DTM | ESPORTS

RULEBOOK 2025

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DTM ESPORTS
CHAMPIONSHIP 2025

Welcome to the 7th edition of the DTM Esports! Everybody is invited to participate in the DTM Esports. We start with the Shootout Qualifiers which will determine the fixed drivers of the DTM Esports 2025 Season.

SHOOTOUT QUALIFIERS

The Shootout Qualifiers consists of a Leaderboard Competition followed by a Multiplayer Race.

STEP 1: LEADERBOARD COMPETITION
Everybody is invited to set a lap time on the Leaderboard Competition. To set a lap time, you do not have to own the cars or track. Your goal is to set the fastest lap time possible using a fixed setup.

STEP 2: INVITATION OF THE TOP 32 DRIVERS
The top 32 of the Leaderboard Competition will be invited by mail to participate in the Shootout Race. If a driver is unable to participate, the second fastest driver is invited until the Grid is filled with 32 drivers.

STEP 3: SHOOTOUT RACE DAY
The 32 confirmed drivers are invited to the race day which consists of 2 races. Each race the drivers will earn points based on their finishing position. The top 16 (after stewarding) of each Shootout will get a seat in the main season.

THERE WILL BE 2 SHOOTOUT ROUNDS
If you didn't make it in the first Shootout round, you still have a chance in the second shootout round!

SHOOTOUT CALENDAR

Leaderboards

	Track (layout)	Leaderboard open	Leaderboard closed
Shootout 1	Oschersleben (Alternate)	December 18, 2024	January 08, 2025
Shootout 2	Lausitzring (DTM Short)	January 17, 2025	January 30, 2025

Race days

	Confirmation open	Confirmation close	Race Day (Friday)
Shootout 1	January 09, 2025	January 12, 2025	January 17, 2025
Shootout 2	January 31, 2025	February 03, 2025	February 07, 2025

SHOOTOUT RACE DAY TIMETABLE

START	END	
15:00 CET	17:30 CET	Practice server open
17:30 CET	18:00 CET	Mandatory driver briefing (audio)
18:00 CET	19:20 CET	Practice server open
19:20 CET	19:30 CET	Session 1: Qualification (10 minutes)
19:30 CET	19:55 CET	Session 1: Race (20 minutes)
19:55 CET	20:00 CET	Session 1: Interview with winner
20:00 CET	20:10 CET	Session 2: Qualification (10 minutes)
20:10 CET	20:35 CET	Session 2: Race (20 minutes)
20:35 CET	20:40 CET	Session 2: Interview with winner

For the races, drivers are required to own at least 1 car and the track.

Please note that the driver briefing is **mandatory**. Failure to join the briefing can result in a warning or penalty.

The briefing document will be available prior to the race day. Any questions for Race Control should be asked in advance through the proper Discord channel. During the audio driver briefing, any special remarks will be outlined and clarified where necessary.

Each session consists of a (private) qualification session of 10 minutes followed by a race session of 20 minutes. After each race there will be an interview with the winner.

The race day is streamed live and links to the streams will be announced as soon as possible.

Graphics, such as screenshots, thumbnail and social media assets will be made available as soon as possible. You are free to use these for your social media posts.

SHOOTOUT BALANCE OF PERFORMANCE

Once the balance of performance is available, it will be announced on Discord in the #dtm-bop channel. If possible, it will be included in the invitation email.

SHOOTOUT RACE POINTS

As both races have the same duration in the Shootouts, we're using the points table for Race 2 of the Main Season Race Points Table.

SHOOTOUT RACE SETTINGS

Maximum ping	200ms (server located in EU)
Setup	Fixed
Qualification type	Private (flying lap, no other drivers)
Qualification duration	10 minutes
Race duration	20 minutes
Formation lap	Yes
Race start	Rolling
Jump start protection	No
Mandatory pitstop	No
Damage, Fuel & Tire wear	Enabled (normal)

Note: For starting procedure check out section 10 on page 20

THE FOLLOWING IS APPLIED TO THE SHOOTOUTS AND MAIN SEASON

It is important to note that the ping limit is set to **200ms**, calculated in-game. It is the responsibility of the participant to ensure their connection is stable and below the limit. The server automatically disconnects the participant if the ping limit is exceeded and it won't be possible to reconnect for that session.

It is also the responsibility of the participant to join the server in time (during practice) and to stay on the server until the race has finished.

In case a participant is disconnected due to a game crash, the server will not be restarted.

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

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

MAIN SEASON

The 32 qualified drivers from the Shootouts move on to the Main Season of the DTM Esports Championship 2025 consisting of 6 rounds. They do not have to qualify through additional leaderboards to participate in the Championship.

All drivers must choose their car in advance, which they will use for the entire season. It is not possible to change cars during the season.

Every driver can design a custom livery. Details and instructions will be sent to all qualified drivers after the stewarding of the second shootout has been finalized. The deadline to submit your car, livery and any additional information and assets is **March 14**.

The DTM '24 cars and tracks used in the main season will be unlocked free of charge for the duration of the championship to all qualified drivers, once all qualified drivers are known.

MAIN SEASON PRIZE POOL

The Championship has a prize pool 50.000 EUR!

- Cash prizes: 15.000 EUR
- GT4 Test drive for position 1
- KW Suspension for position 2
- Ascher Racing wheel for position 3
- BBS Rims for the Pole Position Award winner
- DTM Limited Edition JBL Bluetooth Speaker for the Fastest Lap Award winner
- All participants receive 2 GRID tickets for a race of their choice

MAIN SEASON RESERVE DRIVERS

The top drivers from both Shootout Qualifiers (based on their leaderboard standings) will be invited to become Reserve Driver during the main season. They will not receive a custom livery, but if they are invited to a race, they will be able to score points and are eligible to win prizes.

MAIN SEASON DRIVER REQUIREMENTS

The Main Season Drivers are required to submit pictures of themselves to be used in the live stream production. The pictures should show the driver from the side (left and right) as well as front. If possible, there should be a transparent background. The picture should be in a high resolution. Example pictures will be shared on Discord.

All drivers are required to participate in all rounds of the Main Season. Drivers are allowed to miss 2 races during the Season. If a driver misses more races, the driver will be eliminated and replaced by a Reserve Driver. Additionally, the driver will be excluded from participation in the Main Season of the following edition of the DTM Esports. Drivers can appeal this decision by providing context about the reason for missing the race, at the end of the season. The fun round with the community does not count.

MAIN SEASON CALENDAR

We expect all qualified drivers to take part in all rounds of the Championship. If a driver is unable to participate in a round, it is required to inform the organiser at least 48 hours prior to the race start. If a driver is unable in multiple races, the organiser has the right to exclude that driver from participating in the remaining races.

Round	Track (layout)	Race day (Friday)
1	Zandvoort (GP)	March 21
2	Norisring	April 04
3	Nürburgring (GP)	April 18
	TBA	May 09 (no points)
4	Sachsenring	May 30
5	Red Bull Ring (GP)	June 27
6	Hockenheimring (GP)	July 18

Please note that the fun round on May 09 is not for points. Participation is encouraged but not mandatory and does not count towards missing race.

MAIN SEASON RACE DAY TIMETABLE

START	END	
15:00 CET	17:30 CET	Practice server open
17:30 CET	18:00 CET	Mandatory driver briefing (audio)
18:00 CET	19:59 CET	Practice server open
20:00 CET	20:10 CET	Session 1: Qualification (10 minutes)
20:10 CET	20:35 CET	Session 1: Race (22 minutes)
20:40 CET	20:50 CET	Session 2: Qualification (10 minutes)
20:50 CET	21:25 CET	Session 2: Race (32 minutes)
21:25 CET	21:30 CET	Interview with podium winners

This timetable is preliminary. If there are any changes, they will be announced on Discord

MAIN SEASON RACE SETTINGS

Maximum ping	200ms (server located in EU)
Setup	Open
Qualification type	Open
Qualification duration	10 minutes
Race 1 duration	22 minutes (incl. formation lap)
Race 2 duration	32 minutes (incl. formation lap)

Formation lap	Yes (manual, behind Safety Car)
Mandatory pitstop	Race 2 requires 4 tyres
Damage, Fuel & Tire wear	Enabled (normal)

MAIN SEASON BALANCE OF PERFORMANCE

Drivers will get assigned a different Car compared to the Main Season. This will happen as soon the livery Deadline is over. You will find the car distribution in #dtm-announcements

RaceRoom will provide a Server. This Server will run in Lone/Private Qualifying.

- Drivers must do a 10lap run on that Server. Any data that didn't happen on that Server will not take into consideration for the BoP built.

- Every driver needs to provide a replay and lap times (screenshot for example) of their run. The lap times just count for confirmation. Please rename the replay file with your name.

- All runs need to be clean; Off tracks/Slowdowns are not allowed and make the run unofficial.

- Drivers can try as often their want

- Open Setups will be used

- The organizer will go through every provided data, based on that, individual performance, averages and skill level will take into account as well

- If we find out drivers try or manipulate runs or data, organizers hold the right to impose penalties

- Organizers may change bop at any time before the race

- Drivers are allowed to provide any kind of extra data to for all other cars. After they provided data for their assigned car first.

- Provide all data named above via Mail to luca.kita@raceroom.com

RACE POINTS TABLE

RACE 1	
POSITION	POINTS
1	24
2	20
3	18
4	16
5	14
6	13
7	12
8	11
9	10
10	9
11	8
12	7
13	6
14	5
15	4
16	3
17	2
18+	1

RACE 2	
POSITION	POINTS
1	40
2	34
3	30
4	27
5	24
6	22
7	20
8	18
9	16
10	14
11	12
12	10
13	9
14	8
15	7
16	6
17	5
18	4
19	3
20	2
21+	1

Note: for the Shootouts, as the race length for both races is the same, the points table from Race 2 will be used.

THE FOLLOWING IS APPLIED FOR THE MAIN SEASON

There will be no additional points for the fastest qualifying lap. In case of a points tie, the following factors are deciding:

- Amount of race wins
- Amount of 2nd places, then 3rd places etc
- Amount of penalty strikes received (less = better)
- Position in the last race

In the shootout, in case of tie after stewarding, the faster Qualifying lap time of both sessions will be deciding.

The results produced by the server supersedes any results shown in-game. Race control will decide on the final race results after reviewing race incidents. The results shown in the stream are preliminary. A driver must finish the race to receive points; a "Did not finish", "Did not start" or "Disqualified" result will give 0 points. Once stewarding has finished, the final race/round results will be published on Discord and Social Media.

COMMUNITY CUP

DURING THE MAIN SEASON

To bring the PRO Esports Drivers closer to our community and vice versa, we will include a Community Cup during the race day of the main season.

Every round in the DTM Esports 2025 season will see an accompanying Leaderboard Competition for the community. The community will drive on the same track as the main season (historic version if available), but with a different class for each round.

The fun round will see both Community and Esports drivers with each other on the track. There won't be points for this round.

The top drivers of each Leaderboard Competition will be invited to a multiplayer race. Make sure your email address is up to date. You will receive the mail if you're in the top 60 on the day the round closes. You then have 2 days to confirm your participation. You need to own the content (the track and at least one car) in order to participate in the race.

COMMUNITY CUP CALENDAR

January 31	Competition Leaderboards are open
March 18	Competition Leaderboard for Round 1 closes
March 21	Round 1
April 01	Competition Leaderboard for Round 2 closes
April 04	Round 2
April 15	Competition Leaderboard for Round 2 closes
April 18	Round 3
May 06	Competition Leaderboard for Round 3 closes
May 09	Fun round (no points)
May 27	Competition Leaderboard for Round 4 closes
May 30	Round 4
June 24	Competition Leaderboard for Round 5 closes
June 27	Round 5
July 15	Competition Leaderboard for Round 6 closes
July 18	Round 6

PRIZES FOR COMMUNITY CUP

Will be announced as soon as possible.

RACE SETTINGS

There will be a 20 minutes (private) qualification session followed by a 20 minute race. There will not be a mandatory pitstop and the setup is open.

COMMUNITY CUP RACE DAY TIMETABLE

START	END	
17:00 CET	19:20 CET	Practice server open
19:20 CET	19:30 CET	Qualification (10 minutes)
19:30 CET	19:55 CET	Race (22 minutes)
19:55 CET	20:00 CET	Interview with podium winners

This timetable is preliminary. If there are any changes, they will be announced on Discord

COMMUNITY CUP RACE SETTINGS

Maximum ping	200ms (server located in EU)
Setup	Open
Qualification type	Open
Qualification duration	10 minutes
Race 1 duration	20 minutes
Formation lap	No; standing start
Mandatory pitstop	No
Damage, Fuel & Tire wear	Enabled (normal)

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 RaceRoom General Competition Rules v1.02 also apply.

1. GENERAL BEHAVIOR

Anyone who participates in any part of the DTM Esports must always show good & respectable behaviour in-game and at all public locations, such as (but not limited to) the RaceRoom Discord server and Social Media.

Any discriminatory or offending actions/language are forbidden and can lead to a permanent exclusion of remaining events without the possibility or claim of appeal and prizes.

It's not allowed to use any external programs or data that alter the functions of the simulation to gain a competitive advantage. The organizations reserve the right to ask and receive data/telemetry at all time. 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 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. If you are unsure about a program, make sure you ask the staff via email at epsort@raceroom.com

Programs that are allowed:

- Crew chief
- Wheel,-base, Pedal, software
- Steam Deck, Button boxes
- Dashboard apps (Internal/External)
- Telemetry tools

2. DECLARATION OF CONSENT

Drivers are obliged to use their full name which consists at least of First name and Sure name.

The drivers agree that their names will appear in any possible communication of the DTM Esports 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.

3. DATA PRIVACY

All personal data is collected and processed in accordance with the statutory provisions governing data protection in Germany. Only 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 Championship, drivers need to set a lap time one the Competition leaderboard in RaceRoom during the time the Competition is open. Participants do not have to own the car or track to set a lap time on the leaderboard competition.

2.   It is required to use your real first and last name to 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 60 of each leaderboard get an email to confirm they want to participate in the multiplayer races on the day the leaderboard closes. If a driver fails to react on that email, the second fastest driver will get the chance until the grid is full with 32 drivers. Participants are required to join the official RaceRoom Discord (https://discord.gg/RaceRoom) to stay up to date and receive server information.

4.   It is the responsibility of the participants 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 cannot be held accountable in case this email does not arrive (in time) or if the participant confirms using an incorrect/unknown email address.

5.   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. There is no excuse to not have the content available on 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 01-01-2025 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 shootouts. When participating in both rounds, it's not required to us the same car. In the main season, they are required to use the same car for all rounds.

10.   Anyone who has confirmed for the multiplayer race, is obligated to show up. If the driver fails to show up (without cancelling before the deadline) this not only leads to automatically excluded for Shootout 2 or the following race, but could as well lead to the exclusion of future eSports events organized by RaceRoom or DTM

11.   To cancel participation for each race day, the deadline of 48 hours before the Race start must be observed. If a driver fails to do this, point 10 comes into effect.

7. SHOOTOUT & MAIN SEASON ELIGIBLE CARS

The following cars from the DTM 2024 class are used in the DTM Esports 2025 Shootout & Main Season:

Cars	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	
LAMBORGHINI HURACAN GT3 EVO2	
MCLAREN 720S GT3 EVO	

The cars are available on the leaderboards free of charge, giving you the possibility to test driver 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.

8. 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:

RaceRoom General Competition Rules v1.02

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 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 impending 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 rejoin

For example, but not limited to "T-boning", sideswiping" 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 tire, but no tire should fully mover 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

Drivers are allowed to make one single, decisive move to adjust their racing line before entering the braking zone. The initial line change must be completed before the significant move of braking begins to avoid causing abruptly or unpredictable movements. Drivers are not allowed to make any additional movements after that braking phase commenced, as this can affect following vehicles. Any movement that results in dangerous situations following "moving under braking" can be penalized.

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 to either gain momentum or halt the momentum of another driver 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 describes a physical contact a driver makes, with another vehicle to gain advantage or complete an overtaking manoeuvre.

Drivers cannot make intentional/unintentional contact to push other cars aside or gain an advantage. Any Contact that forces another car off its line, causes it to spin or makes it lose positions is not allowed.

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 straight.

Deliberate Destabilization

Deliberate Destabilization is the act of contacting an opponent to unsettle their car. This should include into fast section of corners or into/ during a braking zone.

Deliberate blocking (weaving with intent 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 enforced by the in-game system.

Overtaking outside of track limits

Overtaking outside of track Limits means to gain a position whilst being outside of the track limits. In the first lap it is allowed to go outside the track limits to avoid collisions until the first corner.

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.

Manually apply brake when losing control

It's required to apply the brakes when lose control until the car stops moving. Other drivers cannot predict the behaviour of moving car. Wait until it is safe to rejoin.

9. RACE CONTROL & PENALTIES

If you feel like another driver has disadvantaged your race, you can report incidents to the stewards after the race (link to form is available in Discord). It's crucial that you understand that you take full responsibility for the report. Any missing or misleading data will void the report without further notice.

It's important to know the protest need to be written in a fair language. If a report contains any kind of discriminatory or an offensive comment towards another competitor or (members of) the organization, the report will be discarded, and the reporter will be banned from future events hosted on RaceRoom.

Drivers have **until 12hours after the Event** time to submit their reports. Any Reports after that time will not be considered as a valid Report

The report form will be provided with the grid mail as well. You are allowed to submit multiple reports. Protests from drivers who are not involved in the protested Incident will not be accepted.

Race Control holds the authority to review on track incidents and determine if a penalty is warranted. In cases where a driver may found to have breached regulations or any kind of unfair sportsmanship, race control has the right to assign appropriate penalties.

Race Control will review each formation lap/ Race start by itself. The briefing will show where the start review ends.

It's not possible to appeal a penalty; all penalties are final. The stewarding results will be announced on Discord. We aim to deliver the stewarding results 72 hours after the race.

Points Penalties

Will be applied by the Race Control for any kind of incident reported by the driver. Earned Points will get deducted from the Championship points after each race, after the Race Control Report.

Severity of the Incidents will be decided by the Race Control, and from that distributed in the grading of the points 2pts, 6pts, 10pst and 20pts. Race Control can also issue warnings.

Ever driver has a Penalty points account, which will be checked and handled by the Race Control. This will also be visible for all drivers.

All reported Incidents will be reviewed and adjudicated solely by Race Control. Race Control has the authority to determine whether an incident

warrants investigation, whether a penalty should be applied, and the severity of such a penalty

If a driver comes to the account of 30 or more points, the following he will be penalized with a Qualifying ban. If a driver "would" achieve this in an Event between Race 1 and Race 2 this will not occur for the event. Always the following one.

After getting the Qualifying ban, due 30pp, achieving 15 Points more will be a race ban. Following with 15 Points more will lead to an Event/Raceday Ban.

10. MANUAL ROLLING START PRECEDURE

Single file Phase

- Once the lights go green, the safety Car will set a target speed of 90km/h
- In case the Safety Car does not appear on the grid, the pole setter will be responsible for leading the rest of the drivers at a target speed of 90km/h with a margin of 5km/h
- Drivers will go into single line formation weaving & tire warming is allowed. Driver in position 2 stays behind driver in position 1, 3 stays behind position behind position 2 and so on
- Overtaking is not allowed, unless a car is slowing down too much or standing still. If a driver gets disqualified or disconnects you are allowed to move up that position as long as you are in Single file

Double file phase (red/orange in track layout below)

- The driver briefing includes the track map with the area where the Safety Car (or pole setter) will slow down to 80km/h with a margin of 5km/h (or slower in case of hard corner/chicane) to let the group get close.
- Drivers will go side by side (check driver briefing for track depending on location; left/right), no overtaking allowed until the race has started
- If a driver around you disconnects or gets disqualified, you are not allowed to move up to the next car or change your position (left/right).
- It is not allowed to try and disadvantage a driver behind by not maintaining the gap to the car in front while in double file. This will be penalized Green flag phase (green in track layout below)

Green flag phase (green track layout below)

- The drivers keep a minimum speed of 75km/h and maximum speed of 80km/h, side by side, no overtaking allowed and its not allowed to leave the double file: you need to follow the exact line of the car in front and need to keep a lateral overlap with the car in front until the race has started. The allowed margin for speeding in this phase is 2km/h. Speeding and overtaking attempts will be penalized.
- At a random point on the start/finish race control will send a Text message "GO GO GO", all drivers are then allowed to accelerate and start racing
- In case of speeding/jumpstart, the speed will be measured the moment of the Race start.

If no go/green signal is given by race control, the race starts when the leader crosses the lap timing line (defined in the briefing)

The formation lap will be reviewed by the Race Control.

11. SEVERABILITY CLAUSE

If any provision of this rulebook is or becomes invalid or unenforceable, in whole or in part, the validity of the remaining provisions shall not be affected. In place of the invalid or unenforceable provision, a regulation shall apply that comes as close as possible to the purpose of the invalid provision. The same applies to any gaps in this rulebook. In cases where a provision is invalid or unenforceable, or where gaps exist, the Race Control reserves the right to decide at its own discretion, considering the interests of all participants, in deviation from the rulebook.

CHANGELOG

V1.6 – March 17, 2025

Added Balance of Performance procedure
Race 3 Layout change
Added prize pool information
Updated Stream Timetables for Main Season and Community Cup

V1.5 – February 4, 2025

Main Season Settings -Open Qualifying
Formation lap procedure
Severability Clause
Penalty Points

V1.4 – January 16, 2025

Changed shootout Race settings (Start procedure) – Rolling start/formationlap

V1.3 – January 13, 2025

Added deadline for submitting reports

V1.2 – January 7, 2025

Correction of typing in Shootout Qualifiers (STEP 2)

V1.1 – December 20, 2024

Correction of the final race date: Friday, July 18, 2025

V1.0 – December 16, 2024

Initial release of the Rulebook