DTM ESPORTS PRO CHAMPIONSHIP 23/24

DTM ESPORTS POWERED BY RACEROOM RETURNS!

DTM Esports is back! In the winter season of 2023-2024 RaceRoom is organizing the DTM Esports Pro Championship. Everybody can participate in the Shootouts which consists of 2 rounds with leaderboards and multiplayer races. The 2 Shootout rounds will determine which 32 drivers will race in the 6 rounds of the DTM Esports Championship 2023-2024 with a Prize Pool of 50.000 EUR.

SUMMARY - ALL YOU NEED TO KNOW TO GET STARTED

SHOOTOUTS - QUALIFIERS TOWARDS THE MAIN SEASON

The Shootouts take place in January 2024 and are your ticket to the main season!

LEADERBOARD COMPETITIONS - GET IN THE TOP 64

The Shootout starts with a leaderboard competition. You do not have to own the car or track and you are free to pick any of the DTM '23 cars (fixed setup). Your target: get in the top 64!

	Track (Layout)	Leaderboard open	Leaderboard close
Shootout 1	Oschersleben (Moto A)	01-01-2024 18:00	15-01-2024 09:00
Shootout 2	Zandvoort (Grand Prix)	19-01-2024 21:00	29-01-2024 09:00

MULTIPLAYER RACES - 3 HEATS PER SHOOTOUT

When each leaderboard closes, the top 100 are invited by mail to participate in multiplayer races. The top 64 confirmed drivers are split in two grids (even/odd based on position) to race in heat 1 and 2. Drivers can pick any of the DTM '23 cars, but can not make setup adjustments and a Balance of Performance is applied. The race day has a 10 minutes (public) qualification followed by a 20 minutes race. The BoP is announced as soon as possible.

The top 6 of heat 1 and 2 directly qualify for the main season. Positions 7-22 of both heats will move to the last race (heat 3), after which the top 4 are qualified for the main season.

	Confirmation open	Confirmation close	Race Day (Friday)
Shootout 1	15-01-2024 09:00	17-01-2024 12:00	19-01-2024 19:00
Shootout 2	29-01-2024 09:00	31-01-2024 12:00	02-02-2024 19:00

TERMS AND REGULATIONS

ORGANIZER

The DTM Esports is organized by RaceRoom Entertainment GmbH. If you have any questions regarding the DTM Esports or the rulebook, please send an email to esports@raceroom.com

All copyrights and broadcast rights reside with the organizer.

GENERAL RULES

Anyone who participates in any part of the DTM Esports agrees to adhere to the rules and is expected to have read the entire rulebook. The General Competition Rules extend this rulebook where required:

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

1. GENERAL BEHAVIOR

Anyone who participates in any part of the DTM Esports must always show good and respectable behavior in-game and all public locations, such as (but not limited to) the RaceRoom Discord server and Social Media. Any discriminatory or offending actions are forbidden and can lead to permanent exclusion of remaining events without the possibility to appeal.

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 event will receive a game-wide ban. In case no usage of software can be proven directly but due to video evidence it is still obvious that the driving behavior of the car cannot be explained with normal game functions, a ban based on video evidence is also possible. If you are unsure about a program, make sure you ask the staff via email at esports@raceroom.com

For clarification, programs that are allowed:
- CrewChief (Recommended)
- Wheel/pedal drivers/software (Logitech Profiler/LGS/Ghub, Fanatec/Thrustmaster Control Panel etc)
- Stream Deck, Button boxes
- Dashboard apps, both internal (web hud) and external (SimHub, ReHUD)
- Setup and telemetry tools, such as Motec or Second Monitor

2. DECLARATION OF CONSENT

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

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.

3. 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.

4. CHANGES AND PREMATURE TERMINATION

RaceRoom and DTM explicitly reserves the right to amend or modify the rulebook and conditions at any time. The version number of the rulebook is specified in the footer. The latest version of the rulebook can be found on the in-game championship page. Additionally, RaceRoom and DTM reserves the right to change or terminate the championship in total or for any participant at its discretion at any time. No claims can be derived from any premature termination.

5. 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.

ENTRIES

6. ENTRY CONDITIONS

1. To participate in the DTM Esports Pro Championship, drivers need to set a lap time on the Competition leaderboard in RaceRoom during the time the Competition is open. Participants do not have to own the car or track in order to set a lap time

2. It is required to use your real first and last name in order to be eligible for the multiplayer races. Participants are not allowed to share the same IP address; if you and another participant are using the same IP address you need to inform us **in advance** by mail on esports@raceroom.com with a link to the affected accounts. Failure to do so may result in exclusion from the event, even when qualified for the main season

3. The top 100 on the competition leaderboard will receive an email to confirm they want to participate in the multiplayer races on the day the leaderboard closes. The top 64 confirmed drivers are invited to the multiplayer races.

4. It is the responsibility of the participant to update the email address on their RaceRoom account with an email address that is able to receive an email from esports@raceroom.com. RaceRoom can not be held accountable in case this email does not arrive (in time) or if the participant confirms using an incorrect/unknown email address

5. In order to participate in the multiplayer race, the participant is required to own the car of their choice and the track. It is the responsibility of the participant to have the car and track available in their account in time before race day

6. Anyone with an outstanding ban from any previous esports event organized by RaceRoom or DTM is excluded from participating in the multiplayer races

7. Participants must be at least 16 years old on 01-01-2024 in order to participate in the multiplayer races

8. The organizer has the right to deny any entries without giving reason or notification

9. Participants are free to choose which car they use in the Shootouts. When participating in both rounds, it is not required to use the same car

10. Anyone who has confirmed for the multiplayer race, is expected to show up for the race. Anyone who did not show up for shootout 1 is excluded from shootout 2.

11. On race day, you can cancel up until 16:59 CET without risk of exclusion of shootout 2

7. ELIGIBLE CARS

The following cars from the DTM '23 class are used in the DTM Esports 2023-2024:

CAR	PREVIEW
AUDI R8 LMS GT3 EVO II	
BMW M4 GT3 DTM	
FERRARI 296 GT3 DTM	
MERCEDES-AMG GT3 2020 DTM	
PORSCHE 911 GT3 R (992) DTM	

The cars are available on the leaderboards free of charge, giving you the possibility to test drive all cars on the Shootout tracks.

To participate in the multiplayer races, you need to own at least one eligible car with at least one livery unlocked and the corresponding track.

The shootouts will have a fixed setup, while the main season will have an open setup.

SHOOTOUT

8. BALANCE OF PERFORMANCE

Once the Balance of Performance is available, it will be announced on Discord in the "DTM-BOP" channel. If it is available on the Monday when the leaderboard closes, it will be included in the invitation mail. On race day, it will be included in the grid mail.

9. RACE SETTINGS

Difficulty	Get Real (Factory Default)
Automatic Clutch	Allowed
Automatic Gears	Allowed
Tyre Wear	Normal
Fuel Usage	Normal
Damage	On (full)
Cut Rules	In-game cut detection (slow down penalty)
Game Time	Noon
Maximum ping allowed	250 ms (in-game)
Setup	Fixed
Practice Duration	60 minutes
Qualification Duration	10 minutes
Qualification Type	Private
Warm-up Duration	1 minute
Race Duration	20 minutes
Race Start	Standing
Formation Lap	No
Jump start protection	Disabled
Mandatory Pit	No

In case of a complete server crash, race control will decide if and when the race is restarted; instructions will be communicated through Discord.

It is the responsibility of the participant to connect to the server in time, assure the best possible connection during the race, and stay on the server to be included in the final race results.

The results produced by the server supersedes any results shown in-game. Race control will decide on the final race results after reviewing incidents. The race results shown in the stream are preliminary.

10. RACE DAY TIMETABLE

From	To	Description	Mandatory
17:00 CET	18:00 CET	Practice	No
18:00 CET	18:30 CET	Drivers Briefing	Yes
18:30 CET	19:30 CET	Heat 1: Practice	No
18:30 CET	20:08 CET	Heat 2: Practice	No
18:30 CET	20:48 CET	Heat 3: Practice	No
19:30 CET	19:40 CET	Heat 1: Qualification (10 mins public session)	No
19:40 CET	19:41 CET	Heat 1: Warm-up / Last join possibility	Yes
19:42 CET	20:05 CET	Heat 1: Race (20 mins)	Yes
20:10 CET	20:20 CET	Heat 2: Qualification (10 mins public session)	No
20:21 CET	20:22 CET	Heat 2: Warm-up / Last join possibility	Yes
20:25 CET	20:45 CET	Heat 2: Race (20 mins)	Yes
20:50 CET	21:00 CET	Heat 3: Qualification (10 mins public session)	No
21:02 CET	21:03 CET	Heat 3: Warm-up / Last join possibility	Yes
21:05 CET	21:25 CET	Heat 3: Race (20 mins)	Yes

All drivers are required to join the drivers briefing. You do not need a microphone or webcam and you can join on PC, tablet or mobile.

The live stream will start at 19:15 CET and ends around 21:30 CET. The links to the broadcast are announced on Discord, Social Media and included in the grid mail.

11. DRIVING STANDARDS & RACING RULES

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

Flag rules

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

Avoidable 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 maneuver 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 penalized, 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 in-game 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 in-game 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. Drivers can choose to manually use the speed limiter, or let AI take over in the pitlane through the in-game settings.

12. RACE CONTROL & PENALTIES

Note: included in rulebook latest on January 17

MAIN SEASON 2024

13. ENTRY TO MAIN SEASON

The winners of the Shootouts will receive a seat in the main season, consisting of 6 rounds. Main season drivers will have to use the same car for the entire season, but receive the opportunity to design a custom livery. Instructions to paint the livery, including rules and examples, will be included in the package distributed by mail after each Shootout. The deadline to submit the car, livery and any additional info/assets required is March 3, 2024. All DTM '23 cars and tracks for the main season will be unlocked free of charge for the eligible drivers for the duration of the Championship. The main season has an open setup.

14. MAIN SEASON CALENDAR

Round	Track (Layout)	Race day (Friday)
1	Norisring	March 8, 2024
2	Nürburgring (Sprint Slow Chicane)	March 15, 2024
3	Lausitzring (DTM Short Course)	March 22, 2024
4	Sachsenring	April 5, 2024
5	Red Bull Ring (Grand Prix)	April 12, 2024
6	Hockenheimring (Grand Prix)	April 19, 2024

Drivers in the main season are expected to be available to race in all rounds. There will be no reserve drivers, but the organizer is free to invite anyone as an additional driver. The extra driver is excluded from Championship Points and not eligible for a price.

15. BALANCE OF PERFORMANCE

The Balance of Performance for the main season will be announced on February 3 or 4.

16. MAIN SEASON PRIZE POOL

The DTM PRO Esports 2024 will have a Prize Pool of 50.000 EUR.

Additionally, there will be fastest lap and pole position awards. Prizes will be announced in the stream.

17. RACE FORMAT

The main season has an open setup and will have 2 races: Q10 & 20 minutes and Q8 & 30 minutes with a mandatory pitstop (4 tyres). Each round the drivers will receive points based on their finishing position, with the second race having more points. The exact points table being used will be included in a future update of the rulebook.

CHANGELOG

V1.0.1 - Monday 15 January 2024

- Increased number of invited drivers for the shootouts from 56 to 64
- Removed references to reserve drivers for shootouts
- Changed Cancel deadline on race day to 16:59 CET
- Changed Difficulty setting to Get Real (Factory Default ABS/TC)
- Removed "plus last lap" from race length to avoid confusion
- Updated race day timetable
- Clarified that the shootouts will have an fixed setup and main season will have an open setup
- Added paragraph 16 - MAIN SEASON PRIZE POOL
- Added paragraph 17 - RACE FORMAT

V1.0.0 - Thursday 28 December 2023

- First release of the Rulebook