



Nürburgring eSports – Team Endurance Championship

SPORTING REGULATIONS

VERSION 1.1



OFFICIAL RULEBOOK VERSION 1.0

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A. GENERAL INFORMATION

§1 Introduction

The Nürburgring eSports – Team Endurance Championship is an international simracing competition which focuses on team performance. It is staged by the Nürburgring and takes place on the Steam-based “RaceRoom Racing Experience” racing simulation, as well as on 24 equal RaceRoom simulators in the ring°arena.

§2 Staff List

2.1 General staff

Robert Wiesenmüller
Holger Stangl
Alexander Wurst
Manuel Staedel
Sascha Eckert
Jerommy Hartmann
J-F Chardon
Sebastian Knoblich
Georg Ortner

The Staff can be contacted via e-Mail at competition@raceroom.com

§3 General rules

3.1 Reading and understanding the rules

Every driver participating in any event of Nürburgring eSports is agreeing to having understood the rules, and is agreeing to obeying to the rules. By entering, you are bound to the rules. Failure to understand the rules is not an excuse.

If you have questions about certain rules, ask the staff via e-Mail.

3.2 General Behaviour

Every driver participating in any event of Nürburgring eSports must always show good behaviour. Any discriminatory or offending actions, words, posts or contents are forbidden and can lead to permanent exclusion of the events.



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3.3 Cheating and usage of external software

It is not allowed to use external programs or data that alter the functions of the simulation in order to gain a competitive advantage. Drivers caught cheating in any part of the championship will be excluded from all parts of Nürburgring eSports.

In case no usage of software can directly be proven in the files, but due to video evidence, it is still obvious that the driving behaviour of the car cannot be explained with normal game functions, a ban on video evidence is also possible.

3.4 Decisions by the Staff

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 at the Event, that are specified as rules, also count as rules and have to be accepted by all drivers.

§4 Organiser

4.1 Organiser of Nürburgring eSports

RaceRoom Entertainment GmbH
Aspachweg 14
74427 Fichtenberg
Germany

§5 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 journey 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 participant agrees to this. The data is deleted after the competition has been carried out.

§6 Premature termination of the initiative

RaceRoom has the right to terminate or cancel the initiative 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 any manipulations or attempted or suspected manipulation.

§7 Changes

RaceRoom explicitly reserves the right to amend or modify these conditions at any time, with effect for the future. The competitors shall be notified about this at a suitable point.



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§8 Legal disclaimer

There is no legal recourse. The law of the Federal Republic of Germany applies exclusively and the jurisdiction of RaceRoom shall apply in the event of a dispute. If any of the abovementioned 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 user automatically accepts the conditions of entry.

B. SPORTING REGULATIONS – ONLINE QUALIFIER

§9 General information

The online qualifier will be held as a leaderboard qualifier in RaceRoom Racing Experience.

§10 Participation

10.1 Eligibility

As long as you have read and agreed to the rules of this rulebook, and you own the track and at least one livery, you can enter the Online Leaderboard, which is accessible under this link:

<http://game.raceroom.com/championships/16>

10.2 Cars

The following cars are eligible for the competition:

- Audi R8 LMS
- BMW M6 GT3
- Mercedes-AMG GT3
- Porsche 911 GT3 R

You can use multiple cars on the leaderboard. You are not bound to the car with which you set the fastest time on the leaderboard. Your team still has free choice for the final event.



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§11 Leaderboard Format, Championship and Points

11.1 Opening time

Leaderboard opens:
Friday, April 13th, 16:00 CEST

Leaderboard closes:
Sunday, April 22nd, 23:59 CEST

11.2 Server settings for Leaderboard

Difficulty: GetReal
Fuel Usage: Off
Tyre Wear: Off
Mechanical Damage: Off
Damage: Off
Fixed Setups: No
Cut Rules Penalties: Active
Automatic Gears: Allowed
View: free choice
Game time: Noon
Weather: Default

11.3 Points

On the leaderboard, drivers will achieve points in regard to the laptime that they have driven. 1000 points will be awarded to the driver with the most points. The remaining drivers receive points relative to the laptime of the fastest driver. Points are visible directly on the leaderboard.

§12 Team registration

12.1 Rules for teams

Teams consist of three drivers, that all have participated on the online leaderboard. Teams must choose a nation which they represent in the event. All drivers must show up at the Nürburgring for the event. Teams must choose a car, the livery will be assigned by the staff. There are no costs for entering a team.

12.2 Registration page and format

Team registrations for the live event can be performed here:
<http://www.raceroom.com/en/nuerburgring-team/>

Only one driver per team needs to perform this registration.
The driver performing the registration is the team captain for the respective team.



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The captain needs to enter his name, his e-mail address and his RaceRoom profile. To enter your RaceRoom profile, just copy the URL when you are logged in at the portal. Example:
game.raceroom.com/users/YOUR USERNAME/
The same information must also be provided about the two teammates.

In addition, he needs to enter the team name, the nation that the team represents for the event, and the car choice.

After the registration, the captain will receive an automatic e-mail response.

12.3 Opening time

Registration opens:

Friday, April 13th, 16:00 CEST

Registration closes:

Sunday, April 22nd, 23:59 CEST

12.4 Team list

If there are over 24 entries, the teams with the best performing drivers on the online leaderboard will be granted a place on the grid. The order is determined by the accumulated points achieved by all three drivers on the online leaderboard.

The list of qualified teams will be published on Monday, April 23rd, here:

<https://forum.sector3studios.com/index.php>

In addition, all entrants will be notified via E-Mail.

12.5 Changes, questions

If there are questions, or changes (change of driver, change of car, withdrawing team entry), you have to send a request to competition@raceroom.com. Changes are only permitted during the registration period, so until April 22nd, 23:59 CEST. In case of special circumstances, changes may be permitted after the registration period, but this will be individually decided by the staff after reviewing the case.



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C. SPORTING REGULATIONS – LIVE EVENT

§13 General information

The event will take place at **11 May** in the ring°arena, Nürburgring Boulevard 1, 53520 Nürburg, Germany. Drivers are expected to be present between 13:00 and 23:30, at the very least between 16:50 and 23:30. All expenditures of journey, accommodation are to be covered by the participants themselves.

By confirming their participation in the event each participant declares his or her unlimited agreement to all terms in this document. RaceRoom has the right to amend the terms and conditions at any time also being effective for future terms. The applicants will be notified accordingly.

§14 Participation

14.1 Eligibility

As long as you have read and agreed to the rules of this rulebook, and you have received an invitation of RaceRoom, you are eligible to compete in the event. You have to bring a legal document, such as a passport, driving license or similar, so that you can be identified.

At the event, drivers will receive a bracelet at the counter, in the ring°arena, which signals them as participants, and gives them access to the simulators. The bracelet must be picked up before Friday, 12:00, if you want to participate in the practice session, or before 16:00 for the briefing.

14.2 Briefing

All drivers must be present at the briefing which takes place at 16:50 in the ring°arena. Not showing up for the briefing means that the team is not allowed to start. The exact location of the briefing will be communicated in the arena.



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§15 Event format

15.1 Race Format

PROVISIONARY SCHEDULE (subject to change based on onsite situation)

Practice session

Friday, May 11th 13:00 – 15:00
Open practice 2 hours

Briefing

Friday, May 11th 16:50

Live event

Friday, May 11th 18:30 – 23:00
Qualifying 30 minutes open session
Race 4 hours + finishing the lap standing start, no formation lap

The message “get ready to qualify” will appear on the screen before the start of qualifying. When the timer reaches zero, the server then proceeds to showing the qualifying results, then moves on directly to the race session (no more warm-up session). All the participants are placed on the starting grid in the order of the qualifying results. Contestants will perform a standing start. There is NO formation lap. Starting lights will appear on-screen and the race starts when all lights are off. When the race session timer reaches zero, drivers complete their current lap and the race ends once they all have crossed the finish line. A timer starts counting down once the leader has crossed the finish line. Any car still on the track when that timer reaches zero will have its current position taken as official result.

The race will not be restarted because of on-track incidents. In the case of technical issues, the decision about a potential race restart will be made by the staff.

15.2 Server settings

Difficulty: GetReal
Fuel Usage: On
Tyre Wear: Normal
Mechanical Damage: Off
Damage: Off
Qualifying: Unlimited laps, open session
Formation Lap: No
Type of Start: Standing
Time Scale: Normal
Fixed Setups: Yes, standard setup (brake bias can be changed on the wheel)
Flag Rules: Disabled
Cut Rules Penalties: Inactive
Mandatory Pitstop: Off
Automatic Gears: Allowed
View: free choice
Game time: Noon
Weather: Default



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15.3 Points

Since it is a single event, no points will be awarded.

15.4 Hardware

Contestants will race on equally equipped RaceRoom simulators with Fanatec wheels and pedals (CSL pedals, V 2.5 wheelbase, CSL P1 wheel). Participants are not allowed to perform settings tweaks on the wheels and/or pedals. The car setup is fixed, with only brake bias adjustable via the steering wheel.

Participants will be provided over the course of the event with headsets, but are also free to bring their personal headphones with a standard jack plug.

Just like in technical problems in real racing, we cannot exclude the possibility of hardware failures. There will be no restarts if there are hardware failures, and players affected by hardware failures will not be compensated.

§16 On-Track Etiquette

16.1 Important basics

First of all, make sure that you are always in control of your car. This is the most important rule. Inability to control your car is not an excuse if you cause an accident.

Remember at all times that you are driving with other humans. So stay humble, and race with respect.

Also remember, you are in an official competition hosted by the Nürburgring, competing with your real name in front of a live audience and on stream. You do not want to make a fool out of yourself.

16.2 Start phase

In the start phase, you have to be extra careful. It is very easy to cause an accident affecting many cars. Start phase accidents will be penalized more harshly.

16.3 Overtaking

Overtaking is one of the most crucial parts of racing. All drivers involved in an overtaking move must show respect and drive with care. Do not force a chasing car off the track by leaving too little room. Do not change your line in the braking zone. If the attacking car is alongside going into a corner, drivers must adjust their line to avoid contact. Blocking a car that has an overlap is not allowed. An overlap is defined that the front of the attacker's car is at least next to the rear tyres of the defender's car. Excessive divebombing is also not allowed.

If you make an unfair overtake, give the position back.



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16.4 Track Boundaries

The track boundaries are marked by the white lines. You have to keep two wheels within the white lines at all times. Kerbs count as track. When you exceed the track boundaries, you will receive an automatic slow down penalty.

16.5 Race Line

In terms of race line participants can protect their position by changing line once. Weaving and blocking is not allowed. If you re-enter the track, you have to be extremely careful and should not defend against the cars on track that are approaching with higher speed.

16.6 Qualifying

In qualifying, it is your own responsibility to find free space on the track when starting a hot lap. A car on a hot lap does not have to yield for a faster car approaching from behind. If you are on an in- or out-lap, however, you have to let faster cars pass you without blocking them. If you are on a fast lap approaching a slow car, flashing your lights is a way of notifying them that you're on a fast lap. You are allowed to take the shortcut at the end of the GP circuit to start your laptime.

16.7 Lapping

When being lapped, a participant needs to have a predictable trajectory and keep a regular trajectory and speed. Excessive maneuvers such as braking earlier/harder or changing lines to try and facilitate the lapping usually end up in misunderstandings. Participants need to be aware of their surroundings and yield to a car lapping them by simply not fighting for position. Make sure to use the look back, left and right buttons on your wheel.

§17 Off-Track Etiquette

All other teams, drivers, spectators and staff must be treated with respect. Any discriminating, insulting or violent behaviour, attempts of manipulation or damaging equipment will lead to penalties, from a warning over a disqualification up to a lifetime ban from RaceRoom events.

§18 Incidents and Penalties

18.1 Definition of Incidents

"Incident" means any occurrence or series of occurrences involving one or more drivers, or any action by a driver, which include (but is not limited to):

- Causing a collision which disadvantages competitors.
- Forcing a driver off the track.
- Illegitimately preventing a legitimate overtaking manoeuvre by another driver.
- Illegitimately impeding another driver during overtaking.
- Dangerous driving.
- Lack of respect, foul language or bad attitude towards other drivers, staff, or the spectators
- Violations of track boundaries
- Unsafe track entry



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18.2 Reporting Incidents

18.2.1 Report procedure

If you feel like another driver has disadvantaged your race, your teammate can report him to the stewards at the event. Report forms will be provided at the location.

Your name:

Offending team:

Session time left, when the accident happened:

Corner or track section:

Short description of the incident:

Separate incidents have to be covered in separate reports.

The report form has to be handed over to a staff member.

18.2.2 Rules for reports

You can only report incidents which have affected the race of your team. Reporting scenes that have no influence on your race is not allowed and the reports will be ignored.

18.2.3 Deadline for reports

Incident reports have to be provided during the race or up to 10 minutes after the race.

18.2.4 Appealing penalties

Appealing penalties after the fact is not possible.

18.2.5 Conduct with report and defence statements

Any reports that contain disrespectful or discriminatory comments towards the race direction or other competitors will be ignored, and the offender will be excluded from future events of Nürburgring eSports.

18.2.6 Automatic staff reviews

The staff has the right to investigate incidents that are visible on the broadcast.

18.2.7 Incident review format

Incidents will be reviewed live during the event, if the incident is clearly visible on the broadcast. In this case, the staff will issue a penalty directly to the offending team, which will be communicated directly to the driver via Teamspeak, and to the teammates waiting in the arena.

If the incident is not visible on the broadcast, it will be investigated after the race.

Incidents involving cars that have finished on the podium will be reviewed directly after the event, backstage, in the arena.

Incidents involving other cars will be investigated after the event, in the week afterwards, online.



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18.3 Penalties

18.3.1 Penalties for live decisions

In cases where no driver is disadvantaged, but the offending driver still violated the rules, a warning is given.

In cases where the offending driver violated the rules, and the victim only loses time or positions, to the offender, the offender has to give the position back.

In cases where the offending driver violated the rules, and the victim loses a lot of time or multiple positions, the offender will be asked to perform a time penalty, waiting in a safe position for 10 seconds.

In cases where a driver deliberately wrecks another competitor, the team of the offender will be disqualified.

In difficult scenes, it is up to the stewards to pick the appropriate penalties.

If a driver is a repeat offender, the next highest penalty will be given. The third warning is a drive through, the third drive-through is a disqualification.

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.

Drivers have to follow the decisions of the stewards. When they are ordered to give the position back, they have to do so within 5 corners after hearing the decision. When they receive a drive-through penalty, they have to take the penalty on the same lap. Exceptions are when you receive the information after Döttinger Höhe (long straight), or if you perform a regular pitstop on that lap, in which case you have to perform the penalty on the subsequent lap.

18.3.2 Penalties for post-race decisions

In cases where no driver is disadvantaged, but the offending driver still violated the rules, a warning is given.

In cases where the offending driver violated the rules, and the victim only loses a position to the offender, the positions will be swapped

In cases where the offending driver violated the rules, and the victim loses a lot of time or multiple positions, the offender will receive a time penalty.

In extreme cases, the offender will receive a lap penalty.

In cases where a driver deliberately wrecks another competitor, the team of the offender will be disqualified.

In difficult scenes, it is up to the stewards to pick the appropriate penalties.

If a driver is a repeat offender, the next highest penalty will be given. The third warning is a time penalty, the third time penalty is a lap penalty.



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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.

§19 Teamspeak system

19.1 General information

Drivers will have the possibility to communicate with the race direction and their teammates via teamspeak during the event.

Every team has its own channel, where the simulator PC is automatically logged in. Admins are available on teamspeak as well, and can join the teams channels in order to inform them about penalties.

19.2 Team communication

You can also use teamspeak, when you are not in the simulator, to communicate with the teammate who is driving. It is not mandatory, but we recommend it.

The password for the Teamspeak channel will be sent to the teams via e-mail. They should not share it. When you download Teamspeak for your phone, you will have the opportunity to communicate with your teammates during the event.

Since it is not guaranteed that you will have an internet connection at the event, make sure to download teamspeak before the event.

§20 Pitstops and Driver swaps

20.1 Pitting procedure

Drivers have to slow down to the pit speed of 60 kp/h before the start line of the pits. The start line is signalled by the lights that are visible next to the line.

The pit speed limiter will be engaged automatically, and the AI will take control of the car in the pitlane. As soon as they pit, the game will automatically change all four tyres of the car and refuel an appropriate amount of fuel, depending on the remaining race time.

20.2 Rules for driver swaps

All three drivers of the team have to drive at least one lap of the race.

Driver swaps have to be performed in the pitlane, while the AI has taken over the car.

Driver swaps always have to be registered by the driver who wants to get into the simulator.



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20.3 Registering driver swaps

In order to register a driver swap, the driver who wants to get into the simulator has to approach an admin and show him his ID, and tell the request to get into the car. The admin will note down the information, and the driver has to wait for approval.

With the teamspeak system, he can communicate with the driver in the simulator. If the team opts not to use the teamspeak system, the driver who is in the simulator can show hand signals to his teammates to signal that he wants to be swapped out.

20.4 Performing driver swaps

After the new driver has gotten approval from an admin that he gets swapped in, he will be led to the stage and he can enter it. He should move carefully and slowly and stand next to his teammate, until the car of the teammate is stationary in the pits.

During the driver swap, drivers have to be extremely careful, and have to take special care that they do not use the wheel to support them when they get out or into the simulator, as it may get damaged.

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

§21 Prizes

The winning team will receive a trophy, which goes into their possession for one year, until the next Nürburgring eSports event. Their team name will be engraved in the trophy.

§22 Broadcasts

The multiplayer races will be streamed on the Facebook, YouTube, and Twitch channel of RaceRoom as well as the Facebook and YouTube channel of the Nürburgring, in German and English language.