



RULEBOOK
RaceRoom General Competition Rules
VERSION 1.02



GENERAL COMPETITION RULES 1.02

Index

GENERAL INFORMATION	3
1.0 Introduction	3
2.0 Validity	3
3.0 Glossary	3
4.0 Staff List	3
5.0 General Rules	4
5.1 Reading and Understanding the Rules	4
5.2 General Behaviour	4
5.3 Cheating and Use of External Software	4
5.4 Accounts	4
5.5 Staff Decisions	5
6.0 Sporting Organiser	5
7.0 Declaration of Consent	5
8.0 Data Privacy	5
9.0 Changes	6
10.0 Legal Disclaimer	6
11.0 Leaderboard Etiquette	6
11.1 General Rules	6
11.2 Track Limits	6
11.3 Wall Riding	6
12.0 Multiplayer On-Track Etiquette	6
12.1 General Sportsmanship	6
12.2 Important Basics	7
12.3 Start Phase	7
12.4 Overtaking and Defending	7
12.5 Track Boundaries	7
12.6 Race Line	8
12.7 Qualifying	8
12.8 Lapping	8
12.9 In-game Chat	8
12.10 Pressing Escape	8
12.11 In game troubleshooting	8
13.0 LAN Etiquette	9
13.1 General Behaviour	9
13.2 Technical Issues	9
13.3 Touching Simulators	9
13.4 Damaging or Stealing Equipment	9
14.0 Flag signals and Their Meaning	9
14.1 Yellow Flag	9
14.2 Blue Flag	9
14.3 Black and White Diagonal Flag	10
14.4 Black Flag	10
15.0 Incidents and Penalties	10
15.1 Definition of Incidents	10
15.2 Incident Procedure	10
15.3 Penalties	10
15.4 Strikes	10
15.5 Competition-overarching Strikes	11
15.6 Attendance	11
15.7 Competition-overarching Attendance	11
15.8 Most Extreme Offenses	12



GENERAL COMPETITION RULES 1.02

GENERAL INFORMATION

1.0 Introduction

The purpose of this rulebook is to provide a base set of rules for RaceRoom Competitions.

2.0 Validity

These rules are valid for:

- All events hosted on <http://game.raceroom.com/competitions/> which refer to this rulebook in their information text.
- Live events organised by RaceRoom Entertainment GmbH with competitive character.

These RaceRoom competitions may have a separate rule set, explaining competition-specific rules, which are an addition to this rule set, however, at all times the rules specified in the General Competition Rules are decisive in case of a dispute.

National competitions may run with completely separate rule sets.

3.0 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.

4.0 Staff List

The teams behind RaceRoom are part of the Staff and can be contacted only via email at esports@raceroom.com.

The “RaceRoom” and “Sector3” accounts on the forum forum.sector3studios.com are also regarded as Staff.

Additional Staff may be specified in the respective Rulebooks of the Championships if necessary.

The users with the role “Admin” and “Esports Team” on the Official RaceRoom Discord (<https://discord.gg/RaceRoom>) also count as Staff.

The Staff can only be contacted via email at esports@raceroom.com, not through the forum or Official Discord server.



GENERAL COMPETITION RULES 1.02

5.0 General Rules

5.1 Reading and Understanding the Rules

Every driver participating in any RaceRoom Event, agrees to having understood the General Rules, and agrees to obey them. By entering an Event, you are bound to these Rules. Not having understood these rules is not a valid excuse.

If you have questions about certain rules, ask the Staff via email at esports@raceroom.com.

5.2 General Behaviour

Every driver participating in any RaceRoom Event must always show good behaviour. Any discriminatory or offending actions, words, posts or contents in game or in any used communication channel are forbidden and can lead to permanent exclusion from RaceRoom and or RaceRoom Events.

5.3 Cheating and Use 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 RaceRoom Event will receive a permanent ban from the game.

In case no use of software can be proven directly in the files but is supported with video evidence and it is obvious that the driving behaviour of the car cannot be explained with normal game function use, a (permanent) ban based on video evidence is also valid.

The use of external programs that create a competitive advantage or that alter the functions of the simulation are considered cheating and can lead to a (permanent) ban from RaceRoom.

Tools such as CrewChief, OtterHud, ZeroforceHud, Motec or similar programs that provide data statistics and do not enhance performance which could be considered cheating, are allowed. If you are unsure about the use of an external, you can contact esports@raceroom.com in advance.

5.4 Accounts

You have to enter your real name in your RaceRoom in-game account in order to participate. Fake names or names with clan tags are only allowed for online time attack participation and online multiplayer races without prizes. In online multiplayer races with prizes or live events, you have to use your real name.

Using multiple accounts or deliberate creation of new, lower ranked accounts is not allowed and will result in a permanent exclusion from the respective championship on RaceRoom, or on repeat offense or in case of ban evasion, in an exclusion from RaceRoom in general.

5.5 Staff Decisions



GENERAL COMPETITION RULES 1.02

The decisions made by the RaceRoom Staff are binding. If a situation is not covered by these 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.

6.0 Sporting Organiser

RaceRoom Entertainment GmbH
Aspachweg 14
74427 Fichtenberg
Germany

For questions regarding these sporting regulations:
esports@raceroom.com

RaceRoom also organises commercial competitions. For these leagues, the applicable rules and general information will be published in the respective Rulebooks, where you can also find the right contact information.

7.0 Declaration of Consent

The drivers agree that their names will appear in live streams and press releases handled by RaceRoom.

The drivers agree that RaceRoom is entitled to take and broadcast photographs, make audio and video recordings (e.g. interviews, statements, internet stream) on which the drivers are identifiable for social media purposes.

8.0 Data Privacy

All personal data from drivers is collected and processed in accordance with the statutory provisions governing data protection in Germany. Only personal data required for handling competitions and prizes is collected and, if required for administrative purposes, forwarded onto RaceRoom partners.

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. Drivers agree to this. The data is deleted after it has lost its purpose.

9.0 Changes

RaceRoom explicitly reserves the right to amend or modify these rules at any time, with effect for the future. Drivers shall be notified about this at a suitable point via RaceRoom channels.

10.0 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 above mentioned provisions in these conditions of entry should be ineffective or contain a loophole, the other



GENERAL COMPETITION RULES 1.02

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 driver automatically accepts the conditions of entry.

11.0 Leaderboard Etiquette

11.1 General Rules

The rules of the leaderboard are defined by the rules that are set in-game. You can use all functions that the game allows you to do, if they do not violate other passages in this Rulebook.

11.2 Track Limits

The track boundaries are following the in-game penalties. In general, they are as follows: 2 wheels always on track, kerbs count as track. Track-specific exceptions will be explained in the grid mail. When you exceed the track boundaries, you will see a black and white flag on your screen and your lap time is invalid.

In some cases, it may be possible to skip entire corners or sections of a track. This is not allowed, and will result in 2 strikes and a manual deletion of your lap time.

If the leaderboard is used as a qualifier for a multiplayer race, that means you will not receive an invitation to the race. Repeat offenders will face harsher penalties.

11.3 Wall Riding

Wall riding in order to gain a competitive advantage is not allowed, and will result in 2 strikes and a manual deletion of the lap time.

If the leaderboard is used as a qualifier for a multiplayer race, which means you will not receive an invitation to the race. Repeat offenders will face harsher penalties.

12.0 Multiplayer On-Track Etiquette

12.1 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 fair play.

12.2 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.

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

12.3 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 penalised more harshly.

12.4 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 occurs when 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 dive bombing 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.

12.5 Track Boundaries

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

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 automatically be penalised 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 an offense that will be penalised.

12.6 Race Line

In terms of race line, drivers 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 already on track that are approaching with higher speed.



GENERAL COMPETITION RULES 1.02

12.7 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.

12.8 Lapping

When being lapped, a driver needs to have a predictable trajectory and keep a regular trajectory and speed. Excessive manoeuvres such as braking earlier/harder or changing lines to try and facilitate the lapping, usually ends up in misunderstandings.

Drivers 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.

12.9 In-game Chat

Using the in-game chat during qualifying and race is not allowed. Offenders will receive a warning or penalties if they do this repeatedly or insult other drivers or Staff.

12.10 Pressing Escape

Pressing escape during all sessions is allowed at all times and will not be penalised. 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 that case, you should notify the staff at the event, and try to move out of the way in-game if possible.

12.11 In game troubleshooting

When experiencing an issue or a crash, you can always go to #help in the official RaceRoom Discord. If you want to report an issue, it helps if you provide log files and crash dump files along with your detailed report.

How to collect a game.log file?

- Open your file explorer and browse to Documents\My Games\SimBin\RaceRoom Racing Experience\UserData\Log
- You can sort this by "last modified" and find your latest game.log file that corresponds to your issue. Notice the timestamp that should help with the identification.

How to collect a crash.dmp file?

- Open your file explorer and browse to Documents\My Games\SimBin\Crash Dumps
- You can sort this by "last modified" and your latest .dmp file that corresponds to your issue. Notice the timestamp that should help with the identification.

13.0 LAN Etiquette

13.1 General Behaviour

The rules for behaviour follow the general rules presented in §5, and the etiquette in multiplayer races outlined in §12.

13.2 Technical Issues

Just like with technical problems in real life racing, we cannot exclude the possibility of hardware failures.

There will be no restarts if hardware failures occur, and players affected by hardware failures will not be compensated.

13.3 Touching Simulators

While being on the stage, touching cables or simulators of other teams and drivers is strictly forbidden and in the case of suspected manipulation, may lead to a disqualification.

13.4 Damaging or Stealing Equipment

The equipment used in events is property of RaceRoom. Purposefully damaging or stealing equipment will lead to penalties and may have legal consequences.

14.0 Flag signals and Their Meaning

14.1 Yellow Flag

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

14.2 Blue Flag

A blue flag indicates a faster car is approaching from behind and is typically shown on your outlap 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 top speed differences between the cars, please move off the racing line to a safe place to let the other driver pass.

In a multiclass race with top speed differences between the cars, you can stay on the racing line. Ignoring blue flags will result in a penalty.

14.3 Black and White Diagonal Flag

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.

14.4 Black Flag

A black flag indicates a disqualification.

15.0 Incidents and Penalties

15.1 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.

15.2 Incident Procedure

The report and stewarding system will be set individually to fit each competition or event.

15.3 Penalties

Each competition may use a different system of penalties, which may consist of time penalties, point penalties or a warning/disqualification system.

However, all competitions will award strikes for incidents.

15.4 Strikes

For a regular penalty, you receive 1 strike.

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, no strike is given.

In cases such as (but not limited to) creating a disadvantage for a large group of drivers due to contact, very careless driving or repeated track limit infringements to gain an advantage, 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, 3 strikes may be given.

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.



GENERAL COMPETITION RULES 1.02

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.

Competitions, especially LAN-based competitions, may use harsher rules and award more strikes. These rules are specified in the respective rulebooks.

15.5 Competition-overarching Strikes

Throughout the calendar year, all strikes from all competitions will be listed in one competition-overarching list of strikes.

If a driver receives 10 strikes, he will receive a one-month ban from all RaceRoom Competitions.

If a driver receives 13 strikes, he will be banned from all RaceRoom Competitions for the rest of the calendar year.

At the end of the year, the strikes will be reset.

For all drivers with 7 or less strikes, it will be reset to 0 for the next year.

For all drivers with between 8 and 12 strikes, they will start the next year with 2 strikes.

For all drivers with 13 or more strikes, they will start the next year with 4 strikes.

You can keep track of the strikes and attendance warnings here:

<https://forum.sector3studios.com/index.php?forums/Esports/>

15.6 Attendance

If you do not accept the invitation to an event, there are no consequences.

If you confirm your participation and then do not show up, or report absence after the deadline set in the competition rulebook, you will receive a penalty.

The first absence with late or no absence report will result in a warning.

The second absence will result in a removal from the championship.

Competitions, especially LAN-based competitions, may use harsher or modified rules. These rules are specified in the respective rulebooks.

15.7 Competition-overarching Attendance

Throughout the calendar year, all absences from all competitions will be listed in one competition-overarching list of absences.

Three absences with late or no absence report will result in a 1 month ban from all RaceRoom Competitions.

Four absences will result in a ban for the remainder of the year.

You can keep track of the strikes and attendance warnings here:

<https://forum.sector3studios.com/index.php?forums/Esports/>

15.8 Most Extreme Offenses

The following offenses are so extreme that they are treated outside of the regular strike and penalty system:

- Cheating
- Theft
- Fraud
- Physical Assault
- Discriminating Statements and Actions

Consequences depend on the severity of the offense and range from a one-year ban to a permanent ban, and may include legal consequences.

If a driver returns to competition after such a ban, he will start the year with 4 strikes.