibited by the game itself. If you find a way to jump the start, it is considered Cheating or usage of an external software.

16.4 Overtaking and defending

Overtaking is one of the most crucial parts of racing. All drivers involved in an overtaking move must show respect and drive with care. Do not force a chasing car off the track by leaving too little room.

Do not change your line in the braking zone. If the attacking car is alongside going into a corner, drivers must adjust their line with respect to the racing line to avoid contact.

Blocking a car that has an overlap is not allowed. An overlap is defined that the front of the attacker's car is at least next to the rear tyres of the defender's car.

The attacking car must be able to hold the line and make the corner. Excessive or repeated divebombing is not allowed.

When you exit a corner and the car on the outside has an overlap, you have to leave enough space for the car so that it does not have to leave the track.

"Contact-boosting", so making contact in order to slow down the opponent's car or accelerating your own car, is not allowed.

Hitting other cars to slow yourself down is not allowed.

16.5 Track Boundaries

The track boundaries are following the ingame penalties. In general, they are as follows: 2 wheels always on track, kerbs count as track. Track-specific exceptions will be explained in the gridmail.

When you exceed the track boundaries, you will see a black and white flag on your screen and you are expected to give back the time gained.

Exceeding the track boundaries is not allowed and will be automatically penalized with a slowdown penalty. You will see a time on your display. This time signals how much you actually have to slow down compared to the racing speed. Therefore, simply using a braking zone to solve the penalty will not work. If you ignore the slowdown penalty for 60 seconds, you receive a drive through penalty. If you finish the race with a pending slowdown, you will receive a 90 second time penalty. You have to move off the racing line in order to serve a slowdown. Keeping a car which has received a slowdown penalty on the racing line is a penalizable offense.

16.6 Race Line

In terms of race line participants can protect their position by changing line once. Excessive weaving and blocking is not allowed. If you re-enter the track, you have to be extremely careful and should not defend against the cars on track that are approaching with higher speed.

16.7 Qualifying

You are allowed to press escape during qualifying to return to the pits.
The speed limit in the pitlane in qualifying is not enforced.

16.8 Lapping

When being lapped, a participant needs to have a predictable trajectory and keep a regular trajectory and speed. Excessive maneuvers such as braking earlier/harder or changing lines to try and facilitate the lapping usually end up in misunderstandings. Participants need to be aware of their surroundings and yield to a car lapping them by simply not fighting for position. Blue flags will be signalled in game. Ignoring blue flags can lead to a penalty.

16.9 In-Game Chat

Using the ingame chat during qualifying and race is not allowed. Offenders will receive a warning, or penalties if they do it repeatedly or insult other drivers or admins.

16.10 Pressing Escape

Pressing escape during all sessions is allowed at all times and will not be penalized. If your car is too damaged and stationary, you have to press escape to avoid a dangerous situation.

16.11 Pitlane behaviour

In the pitlane, you have to drive according the ingame rules. The game can hand out automatic penalties for exceeding the maximum speed + tolerance.

When you exit the pitlane, you have to stay within the white exit line. You count as "coming from off track" and have to respect the traffic on the race track.

§17 Flag signals and their meaning

17.1 Yellow flag

A yellow flag indicates an accident. Please be extra careful when you see a yellow flag on your screen.
Unlike in real racing, passing under yellow flags is not prohibited.

17.2 Blue flag

A blue flag indicates a faster car approaching from behind, and is typically shown on your out lap or when being lapped. Let the driver pass safely to avoid a penalty.
Most important is to behave in a predictable manner.
In a single class race, or in multiclass races with no topspeed differences between the cars, please move off the racing line in a safe place to let the other driver pass.
In a multiclass race with topspeed differences between the cars, you can stay on the racing line.
Ignoring blue flags will result in a penalty.

§18 Rules, Incidents and Penalties

18.1 Etiquette

The etiquette follows the rules from the RaceRoom General Competition Rules in §11, §12 and §13.

18.2 Flag rules

The flag rules follow the rules from the RaceRoom General Competition Rules in §14.

18.3 Definition of Incidents

"Incident" means any occurrence or series of occurrences involving one or more drivers, or any action by any driver, which is reported to the stewards by other drivers which include (but is not limited to):
- Causing a collision which disadvantages competitors.
- Forcing a driver off the track.
- Illegitimately preventing a legitimate overtaking manoeuvre by another driver.
- Illegitimately impeding another driver during overtaking.
- Dangerous driving.
- Contact Boosting
- Blocking other cars in qualifying
- Blocking other cars while solving a slowdown
- Using in-game text chat during qualifying or race sessions
- Lack of respect, foul language or bad attitude towards other drivers, staff, or the spectators
- Violations of track boundaries
- Unsafe track entry

18.4 Reporting Incidents

18.4.1 Report procedure
If you feel like another driver has disadvantaged your race, you can report him to the stewards via e-mail to competition@raceroom.com

Please provide it in the following form:

Your name:
Offending name:
Race, corner and lap:
Short description of the incident:

Separate incidents have to be covered in separate reports.

18.4.2 Rules for reports

You can only report incidents which have affected your own race. Reporting scenes that have no influence on your race is not allowed and the reports will be ignored.

18.4.3 Deadline for reports

Incident reports have to be provided between Monday after the race, 00:01 CET and Tuesday after the race, 23:59 CET. On the evening of the race, there is a cooldown period.

18.4.4 Appealing penalties

Appealing penalties after the fact is not possible.

18.4.5 Conduct with report and defence statements

Any reports that contain disrespectful or discriminatory comments towards the race direction or other competitors will be ignored, and the offender will be excluded from future events of RaceRoom.

18.4.6 Automatic staff reviews

The staff has the right to investigate incidents that are visible on the broadcast, but will only do so in case of extreme misbehaviour.
In case of constant misbehaviour, the staff has the right to auto-review the first sector of the first lap. At the start of the season, this will however not be done.

18.4.7 Incident review format

Incidents will be investigated after the race and after the end of the report deadline. They will be posted in the forums: https://forum.sector3studios.com/index.php?forums/Esports/ on Monday after the race.

18.4.8 False reports

If the incident report does not contain enough information, or wrong information, the stewards have the right not to review the incident.
If a driver repeatedly reports incidents that have not happened, he will be penalized himself.

18.5 Penalties

18.5.1 Introduction to penalties

In this championship, you can receive points penalties.
In addition, you can receive strikes for unfair driving.

18.5.2 Penalty point catalogue

In cases such as (but not limited to):
- Causing a collision which disadvantages competitors.
- Forcing a driver off the track.
- Illegitimately preventing a legitimate overtaking manoeuvre by another driver.
- Illegitimately impeding another driver during overtaking.
- Dangerous driving.
- Contact Boosting
- Blocking other cars in qualifying
- Blocking other cars while solving a slowdown
- Unsafe track entry
- Repeated 3-point-penalties
you receive 1 strike and a 5 point penalty. This is considered a regular penalty.

In cases where no driver is disadvantaged, but the offending driver still broke the rules, such as (but not limited to):
- careless driving with no consequences,
- track limit infringements with no advantage gained,
- contact with no consequences,
no strike may be given, and the offending driver may receive a warning instead of a penalty.

In cases such as (but not limited to):
- unintentional contact with small time loss,
- crossing the white line on pit exit (in Race only),
- incidents where unfair behaviour of other drivers is contributing to the incident,
no strike may be given and the penalty may be reduced to 3 points. It is also possible that the places will be swapped in the finishing order.

In cases such as (but not limited to):
- disadvantaging a large group of drivers due to contact,
- disadvantaging multiple drivers at the start of a race,
- very careless driving (especially on track re-entry) or very careless contact with position loss
- repeated track limit infringements to gain an advantage,
- repeated regular penalty offenses,
2 strikes may be given and you may receive a 10 point penalty.

In cases such as (but not limited to):
- causing a reckless start accident
- repeated 2-strike penalty offenses,
3 strikes may be given and you may receive a 15 point penalty.

Extreme cases, such as (but not limited to) deliberately wrecking another driver will lead to a disqualification from the competition and 8 strikes.

Repeat offenders may have to face a harsher penalty.

This penalty point catalogue is not complete. If you find a new way to break the rules which is not covered here, you will still receive a penalty. Also, the stewards can adjust these penalties according to the circumstances.

The strike and attendance competition-overarching lists are active in this competition.

18.5.3 License points system during qualifiers

When you receive 3 strikes, you will receive a qualifying ban for the next race (qualifying before race session). It counts for the first qualifying of the day.
When you receive 4 strikes, you will receive a qualifying ban for the entire next event (qualifying before race session). It counts for all 3 qualifying sessions.
When you receive 5 strikes, you will not be allowed to participate in the next event.
When you receive 6 strikes, you will be excluded from the entire Esports WTCR Season.

Strikes cannot be dropped, removed or taken back throughout the season.

18.5.4 Announcement of penalties

Full descriptions of the stewards decisions will be released here:
https://forum.sector3studios.com/index.php?forums/Esports/

§19 Broadcasts

The multiplayer races will be streamed live on the Facebook and YouTube page of FIA WTCR and RaceRoom, as well as the Twitch Channel of RaceRoom, with English commentary.
If you want to stream the races in a local language, please contact competition@raceroom.com

§20 Prize pool

20.1 Cash prize payout

In total, 7.500€ will be paid out for the final championship standings. Prize money will be paid out according to the official final results. The official results will be published here:
https://forum.sector3studios.com/index.php?forums/Esports/

Position	Payout
1	2000 €
2	1500 €
3	1150 €
4	900 €
5	700 €
6	500 €
7	300 €
8	200 €
9	150 €
10	100 €

20.2 Claiming prize money

You will be messaged by RaceRoom up to 2 weeks after the conclusion of the championship

You have to provide the following information:
Name:
Address:
City:
Country:
IBAN:
BIC:

Prize payout can take up to 2 months after sending the correct payout information.

20.3 Violations against the rules and effect on prize payout

Violations against §3 of this rulebook and §18 of this rulebook may lead to an exclusion of the championship. As soon as you are excluded from the championship, no prize money will be paid out for you.

20.4 Payout and taxes for drivers living inside Germany

Cash prizes from sports competitions in Germany are generally taxable. It is the responsibility of the winners to take care of it.

20.5 Payout and taxes for drivers living outside Germany

If you have your permanent residence outside Germany, for any winnings over 250€, taxes apply according to §50a EStG. The tax is 30%, plus an additional 5,5% solidarity surcharge on the tax. Therefore, the sum that is paid out is reduced.