



RULEBOOK
RaceRoom Ranked Championship
2022 - Season 2
VERSION 1.0.0

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A. GENERAL INFORMATION

1.0 Introduction

INTRODUCTION

After a successful first Season, the RaceRoom Team is hosting Season 2 of the Ranked Championship for the Community in which drivers of all skills can compete with each other to be crowned Champion in their respective Tier.

The RaceRoom Ranked Championship 2022 - Season 2 is played in four Rounds. To participate in the RaceRoom Ranked Championship, drivers need to register in a Car Class (Rookie, AM or PRO) for each Round, based on their Ranked Reputation. For each Round, Drivers have approximately 2 weeks to register.

After the registration period for the upcoming Round ends, the top drivers with the highest Rating will be split in groups and invited to race on their respective Servers.

The Race Results will be processed manually after each Round to create an overall Championship Standing. There are point tables for Community teams, but no additional prizes will be awarded after the Season ends.

After 4 Rounds of multiplayer races to determine the RaceRoom Ranked Championship 2022 - Season 2 Champions, the Top 3 drivers of each Tier will receive a trophy, and the Top 10 drivers of each Tier will receive vRP. Additionally, bonus vRP are awarded to drivers participating in all four Rounds.

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 RaceRoom 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 team behind RaceRoom is part of the Staff and can be contacted via email at esports@raceroom.com.

3.2 Other Staff

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

The users with the role “Staff”, “Admin” and “Esports Team” on the Official Discord server (<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 the Official Discord server.

4.0 General rules

4.1 Reading and understanding the rules

Every driver participating in any event of the RaceRoom Ranked Championship agrees to the rules by entering the event and agrees to obey to the rules. If you have questions about certain rules, ask the Staff via email at esports@raceroom.com.

4.2 General Behaviour

Every driver participating in any event of the RaceRoom Ranked Championship 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 Competition. If you are unsure about a program, you should ask the Staff before using it.

In case no usage of software can be proven directly in the files but if due to video evidence it is still obvious that the driving behaviour of the car cannot be explained with normal game functions, a ban based 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 (web hud) and external
- Setup and telemetry tools, such as Motec or Second Monitor

4.4 Accounts

You must enter your real name in your RaceRoom in-game account in order to participate. Using fake names, aliases or names with clan tags is not allowed.

Using 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 RaceRoom Ranked Championship, or in case of repeat offence 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 centre 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 with the location, IP address and usernames of the drivers.

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

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

4.5 Staff Decisions

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 are considered to be accepted by all drivers.

4.6 General Competition Rules

Every driver participating in the Championship agrees to the rules and agrees to obey to the rules as written in the General Competition Rules:

<https://www.raceroom.com/wp-content/uploads/2022/05/RaceRoom-General-Competition-Rules-v1.02.pdf>

5.0 Organisation

The competition is organised by:

RaceRoom Entertainment GmbH
Aspachweg 14
74427 Fichtenberg
Germany

For questions regarding the sporting regulations:
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 the RaceRoom Ranked Championship.

The drivers agree that RaceRoom can make and broadcast photographs and video recordings (e.g. internet stream), on which drivers are identifiable as well as statements, interviews and similar, captured on audio and video. RaceRoom is 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 drivers agree to this. The data is deleted after the Championship Season has ended.

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 on the competition page (<http://game.raceroom.com/championships/89>).

10.0 Legal disclaimer

There is no legal recourse. The law of the Federal Republic of Germany applies exclusively and the jurisdiction of RaceRoom 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 driver 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.

The RaceRoom Staff also has the right to invite additional drivers to enter the race. These additional drivers are excluded from the Championship Results and will therefore not gather points for the Championship.

You must use the email address with which you registered on RaceRoom for official email correspondence.

11.1 Entry fees

Participation in the RaceRoom Ranked Championship is free. There is no entry fee.

11.2 Entry process

To participate in the RaceRoom Ranked Championship, you have to sign up for each Round by filling in a Google Form: <https://forms.gle/foBiQUAcFyWwC3qUA>. The deadline for entering the Competition is published on the Competition page (<http://game.raceroom.com/championships/89>) and shown on the Google Form.

All you have to do is to launch your game and go to Competitions. There you can choose the RaceRoom Ranked Championship, click “Sign up now” and fill in the Google Form.



12.0 Cars and liveries

The ROOKIE Series is using the Tatuus F4.

The AM Series is using the WTCR 2018-2021 and Touring Cars Class.

The PRO Series is using a selection of car models from the GTR 3, ADAC Classes and DTM 21, having the same performance index:



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- AUDI R8 LMS GT3 EVO
- BMW M6 GT3
- BENTLEY CONTINENTAL GT3 EVO
- CALLAWAY CORVETTE C7 GT3-R
- FERRARI 488 GT3 EVO 2020 DTM
- MCLAREN 650S GT3
- MCLAREN 720S GT3 DTM
- MERCEDES AMG GT3
- MERCEDES-AMG GT3 2020
- PORSCHE 911 GT3 R (2019)

Drivers can pick any livery they own.

12.1 BoP

The BoP will be announced as soon as possible, but latest during the Race Week on Discord. Due to the nature of BoP and the use of an Open Setup, the Staff reserves the right to update the BoP up until 4 hours before the Race starts.

13.0 Registration

13.1 Register for each round

The RaceRoom Ranked Championship 2022 - Season 2 is played in four Rounds.

To participate in the RaceRoom Ranked Championship, drivers need to register in a Car Class (Rookie, AM or PRO) for each Round, based on their Ranked Reputation via a Google Form as described in 11.2. For each Round, Drivers have approximately 2 weeks to register.

Drivers are responsible for entering a correct email address associated with their RaceRoom account.

After the registration period for the upcoming Round ends, the top drivers with the highest Rating will be split in groups and invited to race on their respective Servers.

Drivers need to make sure they have met the requirements (both Reputation and Rating) when the registrations are being processed, the Monday morning (09:00 CET) after the deadline/registration period closes.

If a driver does not meet the requirements or if no user information could be found based on the provided email address, the driver's entry will be deemed invalid and will be discarded.

13.2 Registration Calendar

For Track Layouts, see the Race Calendar in 14.2.1

| 2022 RaceRoom Ranked Championship Season 2 | Registration Opens | Registration Closes |
|--|--------------------|---------------------|
| Round 1: Hockenheimring | 17.08.2022 | 04.09.2022 |
| Round 2: Red Bull Ring | 09.09.2022 | 25.09.2022 |
| Round 3: Daytona Int. Speedway | 30.09.2022 | 16.10.2022 |
| Round 4: Interlagos | 21.10.2022 | 06.11.2022 |

13.3 Team/Community

You can specify a team or a community that you will be representing during the Competition in your RaceRoom driver profile. There are point tables for Communities, but no additional prizes will be awarded after the Season ends. Any offending or discriminatory names will be rejected by the Staff, even if the drivers are invited to the broadcast server, as specified in 14.4.

14.0 Multiplayer races

14.1 Invitations for the multiplayer races

Each round, the top Rookie, AM and PRO Drivers with the highest Ranked Rating will be invited to the multiplayer races on Race Days via email (check your spam box, too).

Please follow the instructions in the email carefully and confirm your attendance asap. A deadline to respond and accept or decline your spot will be sent to you by email (make sure to check your spam box).

If you miss the deadline or have declined your spot, your spot will be given to another driver.

Once you have confirmed your presence, you are expected to show up for the event. If you miss an event for which you have confirmed your presence, you will receive a warning. Late absence reports are not possible and will therefore be ignored. If you miss a second event, you will receive a penalty.

14.2 Calendar and timetable

Please note that there are two race days, one for Rookies and one for AM and PRO.

14.2.1 Race Calendar Rookies

Rookie races will take place on **Wednesdays**.

| 2022 RaceRoom Ranked Championship - Season 2 - ROOKIES | Layout | Race Schedule Rookies |
|--|-------------|-----------------------|
| Round 1: Hockenheimring | Grand Prix | 07-09-2022 |
| Round 2: Red Bull Ring | Grand Prix | 28-09-2022 |
| Round 3: Daytona Int. Speedway | Road Course | 19-10-2022 |
| Round 4: Interlagos | Grand Prix | 09-11-2022 |

14.2.2 Race Day Timetable Rookies

ROOKIE

| From | | To | | |
|-------|------|-------|------|------------------------|
| 18:00 | CEST | 19:00 | CEST | Free Practice |
| 19:00 | CEST | 19:08 | CEST | Qualification (8 mins) |
| 19:09 | CEST | 19:30 | CEST | Race (20 mins) |

14.2.3 Race Calendar AM/PRO

AM/PRO races will take place on **Thursdays**.

| 2022 RaceRoom Ranked Championship - Season 2 - AM/PRO | Layout | Race Schedule AM/PRO |
|---|-------------|----------------------|
| Round 1: Hockenheimring | Grand Prix | 08-09-2022 |
| Round 2: Red Bull Ring | Grand Prix | 29-09-2022 |
| Round 3: Daytona Int. Speedway | Road Course | 20-10-2022 |
| Round 4: Interlagos | Grand Prix | 10-11-2022 |

14.2.4 Race Day Timetable AM/PRO

AM

| From | | To | | |
|-------|------|-------|------|-------------------------|
| 18:00 | CEST | 19:10 | CEST | Free Practice |
| 19:10 | CEST | 19:20 | CEST | Qualification (10 mins) |
| 19:21 | CEST | 19:55 | CEST | Race (30 mins) |

PRO

| From | | To | | |
|-------|------|-------|------|-------------------------|
| 18:00 | CEST | 19:10 | CEST | Free Practice |
| 19:10 | CEST | 19:20 | CEST | Qualification (10 mins) |
| 19:21 | CEST | 20:25 | CEST | Race (60 mins) |

Note: AM/PRO drivers that are invited to the Broadcast servers, gridmail includes adjusted timetable!

14.3 Server settings

| | ALL SERVERS |
|------------------|-------------------------------|
| Difficulty | Free choice (TC/ABS optional) |
| Automatic Clutch | Allowed |
| Automatic Gears | Allowed |
| Tyre Wear | Normal |
| Fuel Usage | Normal |

| | |
|-------------------------|----------------------------------|
| Damage | On |
| Flag Rules | Visual Only |
| Cut Rules | In-Game Cut Detection (slowdown) |
| Mandatory Pits | No |
| Max ping allowed | 350 ms |
| Game Time | Noon |
| Formation Lap | No |
| Type of Start | Standing |

| | ROOKIE | AM | PRO |
|-------------------------------|---------------|------------|------------|
| Practice Duration | 60 minutes | 60 minutes | 60 minutes |
| Qualification Duration | 8 minutes | 10 minutes | 10 minutes |
| Race Duration | 20 minutes | 30 minutes | 60 minutes |
| Max Incident Points | 30 | 40 | 40 |
| Fixed Setup | Yes | No | No |

14.3.1 Important information

14.3.1.1 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.

14.3.1.2 Server crashes and restarts

Once a race is started, it will not be restarted, regardless of incidents or a server crash.

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.

14.3.1.3 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.

14.3.1.4 In game troubleshooting



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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.

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 point tables for Communities, but no additional prizes will be awarded after the Season ends. The team name 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, drivers can be disqualified and kicked from the Race.

14.5 Point Allocation, Standings and Championship

Drivers will receive points based on their finishing position in their server: the game must count a driver as a finisher. The point system is set up in such a way that you cannot gain more points by going on a lower server and dominate that lower Tier.

After each Round, the Race Results will be processed manually to create an overall Championship Standing. At the end of the Season, after the 4th Round, 3 drivers will be crowned as winner of the Season for their Tier.

When the next Season starts, the Standings are reset.

The championship standings can be viewed at
<http://game.raceroom.com/championships/89#standings>

| Broadcast Server (1.0) | | Platinum Server (0.4) | | Gold Server (0.2) | | Silver Server (0.1) | | Bronze Server (0.05) | |
|------------------------|--------|-----------------------|--------|-------------------|--------|---------------------|--------|----------------------|--------|
| Pos | Points | Pos | Points | Pos | Points | Pos | Points | Pos | Points |
| 1 | 50 | 1 | 20 | 1 | 10 | 1 | 5 | 1 | 2.5 |
| 2 | 44 | 2 | 17.6 | 2 | 8.8 | 2 | 4.4 | 2 | 2.2 |
| 3 | 40 | 3 | 16 | 3 | 8 | 3 | 4 | 3 | 2 |
| 4 | 37 | 4 | 14.8 | 4 | 7.4 | 4 | 3.7 | 4 | 1.85 |
| 5 | 34 | 5 | 13.6 | 5 | 6.8 | 5 | 3.4 | 5 | 1.7 |
| 6 | 32 | 6 | 12.8 | 6 | 6.4 | 6 | 3.2 | 6 | 1.6 |
| 7 | 30 | 7 | 12 | 7 | 6 | 7 | 3 | 7 | 1.5 |
| 8 | 28 | 8 | 11.2 | 8 | 5.6 | 8 | 2.8 | 8 | 1.4 |
| 9 | 26 | 9 | 10.4 | 9 | 5.2 | 9 | 2.6 | 9 | 1.3 |
| 10 | 25 | 10 | 10 | 10 | 5 | 10 | 2.5 | 10 | 1.25 |
| 11 | 24 | 11 | 9.6 | 11 | 4.8 | 11 | 2.4 | 11 | 1.2 |
| 12 | 23 | 12 | 9.2 | 12 | 4.6 | 12 | 2.3 | 12 | 1.15 |
| 13 | 22 | 13 | 8.8 | 13 | 4.4 | 13 | 2.2 | 13 | 1.1 |
| 14 | 21 | 14 | 8.4 | 14 | 4.2 | 14 | 2.1 | 14 | 1.05 |
| 15 | 20 | 15 | 8 | 15 | 4 | 15 | 2 | 15 | 1 |
| 16 | 19 | 16 | 7.6 | 16 | 3.8 | 16 | 1.9 | 16 | 0.95 |
| 17 | 18 | 17 | 7.2 | 17 | 3.6 | 17 | 1.8 | 17 | 0.9 |
| 18 | 17 | 18 | 6.8 | 18 | 3.4 | 18 | 1.7 | 18 | 0.85 |
| 19 | 16 | 19 | 6.4 | 19 | 3.2 | 19 | 1.6 | 19 | 0.8 |
| 20 | 15 | 20 | 6 | 20 | 3 | 20 | 1.5 | 20 | 0.75 |
| 21 | 14 | 21 | 5.6 | 21 | 2.8 | 21 | 1.4 | 21 | 0.7 |
| 22 | 13 | 22 | 5.2 | 22 | 2.6 | 22 | 1.3 | 22 | 0.65 |
| 23 | 12 | 23 | 4.8 | 23 | 2.4 | 23 | 1.2 | 23 | 0.6 |
| 24 | 11 | 24 | 4.4 | 24 | 2.2 | 24 | 1.1 | 24 | 0.55 |
| 25 | 10 | 25 | 4 | 25 | 2 | 25 | 1 | 25 | 0.5 |
| 26 | 9 | 26 | 3.6 | 26 | 1.8 | 26 | 0.9 | 26 | 0.45 |
| 27 | 8 | 27 | 3.2 | 27 | 1.6 | 27 | 0.8 | 27 | 0.4 |
| 28 | 7 | 28 | 2.8 | 28 | 1.4 | 28 | 0.7 | 28 | 0.35 |
| 29 | 6 | 29 | 2.4 | 29 | 1.2 | 29 | 0.6 | 29 | 0.3 |
| 30 | 5 | 30 | 2 | 30 | 1 | 30 | 0.5 | 30 | 0.25 |
| 31 | 4 | 31 | 1.6 | 31 | 0.8 | 31 | 0.4 | 31 | 0.2 |
| 32 | 3 | 32 | 1.2 | 32 | 0.6 | 32 | 0.3 | 32 | 0.15 |
| 33 | 2 | 33 | 0.8 | 33 | 0.4 | 33 | 0.2 | 33 | 0.1 |
| 34 | 1 | 34 | 0.4 | 34 | 0.2 | 34 | 0.1 | 34 | 0.05 |

14.6 Final score ties

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

- Who had the **most fastest laps** during the season; and
- If still tied, the **highest rating after the last race**

14.7 Broadcasts

The multiplayer races for AM and PRO will be streamed live on RaceRoom's YouTube and Twitch channels, with English commentary.

- <https://www.facebook.com/raceroom>

- <https://www.youtube.com/c/RaceRoomRacing>
- <https://www.twitch.tv/raceroomracingexperience>

If a broadcast is not possible due to technical issues, it will not take place.

14.7.1 Stream Timetable

On Race Day for AM and PRO, the top split (Broadcast server) for AM and PRO will be broadcasted live on our channels (YouTube and Twitch). Below you can find the Stream Timetable.

| From | | To | | |
|-------|------|-------|------|------------------------------|
| 18:55 | CEST | 19:00 | CEST | Stream starts with countdown |
| 19:00 | CEST | 19:10 | CEST | Welcome and Introduction |
| 19:10 | CEST | 19:15 | CEST | Track Presentation |
| 19:15 | CEST | 20:00 | CEST | AM quali & race |
| 20:00 | CEST | 20:10 | CEST | Rookie Highlights |
| 20:10 | CEST | 21:25 | CEST | PRO quali & race |
| 21:25 | CEST | 21:30 | CEST | Stream ends |

Note: these are rough estimates and subject to change.

15.0 Prizes

After 4 Rounds of multiplayer races to determine the 2022 RaceRoom Ranked Championship - Season 2 champions, the Top 3 drivers of each Tier will receive a trophy, and the Top 10 drivers of each Tier will receive vRP.

| Position | Payout |
|----------|-----------------------|
| 1 | Trophy plus 5.000 vRP |
| 2 | Trophy plus 3.500 vRP |
| 3 | Trophy plus 2.500 vRP |
| 4 | 1.500 vRP |
| 5 | 1.250 vRP |
| 6 | 1.000 vRP |
| 7 | 900 vRP |
| 8 | 750 vRP |
| 9 | 650 vRP |
| 10 | 500 vRP |

The vRP will be sent by mail within 2 weeks after the standings have been published.

Trophy winners will be contacted for shipping details to send the Trophy by postal service. Shipping can take up to 4 weeks after receiving the required shipping information.

An additional amount of 500 vRP can be earned by Drivers who compete in all 4 Rounds of the running Season of the RaceRoom Ranked Championship. These vRP will be sent by mail within 4 weeks after the standings have been published.

16.0 Incidents and Penalties

16.1 Etiquette

The etiquette follows the rules from the RaceRoom General Competition Rules in sections 11, 12 and 13 and can be read here:

<https://www.raceroom.com/wp-content/uploads/2022/05/RaceRoom-General-Competition-Rules-v1.02.pdf>

16.2 Flag rules

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

16.3 Reporting Incidents

Incidents can not be reported, but obvious malicious driving can still be penalised.

16.4 Penalties

16.4.1 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 categorised. 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".

16.4.2 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 manoeuvre. 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 Destabilisation

Deliberate Destabilisation 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.

16.3 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

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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 presented by RaceRoom and 8 strikes. The driver's competition points score 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 Staff and Stewards can adjust these penalties according to the circumstances, even if not further described in the Rulebook, both during and after a Race.