

# **ROKiT F4 ESPORTS RACING COMPETITION STAR UK**

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## **RULEBOOK**

**ROKiT Racing Star F4 Esports Competition UK 2022**

VERSION 1.0.6

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## **A. GENERAL INFORMATION**

### **1.0 Introduction**

Are you 14 or 15 years old and dreaming of becoming a real racing driver? This is your chance to make your dream come true!

Racing Star is much more than a sim racing competition. It is a unique platform with the aim of finding new racing talent through online racing and giving youngsters from all backgrounds and genders, an equal opportunity to make their dream come true and become an actual racing driver.

Racing Star has brought together pioneers in motorsport to create an exciting new talent competition in which you have a chance to win a never-seen-before prize: a racing seat in Formula 4!

After 5 rounds of sim racing and a Grand Final to determine the ROKiT Racing Star UK F4 Esports Champions, the boy and girl winners will be awarded professional driver training from the UK's sports governing body, Motorsport UK, to prepare them to drive for the ROKiT Formula 4 Racing Star team and race in the 2023 British F4 Championship.

The competition takes place on RaceRoom Racing Experience with a separate leaderboard for boys and girls to give everyone an equal opportunity to participate in this unique competition.

More information can be found on the website: <https://www.racingstar.com/> and the official ROKiT Racing Star Discord server <https://discord.gg/hxeNEKgMTS>.

### **2.0 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.

- Official Discord: Free software that can be used to connect with communities, send text messages and call each other. The official ROKiT Racing Star Discord server is used for Driver briefings, important notifications and a general place where all participants can communicate.

### **3.0 Staff List**

#### **3.1 Staff**

The teams behind RaceRoom and ROKiT Racing Star are part of the Staff and can be contacted via email at [esports@raceroom.com](mailto:esports@raceroom.com), represented by Chris Horeweg on behalf of RaceRoom.

#### **3.2 Stewards**

*Stewards are assigned before the first race.*

#### **3.3 Other staff**

The „RaceRoom“ and „Sector3“ accounts on the forum [forum.sector3studios.com](http://forum.sector3studios.com) also count as staff. The users with the role “Staff” on the Official Discord server (<https://discord.gg/hxeNEKgMTS>) also count as staff.

The staff can only be contacted via email at [esports@raceroom.com](mailto:esports@raceroom.com), not through the forum or the Official Discord server.

### **4.0 General rules**

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

Every driver participating in any event of the ROKiT Racing Star F4 Esports Competition 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 at [esports@raceroom.com](mailto:esports@raceroom.com).

#### **4.2 General Behaviour**

Every driver participating in any event of the ROKiT Racing Star F4 Esports Competition must always show good behaviour. Any discriminatory or offending actions, words, posts or contents are forbidden and can lead to permanent exclusion from 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 competition will be excluded from all parts of the ROKiT Racing Star F4 Esports Competition. If you are unsure about a program, you should ask the staff before using it.

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.

For clarification, programs that are allowed:

- CrewChief
- Wheel/pedal drivers/software (Logitech Profiler/LGS/Ghub, Thrustmaster Control Panel etc)
- Stream Deck, Button boxes
- Dashboard apps, both internal (webhud) and external
- Setup and telemetry tools, such as Motec or Second Monitor

#### **4.4 Accounts**

You must enter your real name in your RaceRoom ingame account to participate. The ID information you provide will be checked as part of the criteria compliance. Fake names, aliases or names with clan tags are not allowed.

Multiple accounts per player or address or deliberate creation of new, lower ranked accounts is not allowed and will result in a permanent exclusion from the ROKiT Racing Star F4 Esports Competition presented by RaceRoom, or in case of repeat offense or ban evasion, an exclusion from RaceRoom in general.

Drivers are not allowed to share an IP address. If you live in the same household, practice in an Esports training center or have another valid reason that leads to multiple accounts using the same IP, you have to inform us in advance via mail to [esports@raceroom.com](mailto:esports@raceroom.com) with the location, IP address and usernames of the drivers.

Scenarios that raise questions can lead to more serious fact-checking.

Leaderboards are randomly checked for duplicate IPs. All cases not registered in advance will be considered as attempted fraud.

#### **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.

#### **5.0 Organiser**

The competition is organized by:  
RACING STAR E-SPORTS LIMITED  
Richmond House, Walkern Road, Stevenage, SG1 3QP  
United Kingdom

For questions regarding the competition:  
<https://www.racingstar.com/contact-us/>

The online races are organized by:  
RaceRoom Entertainment GmbH  
Aspachweg 14  
74427 Fichtenberg  
Germany

For questions regarding the sporting regulations:  
[esports@raceroom.com](mailto:esports@raceroom.com)

#### **6.0 Declaration of Consent**

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

The drivers agree that RaceRoom, Racing Star and the partners of the ROKiT Racing Star F4 Esports Competition 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 and Racing Star are entitled to use these recordings.

#### **7.0 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, communication 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.

### **8.0 Premature Termination of the Competition**

RaceRoom has the right to terminate or cancel the online qualifier at its 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 manipulation or attempted or suspected manipulation.

### **9.0 Changes**

RaceRoom explicitly reserves the right to amend or modify the rulebook and conditions at any time, with effect for the future. The version number of the rulebook is specified in the header.

The latest version of the rulebook can always be found in the Official Discord server (<https://discord.gg/hxeNEKgMTS>) and on the competition page (<http://game.raceroom.com/championships/80>).

### **10.0 Legal disclaimer**

There is no legal recourse. The law of the Federal Republic of Germany applies exclusively and the jurisdiction of Racing Star applies in the event of a dispute. If any of the above mentioned 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. PARTICIPATION & REGULATIONS**

### **11.0 Entry criteria**

RaceRoom Staff have 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.

Competitors must meet the following mandatory requirements, our rule book and will also be checked against the competitor guidelines set by Motorsport UK detailed below.

#### Mandatory requirements

- Domicile: UK Resident
- Age: Minimum 14 on the 1st of January 2022 or maximum 16 on the 1st January 2023 (born between 02-01-2006 and 01-01-2008)

#### Motorsport UK Competitor Guidelines

Following Race 3 of the ROKiT – Racing Star UK F4 Esports digital sim competition, Motorsports UK will initiate a series of checks and assessments which will include but not necessarily be limited to, the sectors and items detailed below with a view to ensuring the top 16 boy and top 16 girl finalists comply with the mandatory entry requirements and are deemed safe and competent to undertake the possible training required to secure an FIA Competition License to enable the recipient to race in the 2023 British Formula 4 Championship. Competitors who do not comply with the mandatory age and citizenship entry requirements or fail to respond to Motorsport UK questionnaires will be withdrawn from the competition.

#### Health, Safety & Competence Assessments

- Review initial education, health, wellbeing questionnaire to be completed by all 20 boy and girl finalists
- Digital shootout undertaking set technical and tactical tasks
- Anthropometric assessment
- Physical assessment
- Psychological assessment

On completion of the ROKiT – Racing Star UK F4 Esports digital sim competition to determine the top 20 boy and girl finalists and following Motorsport UK's entry criteria compliance checks related to health, safety and competence assessments, Motorsport UK will determine the top 16



boy and girl finalists for each gender to compete in the simulator digital sim finals and determine the ROKiT – Racing Star F4 Esports winners, podium runners up and overall top ten.

### **11.1 Entry fees**

Participation for the competition, leaderboard and the multiplayer races is free. There is no entry fee.

### **11.2 Entry process**

You need to have RaceRoom Racing Experience installed on your computer in order to participate. You do not have to purchase any content.

All you have to do is to launch your game and go to Competitions. There you can pick the respective leaderboard competition. Alternatively, you can launch it by going to <http://game.raceroom.com/championships/80> in your browser.

To enter the leaderboard you need to be eligible (as described in §11).

Multiplayer races can be accessed via the multiplayer lobby in RaceRoom Racing Experience. Password and server name is sent via grid mail and published on the Official Discord server (<https://discord.gg/hxeNEKgMTS>).

## **12.0 Car and liveries**

The Tatuus F4 will be used with 20 different liveries.

You can find more information about the car on <https://www.racingstar.com/car/> and the official game page <https://game.raceroom.com/store/cars/tatuus-f4-cup/tatuus/tatuus-f4>

## **13.0 Qualifying**

### **13.1 Format**

The competition consists of 5 rounds. For each round\*, you have approximately 2 weeks to qualify for the multiplayer races. You can set an unlimited amount of laps.

\*Round 1 has a longer qualifying period.

The top 20 boys and top 20 girls with the fastest qualifying lap times on the qualification leaderboards will be invited to the online multiplayer races.

### 13.2 Calendar

Event	Track	Start date	End date
England	Silverstone GP	01.01.2022 08:00 GMT	02.02.2022 20:00 GMT
Austria	Red Bull Ring GP	02.02.2022 08:00 GMT	15.02.2022 08:00 GMT
Italy	Monza GP	16.02.2022 08:00 GMT	28.02.2022 23:59 GMT
Belgium	Spa Francorchamps	01.03.2022 00:01 GMT	14.03.2022 23:59 GMT
Germany	Hockenheimring GP	15.03.2022 00:01 GMT	28.03.2022 23:59 GMT

### 13.3 Leaderboard rules

<b>Difficulty</b>	Free choice (TC/ABS optional)
<b>Automatic Clutch</b>	Allowed
<b>Automatic Gears</b>	Allowed
<b>Tyre Wear</b>	Off
<b>Fuel Usage</b>	Off
<b>Damage</b>	Off
<b>Cut Rules</b>	Enabled, invalidates the lap
<b>Fixed Setup</b>	Yes
<b>Game Time</b>	Noon

### 13.4 Team and Community

You can specify a team or a community that you will be representing during the competition in your RaceRoom driver profile. There are no point tables for teams or communities; however, their names will be shown on the leaderboards. Any offending or discriminatory names will be rejected by the Staff, even if they are in the top 20.

## **14.0 Multiplayer races**

### **14.1 Invitations for the multiplayer races**

Each round, the top 20 boys and top 20 girls with the fastest qualifying lap times will be invited to race for competition points in separate boy / girl multiplayer races. They will be invited via email for the multiplayer races on the day the leaderboard ends.

Additional 5 boys and 5 girls will be invited as reserve drivers, in case one of the drivers is unable to participate or does not meet the requirements.

Please follow the instructions in the email carefully and confirm your attendance asap. You will have 48 hours to respond and to accept or decline the spot. A deadline will be specified in the email. If you have not confirmed, your spot will be given to a reserve driver.

Once you have confirmed your presence, you are expected to show up for the event.

If you miss one event for which you have confirmed your presence, you will receive a warning. If you miss a second event, you will be excluded from any further events from the championship. Late absence reports are not possible and will be ignored.

**14.2 Calendar**

Event	Track	Schedule
England	Silverstone GP	05.02.2022 18:00 GMT - 21:00 GMT
Austria	Red Bull Ring GP	19.02.2022 18:00 GMT - 21:00 GMT
Italy	Monza GP	05.03.2022 18:00 GMT - 21:00 GMT
Belgium	Spa Francorchamps	19.03.2022 18:00 GMT - 21:00 GMT
Germany	Hockenheimring GP	02.04.2022 18:00 GMT - 21:00 GMT

**Race day timetable**

*Girls race day*

From		To		
18:00	GMT	18:30	GMT	Mandatory Drivers Briefing
18:30	GMT	19:10	GMT	Free Practice
19:11	GMT	19:26	GMT	Qualification (15 mins)
19:28	GMT	20:00	GMT	Race (30 mins)

*Boys race day*

From		To		
18:00	GMT	18:30	GMT	Mandatory Drivers Briefing
18:30	GMT	20:05	GMT	Free Practice
20:06	GMT	20:21	GMT	Qualification (15 mins)
20:22	GMT	20:55	GMT	Race (30 mins)

**Mandatory drivers briefing**

The mandatory drivers briefing will be held on the Official Discord server (<https://discord.gg/hxeNEKgMTS>). You do not need a microphone, you can write your questions in the designated channel during the briefing.

### 14.3 Server settings

<b>Difficulty</b>	Free choice (TC/ABS optional)
<b>Automatic Clutch</b>	Allowed
<b>Automatic Gears</b>	Allowed
<b>Reverse Start Order</b>	No
<b>Tyre Wear</b>	Normal
<b>Fuel Usage</b>	Off
<b>Damage</b>	Limited
<b>Flag Rules</b>	Visual Only
<b>Cut Rules</b>	In-Game Cut Detection (slowdown)
<b>Mandatory Pits</b>	No
<b>Max ping allowed</b>	350ms
<b>Fixed Setup</b>	Yes
<b>Game Time</b>	Noon
<b>Practice-Length</b>	10 minutes
<b>Qualy-Length</b>	15 minutes
<b>Race-Length</b>	30 mins
<b>Formation Lap</b>	No
<b>Type of Start</b>	Standing
<b>Max Incident Point</b>	50

#### 14.3.1 Internet connection

It is your responsibility to make sure that you have a stable internet connection. If you lose connection to the server, you can not rejoin the race.

#### 14.3.2 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.

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.

#### 14.3.3 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, you will not score points. This is an

automated process that can not be altered. It is recommended to save the results files, and to take a screenshot of the race results in-game, in case complications with the results occur.

#### **14.4 Team and Community**

You can specify a team or a community that you will be representing during the competition in your RaceRoom driver profile. There are no point tables for teams or communities; however, their names will be used for promotional and broadcasting purposes. It is not necessary to specify a team or a community. Any offending or discriminatory names will be rejected by the Staff, and if necessary, disqualified and kicked from the race.

#### **14.5 Point Allocation, Standings and Championship**

Point scoring is in accordance with the global Formula 4 series standards. The points scored will be added to form a championship table.

Pos.	Race
1	25
2	18
3	15
4	12
5	10
6	8
7	6
8	4
9	2
10	1

To receive points, the game must count you as a finisher. **The driver with the fastest lap time will receive one additional point.**

The championship standings can be viewed at <http://game.raceroom.com/championships/80#standings>

Penalty points will be subtracted from the score of the driver.

#### **14.6 Drop scores**

**The final score will be tallied from the *best 3 rounds* out of the total.** The penalty points are viewed as a separate entity and cannot be dropped.

### 14.7 Final score ties

If two or more competitors have an equal number of points at the end of the competition, the ranking will be determined following these criteria:

- A. The competitor with the highest points across **all 5 rounds**; and
- B. If still tied, the best **race results**; and
- C. If still tied, the best **lap times for each race** between the two drivers

### 14.8 Broadcasts

The multiplayer races will be streamed live on RaceRoom’s and Racing Star’s Facebook page, YouTube and Twitch channels, with English commentary.

- <https://www.facebook.com/raceroom>
- <https://www.youtube.com/c/RaceRoomRacing>
- <https://www.twitch.tv/raceroomracingexperience>
- <https://www.facebook.com/RacingStarOfficial>
- <https://www.youtube.com/channel/UCCiRXOCCmm05Hu1Ifyk-hbQ>
- <https://www.racingstar.com/videos>

If a broadcast is not possible due to technical issues, it will not take place. There will be a highlight video instead.

### Stream schedule

From		To		
19:00	GMT	19:05	GMT	Stream starts
19:05	GMT	20:00	GMT	Stream for girls race
20:00	GMT	20:05	GMT	Transfer: end of race girls to end of practice/start qualification boys
20:05	GMT	20:55	GMT	Stream for boys race
20:55	GMT	21:00	GMT	Stream ends

## **15 The Grand Final**

On completion of the ROKiT Racing Star UK F4 Esports competition to determine the top 20 boy and girl finalists and following Motorsport UK's entry criteria compliance checks, Motorsport UK will determine and invite the top 16 boy and girl finalists for each gender to compete in The Grand Final where they will race in a knockout final, driving professional racing simulators to decide which boy and girl will be crowned the ROKiT Racing Stars Champions of 2022 and win the grand prize.

The Grand Final will take place in Bolton, UK on the weekend of 14th and 15th of May. The invitation will include accommodation for each finalist including one adult in one room.

## **16 Prizes**

After 5 rounds of sim racing, the assessments and a grand final to determine the 2022 ROKiT Racing Star F4 Esports Champions, the boy and girl champions will be awarded professional driver training from the UK's motorsports governing body, Motorsport UK, to prepare them for a FIA license to drive for the 2023 ROKiT Formula 4 Racing Star Team and race in the 2023 British F4 Championship.

For a complete overview of the prizes, visit <https://www.racingstar.com/prizes/>.



## **17 Incidents and Penalties**

### **17.1 Etiquette**

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

### **17.2 Flag rules**

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

### **17.3 Reporting Incidents**

#### *17.3.1 Report procedure*

If you feel like another driver has disadvantaged your race, you report them 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:

Link to a replay file of the race:

Separate incidents must be covered in separate reports to [esports@raceroom.com](mailto:esports@raceroom.com)

#### *17.3.2 Rules for reports*

You can only report incidents which have affected your race. Reporting scenes that are not related to your race is not allowed and will be ignored.

#### *17.3.3 Deadline for reports*

Incident reports have to be provided directly after the race. The deadline for reports is 24 hours after the race ends.

#### *17.3.4 Appealing penalties*

Appealing penalties after the fact is not possible.

#### *17.3.5 Conduct with report and defence statements*

Any reports that contain disrespectful or discriminatory comments towards the Staff, race

direction or other competitors will be ignored, and the offender will be excluded from future Raceroom events.

#### *17.3.6 Incident review format*

Incidents will be investigated after the race and after the end of the report deadline. They will be posted in the forum at <https://forum.sector3studios.com/index.php?threads/rokit-racing-star-f4-esports-competition-uk-2022-incidents-and-penalties.17901/> and on the Official Discord server (<https://discord.gg/hxeNEKgMTS>)

### **17.4 Penalties**

#### *17.4.1 Introduction to penalties and special definition*

In this competition, 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 open 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".

#### *17.4.2 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 includes (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.

#### *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.

*Joining or rejoining in or from pit lane exit*

The drivers can cross the white line whilst entering the pitlanes. They must make sure that there is no contact made with other drivers or others are affected.

When rejoining the track, they are not allowed to cross the white line. They can touch the white line with one tyre but no tyre should fully move over the line. An early Re-Entry to the racing surface will be penalised, any additional incidents caused by crossing the white line early will be considered a dangerous re-join.

*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 car's 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.

### *Track limits*

Track limits are defined as having two wheels on or within the circuit markings (usually, but not limited to, white or yellow lines) kerb/ curb count as track. This does not override the ingame automatic track limits detection system by RaceRoom.

### *Overtaking outside of tracklimits*

Overtaking outside of track limits means to gain a position whilst being 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*

The Pit Speed Limit is enforced by the game.

### *17.4.3 Penalty point catalogue*

I: Warning

II: Half: 0.5 strikes

III: Normal: 1 strikes

IV: Harsh: 2 strikes

V: Very Harsh: 3 strikes

VI: Disqualify + 6 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 ROKiT Racing Star F4 Esports Competition presented by RaceRoom and 8 strikes. His points score of the competition 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. The stewards can adjust these penalties according to the circumstances, even if not further described in the rulebook.

#### *17.4.4 License points system*

3 strikes: the driver will receive a qualifying ban for the next race.

5 strikes: the driver will not be allowed to participate in the next race.

6 strikes: the driver will be excluded from the ROKiT Racing Star F4 Esports Competition.

License points cannot be dropped, removed, or taken back throughout the competition.

#### *17.4.5 Announcement of penalties*

Full descriptions of the stewards decisions will be announced in the Official Discord server and publicly released in the forum at <https://forum.sector3studios.com/index.php?threads/rokit-racing-star-f4-esports-competition-uk-2022-incidents-and-penalties.17901/>

## C. INFORMATION FOR PARENTS/LEGAL GUARDIANS

Dear Parents, Guardians,

Your child wishes to participate in the 2022 ROKiT Racing Star F4 Competition to have a chance to become an actual racing driver.

This section provides some key information for you as a parent and/or guardian about your child's entry into the competition.

It is designed to keep you well informed but if you have any questions regarding your child's participation in the competition after reading this information, please feel free to contact us at [contact@racingstar.com](mailto:contact@racingstar.com).

### What you need to know

- The competition starts on January 1, 2022, and consists of 5 rounds of online sim racing utilizing RaceRoom's sim racing platform.
- The competition is 100% free, as is RaceRoom's sim platform, the competition car and tracks. There are no entry costs.
- For each round, participants have circa 2 weeks to qualify for the live races. The qualifying period has been determined to give your child enough time to set a qualifying lap and not get in the way of his or her schooling or daily activities.
- The 20 boys and girls with the fastest qualifying lap times will receive an email invitation to race for competition points in separate boy/girl live online races. These live races are scheduled over weekends, in particular, Saturdays.
- Online races will be broadcast live with professional commentary via live streams on the internet.
- The final score will be tallied from the **best 3 rounds** out of the total entered. In other words, your child does not have to attend all 5 races.
- To keep the competition fair for everyone, competitors have to follow the competition rules. These rules are specified in the Rulebook. The Rulebook contains extensive information about the competition, the organisation, the requirements, rules and regulations.
- The Rulebook also covers information regarding privacy, the use of data and images, and the prize.

- For communication between the organization and your child and for your child to communicate with other competitors, the chat platform Discord is used. Discord is also used for the mandatory drivers briefings. You are welcome to join Discord as well: <https://discord.gg/hxeNEKgMTS>.
- Based on the results of the points ranking after 5 rounds, the top 16 boys and 16 girl drivers will be invited to the Grand Final at the University of Bolton's "National Centre for Motorsport Engineering" auditorium. Parental consent and proof of identity are required.
- The invitation to the final includes one accompanying adult which is a mandatory requirement to ensure your child's well being.
- The final will be held on the 14th and 15th of May 2022 and consists of online knock-out races in professional racing simulators.
- Accommodation for the boy and girl competition finalists +1 adult (1 room on the 14th of May 2022) will be arranged and is included.
- Prior to the finals, the finalists will undergo health and safety assessments by Motorsport UK. More information on this subject can be found on the website [www.racingstar.com/join](http://www.racingstar.com/join) and in the Rulebook.
- The boy and girl winner will be awarded 6-month professional driver training from the UK's sports governing body, Motorsport UK, during the second half of 2022 with a view to them qualifying to be issued an FIA F4 Competition License. After qualifying to receive their FIA Competition License, the boy and girl 2022 ROKiT Racing Star UK F4 Esports competition winners will be entered in the 2023 British F4 Championship driving for the ROKiT F4 Racing Team.
- The overall top 10 boy and girl finalists will win prizes. For more information, please see <https://www.racingstar.com/prizes>.

The Racing Star team hope the above is helpful, however, if you have any questions, please feel free to contact us at [contact@racingstar.com](mailto:contact@racingstar.com).

With best regards,

ROKiT - Racing Star UK