

RSTC

RACEROOM SUPER TOURING CHAMPIONSHIP

RULEBOOK 2025



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RACEROOM

SUPER TOURING CHAMPIONSHIP 2025

Welcome to the first edition of the RaceRoom Super Touring Championship! This unique championship brings the nostalgic 90's brute power of the Super Touring cars in esports form including historic tracks like Avus, Estoril, Hockenheimring, Silverstone and Zolder.

JOIN THE CHAMPIONSHIP!

On **June 24** we open 4 leaderboard competitions which gives everyone the opportunity to participate in the championship and get a piece of the 5.000+ EUR prize pool! You don't have to be an esports driver or own the content to get started; the leaderboards are accessible for free with unlimited attempts, so there's plenty of time to practice and improve.

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 in any one of the cars using a fixed setup.

STEP 2: INVITATION OF THE TOP 30 DRIVERS TO RACE FOR POINTS

The top 30 of the Leaderboard Competition will be invited by mail to participate in the Multiplayer Race. If a driver is unable to participate, the second fastest driver is invited until the Grid is filled with 30 drivers. Each round, 2 drivers from Overtake.GG will join to stream their POV.

STEP 3: RACE DAY

The 30 confirmed drivers are invited to the race day which consists of 2 race sessions on 2 different tracks. Drivers earn points in each session towards the championship standings.

PRIZE POOL OF 5.000+ EUR!

Win cash or prizes from one of our partners including Moza, Sensis, Tailored Rig and ADAC/DTM. Prizes include Simracing hardware, a complete rig with seat, VIP tickets and cash prizes. See page 16 for more details.

CALENDAR

QUALIFY: COMPETITION LEADERBOARDS

	Track	Leaderboard open	Leaderboard closed
Round 1	Hockenheimring Classic	June 24, 2025	July 22, 2025
Round 2	Estoril	June 24, 2025	August 5, 2025
Round 3	Avus	June 24, 2025	August 19, 2025
Round 4	Silverstone Classic	June 24, 2025	September 2, 2025

The leaderboards are open to everyone, free of charge, for the duration mentioned above.

MULTIPLAYER RACES FOR POINTS

	Confirmation open	Confirmation close	Race Day (Thursday)
Round 1	July 22, 2025	July 23, 2025	July 24, 2025
Round 2	August 5, 2025	August 6, 2025	August 7, 2025
Round 3	August 19, 2025	August 20, 2025	August 21, 2025
Round 4	September 2, 2025	September 3, 2025	September 4, 2025
FINALE	TOP 30 IN STANDINGS		TO BE CONFIRMED

The top drivers from the leaderboard are invited to a multiplayer race where they can earn championship points. The finale is open to the top 30 drivers in the championship standings.

RACE INFORMATION

RACE DAY TIMETABLE

START	END	
15:00	19:20	Practice servers open
19:20	19:30	Session 1: Qualification 1 (8 minutes)
19:30	19:45	Session 1: Race 1 (15 minutes)
19:50	20:00	Session 1: Qualification 2 (8 minutes)
20:00	20:15	Session 1: Race 2 (15 minutes)
20:20	20:30	Session 2: Qualification (10 minutes)
20:30	20:55	Session 2: Race (25 minutes)
20:55	21:00	Interview with winner

For the races, participants are required to own at least 1 car and the tracks that are used.

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

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

You are more than welcome to stream your POV!

RACE DAY TRACKS

	Session 1	Session 2
Round 1	Hockenheimring Classic	Hockenheimring (Current)
Round 2	Estoril	Donington
Round 3	Avus	Zolder
Round 4	Silverstone Classic	Silverstone (Current)

The race day is divided into two sessions on two different tracks. Session 1 consists of two individual qualification + race sessions; please see page 4.

RACE SETTINGS

Maximum ping	200ms (server located in EU)
Setup	Open
Qualification type	Open (public lap with other drivers)
Qualification duration	8-10 minutes
Race duration session 1	15 minutes
Race duration session 2	25 minutes
Formation lap	No
Race start	Standing
Jump start protection	No
Mandatory pitstop	No
Damage, Fuel & Tire wear	Enabled (normal)

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.

BALANCE OF PERFORMANCE

Once the balance of performance is available, it will be announced on Discord in the #rstc-bop channel. Practice servers will be made available.

RACE POINTS TABLE

SESSION 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

SESSION 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: this means participants receive points for all 3 races in the two sessions.

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

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.

TERMS AND REGULATIONS

ORGANIZER

The RaceRoom Super Touring Championship is organized by RaceRoom Entertainment GmbH. If you have any questions regarding the RSTC 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 RSTC 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 RSTC 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 RaceRoom Super Touring 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 their partners 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 their partners 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 RSTC 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 to set a lap time on the leaderboard competition.
2. It is required to use your real first and last name 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 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 30 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 tracks. 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 their partners is excluded from participating in the multiplayer races.
7. Participants must be at least 14 years old on 01-01-2025 to participate in the multiplayer races and 16 years old on 01-01-2025 to win prizes.
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 and it's not required to use the same car in all rounds.

7. ELIGIBLE CARS

The following cars from the Super Touring class are used in the RSTC 2025:

CAR	PREVIEW
Alfa Romeo 156	
Audi A4 1995	
BMW 320i E36	
Honda Accord	
Opel Vectra	
Volvo 850	
Volvo S40	

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

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 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 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 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

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

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.

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.

Every 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. 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.

11. PRIZE POOL

Thanks to our fantastic partners, we're able to provide you with a prize pool of over 5.000 EUR!

- Moza: 2 direct drive wheel bases (EUR 1.400)
- Sensis: haptic feedback seat (EUR 1.400)
- Tailored Rig: complete rig (EUR 700)
- ADAC DTM VIP Ticket for the Season Finale (EUR 1.600)
- Cash prizes (EUR 1.500)

The prize pool will be updated with more details as soon as possible.

CHANGELOG

V1.0.0 – June 24, 2025

Released initial version of the rulebook