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## RuleBook

LADA Sport ROSNEFT eChampionship 2021

VERSION 1.0

# Rulebook LADA Sport ROSNEFT eChampionship 2021

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# Rulebook LADA Sport ROSNEFT eChampionship 2021

## A. GENERAL INFORMATION

### §1 Introduction

Welcome to LADA Sport ROSNEFT eChampionship 2021!

Challenge the best simracers from Russia and worldwide, compete in 6 exciting leaderboards. After each time-attack round, best 5 drivers worldwide will join best 25 Russian simracers in multiplayer races and have a chance to secure a title of the LADA Sport ROSNEFT eChampionship 2021 and win cool prizes!

Participation is free! Cars and track will be freely available.

Go as fast as you can on the leaderboard, secure a spot for the 45 minutes multiplayer race with 1 mandatory pit-stop, advance to the grand final and compete for prizes!

LADA Sport ROSNEFT eChampionship is organized in the format of an online championship in the RaceRoom Racing Experience on the game.raceroom.com portal, consisting of 6 online stages, each of which includes a two-week time-attack competition and online races among the top 30 participants of each stage time-attack (best 25 Russian and 5 worldwide). According to the results of time-attack and online races, the participants will be awarded points, the sum of which will be used for the overall ranking of the championship (the table of points distribution depending on the occupied positions is specified in clause 18.8 of the LADA Sport ROSNEFT eChampionship Regulations). Based on the results of all 6 stages, the best participants with the highest number of points in the entire championship are invited to participate in the Grand Final of the championship using RaceRoom simulators. All races of the 6 stage finals will be streamed live on the Internet. The championship standings will be based on the sum of points for the best 5 stages out of 6 held.

### §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.

### §3 Staff List

Soldatov Andrey

Soldatov Dmitriy

Vlasov Evgeniy

Romanov Roman

Bednaruk Sergey

### §4 General rules

#### **4.1 Reading and understanding the rules**

Every driver participating in any event of the LADA Sport ROSNEFT eChampionship 2021 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.

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## **4.2 RaceRoom General Competition Rules**

Every driver participating in RaceRoom events must abide by the championship rules and the rules of conduct on the track. Any discriminatory or offensive actions, words, messages or gestures are prohibited and may result in exclusion from events and championships.

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 Cheating and usage of external software**

It is not allowed to use external programs or data that alter the functions of the simulation in order to gain a competitive advantage. Drivers caught cheating in any part of the championship will be excluded from all parts of the LADA Sport ROSNEFT eChampionship.

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 have to enter your real name in your RaceRoom ingame account in order to participate. Fake names or names with clan tags are not allowed and if you use them, you will not be invited to the online multiplayer races and you are not eligible for prizes.

Multiple accounts and ban evasion are not allowed and will result in a permanent exclusion from all RaceRoom events.

## **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.

## **§5 Organiser**

The organizer of the championship is LADA Sport and the ROSNEFT company.

The technical organizer "RaceRoom Russland" is the official representative of RaceRoom in Russia, operating under the license of RaceRoom Entertainment GmbH.

## **§6 Participants**

If you agree and accept these rules, you are allowed to participate in the championship and events. RaceRoom employees are excluded from the final list and cannot receive prizes based on the results of the championship.

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## **§7 Data Privacy**

All personal data is collected and processed in accordance with the statutory provisions governing data protection in the Russian Federation. The personal data necessary for the processing of results and the distribution of prizes is collected and transmitted to RaceRoom partners in accordance with the applicable rules regarding the policy of use and processing of personal data. All RaceRoom employees and partners are required to maintain the confidentiality of personal information. Personal data can be transferred to state bodies or authorities within the framework of legal norms and the current legislation of the Russian Federation. The participant, by participating in the event, agrees with these provisions.

## **§8 Premature Termination of the Competition**

RaceRoom and LADA 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 and LADA 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 and LADA 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. 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.

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## B.LEADERBOARD HOTLAP COMPETITION

### §11 Leaderboard rules

Time-attack competition is a time period and place where everyone can show and subsequently improve their lap times on a particular track. In addition, 30 participants at the end of each of the 6 stages will be invited to a multiplayer online race, in which, following the results of a 10-minute qualification, a 45-minute race will begin with one mandatory pit stop, which will be broadcast live. The 30 participants of the stage will consist of the top 25 Russian participants and 5 international participants, depending on the results shown at the time-attack qualifying stage.

### §12 Participation

#### 12.1 Eligibility

Persons who have read and agreed with the rules of the championship have the right to participate in the championship. RaceRoom employees are excluded from the final list and cannot receive prizes based on the results of the championship. Competitors who are beta testers for the RaceRoom Racing Experience at this stage are also excluded from the championship list. RaceRoom employees have the right to oppose any intrusion into the event venue that is carried out in an inappropriate manner.

#### 12.2 Entry fees and process

Participation in the virtual championship and simulator event is free for participants. The RaceRoom Racing Experience software can be downloaded from Steam. During the stages of the championship, the corresponding game content is provided to the participants free of charge.

To participate, you need to install the RaceRoom Racing Experience software on your computer, launch the program and go to the competitions section. There, select the required competition and click the "launch" button.

You can also view information about the current championship on the website:

<http://game.raceroom.com/competitions/>

Access to the event site is carried out in accordance with the regulations on the organization of events, and is carried out at the invitation of the organizers.

#### 12.3 Car choice

Championship car: LADA Vesta (TC cup class)

When choosing the current car in the time-attack, you can select any of the available liveries.

Before the start of the race, a list of race participants and personal liveries will be announced. In the race, you are obliged to follow the drawing of the coloring pages drawn by the organizers. This is done to distribute different colorings for all participants and identify them by viewers of the race broadcast. In case the list of coloring pages will not be sent, you can choose any of the available liveries.

Possible limitation of available car liveries for online races, events and Championship Grand Finals.

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## §13 Calendar

Track	Layout	Time-attack competition	MP Race
Silverstone	Grand Prix	14.04.21 – 26.04.21	29.04.21
SPA-Francorchamps	Grand Prix	03.05.21 – 16.05.21	19.05.21
Suzuka	Grand Prix	07.06.21 – 20.06.21	23.06.21
Moscow Raceway	FIM	13.09.21 – 26.09.21	29.09.21
Imola	Grand Prix	04.10.21 – 17.10.21	20.10.21
Hockenheim	Grand Prix	01.11.21 – 14.11.21	17.11.21

## §14 Leaderboard rules

### 14.1 Number of laps and time of participation

The number of laps is not limited within the duration of each stage according to the calendar.

### 14.2 Competition Settings

Difficulty:	<b>Any</b>
Fuel Usage:	<b>Off</b>
Tyre Wear:	<b>Off</b>
Damage:	<b>Off</b>
Fixed Setups:	<b>Yes</b>
Cut Rules Penalties:	<b>Enabled</b>
Automatic Clutch:	<b>Allowed</b>
Automatic Gears:	<b>Allowed</b>
Game time:	<b>Noon or Afternoon</b>
Weather:	<b>Default</b>
Ghost:	<b>Allowed</b>
Racing line:	<b>Allowed</b>
Challenge host of other drivers:	<b>Allowed</b>
Challenge racing line of other drivers:	<b>Allowed</b>

### 14.3 Qualifying for the Online Multiplayer Race

Based on the results of the qualifying time in the time-attack mode of each stage of the championship, a race will be organized among the top 25 Russian participants and 5 international participants who showed the best lap time in the leaderboard.

If a participant cannot confirm his participation in the race within 24 hours from the date of publication of the results, additional participants from subsequent positions can be invited to the vacated seat in the online race. The race will be held even if all 30 places available for participants in each of the groups (Russian and international participants) are not filled.



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## **14.4 Track boundaries**

The track boundaries are whatever is defined as legal by the automated cut-track detection of RaceRoom. When you exceed the track boundaries, you will see a warning on your screen and your time will automatically be disallowed.

Abusing bugs in the track cut detection, such as (but not limited to) skipping entire corners or sectors is forbidden. This also counts for skipping corners on the outlap. Laptimes achieved on this way will be deleted. This also counts for your outlap.

## **14.5 Connection**

It is your responsibility to make sure that you have a stable internet connection. Gaining an advantage due to a bad connection is not allowed. Laptimes that are buggy due to lag will be deleted.

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## C.ONLINE MULTIPLAYER CHAMPIONSHIP

### §15 Introduction to the Online Multiplayer Championship

Multiplayer races are an essential part of the championship. They will be broadcast live. According to the results of the races, the participants will receive points depending on their positions in the race. According to the results of all stages, points will be added up and displayed in the final table of results for the entire championship. The championship standings will be based on the sum of points for the best 5 stages out of 6 held.

The final of the stage is a race among the top 25 Russian participants and 5 international participants who showed the best lap time in the time-attack table.

The mechanism for inviting participants is described in more detail in clause 14.3 of the RuleBook.

### §16 Participation

After you have shown your lap times for a stage, and once we have verified that you have no penalties, you will receive an email from RaceRoom asking you to confirm your participation in the online multiplayer race. You will have time within 24 hours from the date of publication of the results to confirm participation, by a reply letter to e-mail within the day allotted for its confirmation from the moment of announcement of the results.

If a participant does not take part in the race or cannot answer, the next participants in the stage results table will be asked to fill the places, according to the additional invitation procedure described in clause 14.3 of the regulations. They will have no more than 24 hours to respond and accept or reject an offer to participate in the race. The deadline will be indicated in the email.

If you are unable to participate, and you know this during the confirmation period, you can simply not respond and your seat will be allocated to another participant. In this case, there will be no negative consequences. It is advisable to notify the organizers and keep track of the updated information for the participants. The organizers, in turn, will do their best to promptly respond to applications and inform participants.

Once you confirm your participation, you must participate in the online race, as well as related events.

If you miss one event in which you have confirmed your participation, you will receive a warning, a point penalty or a strike. If you miss the second event, you may be excluded from any further championship events.

### §17 Race format, championship and points

#### 17.1 Car choice and livery

Championship car: **LADA Vesta** (TC cup car class)

When choosing the current car in the time-attack, you can select any of the available liveries.

Before the start of the race, a list of race participants and personal liveries will be announced. In the race, you are obliged to follow the drawing of the coloring pages drawn by the organizers. This is done to distribute different colorings for all participants and identify them by viewers of the race broadcast. If the list is not published, you can choose any of the available liveries (livery) for the race.

It is possible to limit the available car liveries at events and the Grand Finals of the championship.

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## 17.2 Race format

19:00 (Moscow time, +3 GMT)	Practice	65 min	
20:05 (Moscow time, +3 GMT)	Qualification	10 min	Open session, unlimited laps
20:15 (Moscow time, +3 GMT)	Race	45 min	Standing start, no formation lap

The start time of the race is indicated by Moscow time (+3 GMT).

## 17.3 Additional information about the format

There may be slight delays in the start time, as well as a change in the race schedule, about which the organizers will notify the participants. All race participants will be notified of the number of laps and the time allotted for each race. The start time of the race is indicated by Moscow time. Please take this into account and take into account the hourly difference from your local time. In case of technical difficulties with the start, a 5-minute additional qualifying session will be held to determine the starting order of the race participants.

## 17.4 Server settings

Difficulty:	<b>GetReal</b>
Fuel Usage:	<b>Off</b>
Tyre Wear:	<b>Normal</b>
Damage:	<b>Full</b>
Qualifying:	<b>Unlimited laps, open session</b>
Formation lap:	<b>No</b>
Type of start:	<b>Standing</b>
Fixed setups:	<b>Yes</b>
Flag Rules:	<b>Visual only</b>
Cut Rules Penalties:	<b>Slowdown penalties</b>
Automatic Clutch:	<b>Allowed</b>
Automatic Gears:	<b>Allowed</b>
Game time:	<b>Noon or Afternoon</b>
Weather:	<b>Default</b>
Mandatory Pitstops:	<b>On (mandatory pit stop between 25% and 75% of the race distance, change of at least 2 tyres)</b>

## 17.5 Server information

Server information and passwords will be distributed via e-Mail.

## 17.6 Server crashes and restarts

Once a race is started, it will not be restarted. It doesn't matter if the server crashes or if there is a big accident. Races will never be restarted.

If less than 50% of the original race distance is completed when the server crash occurs, no points are being awarded.

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If between 50% and 75% of the original race distance is completed when the server crash occurs, half points are being awarded.

If more than 75% of the original race distance is completed when the server crash occurs, full points are being awarded.

## 17.7 Joining and leaving the server

Joining the server should ideally be done in the practice session at the beginning of the event. Leaving the server before the session swaps over is not allowed. If your name is missing from the server result file because you left the server too early, it is your personal problem and you will not score points.

It is recommended to save the results files, and to take a screenshot of the race results ingame, in case complications with the results occur.

## 17.8 Point Allocation

Points allocation follows the next system.

Points according to time-attack leaderboard results of each stage:

Position	Points
1	50
2	49
3	48
4	47
5	46
6	45
7	44
8	43
9	42
10	41
11	40
12	39
13	38
14	37
15	36
16	35
17	34
18	33
19	32
20	31
21	30
22	29
23	28
24	27

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25	26
26	25
27	24
28	23
29	22
30	21
31	20
32	19
33	18
34	17
35	16
36	15
37	14
38	13
39	12
40	11
41	10
42	9
43	8
44	7
45	6
46	5
47	4
48	3
49	2
50	1

If two or more participants set the same lap time, they will receive points from the highest position of these participants (the rules apply only to the distribution of points for the time-attack stage).

Qualifying points:

Position	Points
1	20
2	15
3	12
4	10
5	8
6	6
7	4
8	3
9	2
10	1

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Additional Race Points will be awarded for:

- 1) best lap time in a race - 2 points
- 2) winning the race and setting the best lap time in the race - 4 points
- 3) for pole position, winning the race and setting the best lap time in the race - 6 points

Points per race:

Position	Points
1	100
2	90
3	82
4	76
5	70
6	65
7	60
8	56
9	52
10	48
11	46
12	44
13	42
14	40
15	38
16	36
17	34
18	32
19	30
20	28
21	26
22	24
23	22
24	20
25	18
26	16
27	14
28	12
29	10
30	8

The result of each of the 6 stages of the championship is the sum of points based on the results of the time-attack stage, qualification and race, as well as additional points described in clause 18.8.

To be eligible for points based on race results, you must drive at least 75% of the race distance.

The general table of results of the championship will reflect the sum of points for all stages of the championship and is the results of the online championship, based on which the best participants will be invited to the Grand Final of the championship for the race on simulators.

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In case of equality of points, the decisive factors for determining the positions will be:

- Number of race wins
- Number of 2 places, then 3 places, 4 places, etc.
- Number of penalty strikes received (less = better)
- Position based on lap time in the time-attack table of round 6, round 5, etc.

To get points, the game must consider you as a finisher.

## 17.9 Penalties and Penalty Points

The organizers have the right to award penalty points and additional seconds to the result to the participants based on the results of each stage in case of violation of the championship regulations, as well as in case of unsportsmanlike behavior towards other participants.

Information about each case of violation will be considered on an individual basis and will be published by the organizers.

The final results including penalty points will be displayed on the online portal of the championship at [game.raceroom.com](http://game.raceroom.com)

## §18 On-Track Etiquette

### 18.1 Important basics

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.

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.

Also remember, you are in an official competition, competing with your real name. You do not want to make a fool out of yourself.

### 18.2 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.

### 18.3 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.

### 18.4 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

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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.

## 18.5 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.

## 18.6 Qualifying

In qualifying, it is your own responsibility to find free space on the track when starting a hot lap. A car on a hot lap does not have to yield for a faster car approaching from behind. If you are on an in- or out-lap, however, you have to let faster cars pass you without blocking them. If you are on a fast lap approaching a slow car, flashing your lights is a way of notifying them that you're on a fast lap. You are allowed to press escape during qualifying to return to the pits.

## 18.7 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.

## 18.8 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.

In LAN events, depending on the setup of the event, pressing escape may not be possible. If this is the case, this rule is not used. In this case, you should notify the staff at the event, and try to move out of the way ingame if possible.

## §19 Flag signals and their meaning

### 19.1 Yellow flag

A yellow flag indicates an accident. Please be extra careful when you see a yellow flag on your screen.

### 19.2 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.

### 19.3 Black and white diagonal flag



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A black and white diagonal flag signals when you go off the racing surface. You have to slow down to give back any advantage gained by cutting the track.

## 19.4 Black flag

A black flag indicates a disqualification.

## §20 Incidents and Penalties

### 20.1 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.
- 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

Any incident can be considered by the RaceRoom staff during the race, and the result can be penalized depending on the severity of the violation.

### 20.2 Reporting Incidents

#### 21.2.1 Report procedure.

If you feel like another driver has disadvantaged your race, you can report him to the stewards via e-mail to [eracing@raceroom.club](mailto:eracing@raceroom.club)

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.

Please upload the replay on a filehoster and provide it in the report, if you are driving in a race which is not streamed on an official RaceRoom channel.

#### 20.2.2 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.

#### 20.2.3 Deadline for reports

Incident reports must be sent within 24 hours of the date of the race. Please note that there is a contest period after the race. Reports sent after will be ignored.

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## 20.2.4 Appealing penalties

It is not possible to appeal against the decision after the incident has been considered by the organizers. Once the race stewards and organizers have come to a decision (having heard both sides if necessary), the decision is final.

## 20.2.5 False reports and discriminatory comments

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.

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.

## 20.3 Penalties

### 20.3.1 Introduction to penalties

In this championship, you can receive points penalties as points and additional seconds to your result. In addition, you can receive strikes for unfair driving.

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

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, the penalty points maybe doubled and 2 strikes may be given.

In severe cases, such as (but not limited to) extremely careless driving or constant track limit infringements to gain an advantage, the penalty may be multiplied by 3, and 3 strikes may be given.

Extreme cases, such as (but not limited to) deliberately wrecking another driver will lead to a disqualification and to an instant ban from ALL events of the LADA Sport ROSNEFT eChampionship 2021, including any further events in 2022, 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.

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

### 20.3.2 License points system

When you receive 4 strikes, you will receive a qualifying ban for the next race (qualifying before race session).

When you receive 6 strikes, you will not be allowed to participate in the next Race.

When you receive 8 strikes, you will be excluded from the entire LADA Sport ROSNEFT eChampionship 2021 season. License points cannot be dropped, removed or taken back throughout the shootouts.

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## **§21 Prize pool**

All information about the prizes will be published by the organizers of the championship on the information resources of the championship.

Preliminary list of prizes:

- branded racing paraphernalia and souvenir products of LADA and championship partners;
- The prize money will be distributed among the finalists of the championship, and also partially used to compensate for the travel expenses of the finalists.

Cash prizes from sports competitions in Russia are generally tax-deductible. Winners are responsible for taking care of this themselves.

The final list of the prize pool and the detailed distribution of prizes will be announced and approved in the Grand Final regulations.

## **§22 Broadcasts**

The multiplayer races will be streamed live by a professional team of organizers on the Internet. The broadcast time will be announced on the information resources of the championship additionally. If the broadcast is not possible due to technical problems, it will not take place.

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## **D. Grand-final on autosimulators**

## **§23 Introduction to Grand-Final**

The grand final is the final part of the entire championship. The location and time of the Grand Final will be announced at a later date. The best participants based on the results of the entire online championship will be invited to the Grand Final. In the final part, the main prizes of the championship will be drawn. The details and the program of the Grand Final of the Championship will be announced in the additional regulations and RuleBook for the Grand Final.