



RULEBOOK – 2021 - SHOOTOUT

VERSION 1.00

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A. GENERAL INFORMATION

§1 Introduction

ADAC Vorteilswelt, Dekra, Faber Exopsize, Pirelli, KW Suspension, RaceRoom and ADAC present the new season of the ADAC GT Masters Esports Championship 2021! The shootout consists of 2 rounds! In March 2021 the best 28 esports drivers in the world get the chance to qualify as permanent driver.

§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

Thomas Bienert
Christian Baur
Robert Wiesenmüller
Michael Bell

The „RaceRoom“ and „Sector3“ accounts on the forum forum.sector3studios.com also count as staff. The Staff can be contacted via email at gtmasters@raceroom.com

§4 General rules

4.1 Reading and understanding the rules

Every driver participating in any event of the ADAC GT Masters Esports agrees to the rules by entering and agrees to obey to the rules.

If you have questions about certain rules, ask the staff via email.

4.2 General Behaviour

Every driver participating in any event of the ADAC GT Masters Esports Championship must always show good behaviour. Any discriminatory or offending actions, words, posts or contents are forbidden and can lead to permanent exclusion of the events.

4.3 Cheating and usage of external software

It is not allowed to use external programs or data that alter the functions of the simulation to gain a competitive advantage. Drivers caught cheating in any part of the championship will be excluded from all parts of the ADAC GT Masters Esports Championship.

In case no usage of software can directly be proven in the files, but due to video evidence, it is still obvious that the driving behaviour of the car cannot be explained with normal game functions, a ban on video evidence is also possible.

4.4 Accounts

You must enter your real name in your RaceRoom ingame account to participate. Fake names or names with clan tags are not allowed and if you use them.

Multiple accounts or deliberate creation of new, lower ranked accounts are not allowed and will result in a permanent exclusion from the ADAC GT Masters Esports Championship presented by RaceRoom, or on repeat offense or in case of ban evasion, in an exclusion from RaceRoom in general.

4.5 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.

4.6 ADAC GT Masters Esports Championship Discord Server

To maintain a good, stable und structured communication we use as dedicated Discord-server. It is mandatory for all drivers to join the server and periodically check for important news. If you need an invitational link send a mail to gtmasters@raceroom.com The invitational link will automatically send with the gridmail if there is a mandatory drivers briefing.

§5 Organiser

RaceRoom Entertainment GmbH
Aspachweg 14
74427 Fichtenberg
Germany

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

§6 Declaration of Consent

The drivers agree that their names will appear in live streams and press releases handled by all partners of this competitions.

The drivers agree that RaceRoom and the partners of the ADAC GT Masters Esports Championship 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 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. All employees and partners of RaceRoom are obliged by RaceRoom 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 has the right to terminate or cancel the online multiplayer races at their discretion at any time. No claims can be derived from any premature termination.

RaceRoom has 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 explicitly reserves 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 Event Calendar & Event Timetable:

11.1 Time Attack Qualifiers

Event:	Starts	Ends	Track	Qualifiers
Leaderboard 1	25.3.2021 15:00 CEST	29.3.2021 22:00 CEST	Hockenheim- ring GP	Top 32
Leaderboard 2	01.04.2021 15:00 CEST	05.04.2021 22:00 CEST	Zandvoort GP	Top 32

Invitation LB1 30.03.2021 / LB2 06.04.2021

11.2 Shootout Multiplayer Races

Event:	Date	Track	Drivers	Qualify
Shootout 1	01.04.2021 19:00 CEST	Hockenheimring GP 40 min	Top 32 from Leaderboard 1	Top 14 qualify for full season
	01.04.2021 20:15 CEST	Oschersleben Motor A 40 min		
	01.04.2021 21:15 CEST	Sachsenring 40 min		
Shootout 2	08.04.2021 19:00 CEST	Red Bull Ring GP 40 min	Top 32 from Leaderboard 2	Top 14 qualify for full season
	08.04.2021 20:15 CEST	Zandvoort GP 40 min		
	08.04.2021 21:15 CEST	Nürburgring Sprint 40 min		

11.3 Event Timetable

18:00 CEST – 19:00 CEST	Free Practice I
19:00 CEST – 19:10 CEST	Qualifying I
19:10 CEST – 19:15 CEST	Warmup I
19:15 CEST – 19:55 CEST	Race I
19:55 CEST – 20:00 CEST	Free Practice II
20:00 CEST – 20:10 CEST	Qualifying II
20:10 CEST – 20:15 CEST	Warmup II
20:15 CEST – 20:55 CEST	Race II
20:55 CEST – 21:00 CEST	Free Practice III
21:00 CEST – 21:10 CEST	Qualifying III
21:10 CEST – 21:15 CEST	Warmup III
21:15 CEST – 21:45 CEST	Race III

*timetable will vary due to session swap and race finish time

§12 Rules for Online Qualifiers

12.1 Entry conditions

The leaderboards can be accessed here: <http://game.raceroom.com/championships/63>
Multiplayer races can be accessed via the multiplayer lobby in RaceRoom Racing Experience.
Password and server name are sent in the gridmail.
Participation on the leaderboard is entirely free. You do not have to own any content.
For the multiplayer races, you must own the track.
There is no separate, additional entry fee.

12.2 Leaderboard rules

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

12.3 Cars and Liveries

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

12.4 Invitations

The best 32 drivers on the RaceRoom leaderboard qualifier will be invited via email on Tuesday when the respective leaderboard ends.

The drivers have time to respond until the following Wednesday, 1 days after, 10:00 CEST to confirm their spot.
Drivers will then receive a gridmail with all server information.

§13 Eligibility

RaceRoom staff has the right to deny any entries without giving reasons.
You must use the email address with which you registered on RaceRoom for official email correspondence.

Drivers born after 25. March 2005 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.

§14 Shootout Season

14.1 Schedule and Calendar

The schedule and calendar are specified in §11.

14.2 Attendance

Driversbriefing

There is a mandatory online briefing which will be communicated via gridmail. All drivers must make sure that they can participate. There is no necessity for a microphone, but all drivers need to be able to listen to the race direction.

Not showing up for the briefing means that you are not allowed to start. Which is counted as “not showing up for the race”.

Season drop outs 2020

Due to the drop out rule in 2020 following drivers are not allowed to qualify:

Risto Kappet

14.3 Balance of Performance

We are currently working on a BoP for the GT3. The BoP will either be revealed via grid mail or patched before the first shootout.

14.4 Car Choice for multiplayer race

You are free to pick your car for the shootout race. But you need to stick to one car within all tracks of one shootout day.

There are seven cars available:

- Audi R8 LMS GT3 Evo
- BMW M6 GT3
- Callaway Corvette C7R GT3
- Mercedes AMG GT3
- Mercedes AMG GT3 Evo
- Porsche 911 GT3 R (2019)
- Bentley GTR3 Evo

14.5 Server settings

Difficulty: GetReal

Reverse Start Order Places: Off

Fuel Usage: On

Tyre Wear: Normal
 Damage: Full
 Flag Rules: Visual Only
 Cut Rules Penalties: In-Game, slowdown penalties
 Mandatory Pitstop: Yes
 Max Ping: 350
 Fixed Setups: Yes

Game time: Noon
 Qualifying: Unlimited laps, open session, 10 minutes
 Race length: 40 minutes
 Formation Lap: No
 Type of Start: Standing
 Jumpstart: possible

14.6 Point Allocation and Championship

The points scored will be added to form a championship table. Each Shootout day has its own championship table and each driver starts the day with 0 points.

Pos.	Server 1
1	25
2	21
3	18
4	15
5	12
6	10
7	9
8	8
9	7
10	6
11	5
12	4
13	3
14	2
15	1

The championship standings can be viewed at the ADAC GT Masters Esports Discord. All qualified drivers will be informed via email.

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)
- Random Draw

To receive points, the game must count you as a finisher.

14.7 Invitations

The best 14 drivers will be invited as permanent driver to the ADAC GT Masters Esports Championship 2021. In the moment they confirm their spot, they will not be invited to the second shootout anymore.

§15 Incidents and Penalties

15.1 Etiquette

The etiquette follows the rules from the RaceRoom General Competition Rules in §11, §12 and §13.
<https://www.raceroom.com/wp-content/uploads/2020/01/RaceRoom-General-Competition-Rules-1.01.pdf>

15.2 Flag rules

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

15.3 Reporting Incidents

15.3.1 Report procedure

If you feel like another driver has disadvantaged your race, you report him to the stewards after the event.

Your name:

Offending driver:

Session time left when the accident happened:

Corner or track section:

Short description of the incident:

Separate incidents must be covered in separate reports. Reports will only be reviewed if send to gtmasters@raceroom.com

15.3.2 Rules for reports

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

15.3.3 Deadline for reports

Incident reports must be provided between Friday after the race, 00:01 CEST and Saturday after the race 22:00 CEST.

15.3.4 Appealing penalties

Appealing penalties after the fact is not possible.

15.3.5 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.

15.3.6 Automatic staff reviews

The staff has the right to investigate incidents that are visible on the broadcast.

The staff will investigate every first sector of the first lap of each race.

15.3.7 Incident review format

Incidents will be investigated after the race and after the end of the report deadline. They will be posted in the ADAC GT Masters Esports Discord.

15.4 Penalties

General

"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.
- Unsafe rejoin
- Move under braking
- Contact boosting
- contact to pass
- deliberate destabilization
- overtaking outside of tracklimits
- 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

15.4.1 Introduction to penalties and special definition

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

Foreword

The following rulebook is to be enforced on steward's discretion. We know that every incident is unique and as a result cannot be necessarily categorized. The following is not a complete set of infractions and is opened to being amended if the situation calls for an update. Based on our experience the past years we will be closely looking into "Unsafe rejoins", "Moving under braking" and "Contact to pass".

Unsafe rejoin

An unsafe rejoin is defined as any return to the racing surface or racing line in an unsafe manner causing contact or further incidents with other drivers. *Dangerous rejoins may be subject to additional strikes.* For example, but not limited to “T-boning”, “side-swiping” or “blocking the racing line with no momentum”. The onus is on the rejoining driver to make a safe re-entry to the racing surface without affecting the oncoming traffic.

Moving under Braking

Moving under braking is defined as the act of changing direction in a braking zone as a reaction to another driver pulling alongside or as an attempt to block a committed passing maneuver. The defending driver has to offer racing room and not make any reactive changes of direction. However proactive moves are allowed i.e. closing the door before the attacking drivers commits to going for the gap, not after. Braking on a diagonal trajectory is acceptable if contact isn't made or if it is not a reactive move. In some cases, diagonal or curved braking zones are the racing line these are special cases and will be looked at as such.

Contact boosting

Contact boosting is the act of using collision models to affect the momentum of yourself or other drivers. For example, leaning into another car on a straight in an attempt to either gain momentum or halt the momentum of another driver in order to get a run or cancel their run out. However, these situations are not limited to straights, pushing another driver into the braking zone to force them to overshoot the corner also may be considered as contact boosting.

Contact to pass

Contact to pass is a very broad term that covers many different situations, for example where the attacking driver hits the back/ side of another driver forcing them wide and resulting in a direct undefendable pass.

Forcing off track

Forcing off track means to use your car to move an opponent's car outside of the circuit. This could mean on the outside (i.e. under braking or corner exit), on the inside (i.e. forcing to cut an apex and risk a slowdown), or on a straight.

Deliberate Destabilization

Deliberate Destabilization is the act of making contact with an opponent in order to unsettle their car. This could include into a fast section of corners or into/ during a braking zone.

Deliberate blocking (weaving with intend to block)

Deliberate blocking is the attempt to repeatedly block an attacking cars momentum by changing direction multiple times. The defending car is allowed one defensive direction change and may return to its ideal line if racing room is given or the attacking car has not enough momentum to draw level. However, attempting to break the slipstream is considered legal if done proactively and not as a reactive movement.

Overtaking outside of tracklimits

Overtaking outside of track limits means to gain a position whilst being in outside of tracklimits.

Repeated Contact

Repeated contact is defined as multiple instances of contact, without causing damage or position loss to the opponent, but causing time loss and distraction from focusing on the race.

Serving of slow down penalties

When handed a slowdown penalty by the ingame system the driver receiving the slow down penalty should ensure that they serve the slow down in a safe manner, where other cars are unaffected.

Pit Speed Limit

Pit Speed Limit is enforced by the game.

15.4.2 Penalty point catalogue

- I: Warning
- II: Half: 3 seconds + 0 strikes
- III: Normal: 6 seconds + 1 strikes
- IV: Harsh: 12 second + 2 strikes
- V: Very Harsh: 18 seconds + 3 strikes
- VI: Disqualify + 8 strikes

In cases where no driver is disadvantaged, but the offending driver still broke the rules, such as (but not limited to) slightly careless driving, contact with no position loss, track limit infringements with no advantage gained, unintentional contact with small time loss the penalty may be reduced to a warning or a half penalty.

In cases such as (but not limited to) disadvantaging a driver due to contact, careless driving, track limit infringements to gain an advantage is a normal penalty.

In cases such as (but not limited to) disadvantaging a large group of drivers due to contact, very careless driving, repeated track limit infringements to gain an advantage is a harsh penalty.

In severe cases, such as (but not limited to) extremely careless driving, constant track limit infringements to gain an advantage, the penalty will be "very harsh".

Extreme cases, such as (but not limited to) cheating or deliberately wrecking another driver will lead to a disqualification and to an instant ban from ALL events of the ADAC GT Masters Esports Championship presented by RaceRoom and 8 strikes. His points score of the championship will be reset to 0 (with no other drivers moving up in previous rounds).

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.

15.4.3 License points system

When you receive 4 strikes, you will not be allowed to participate in the shootout anymore.

15.4.4 Announcement of penalties

Full descriptions of the stewards decisions will be released in the ADAC GT Masters Esports Championship Discord.

§16 Broadcasts

The multiplayer races of the first server will be streamed live on the Facebook page of ADAC GT Masters, as well as the YouTube and Twitch Channel of RaceRoom, with german and english commentary.