



CUPRA
SIMRACING
SERIES

RULEBOOK – 2021 SEASON

VERSION 1.0

Index

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A. GENERAL INFORMATION

§1 Introduction

Welcome to the thrill.

Challenge the best simracers worldwide, compete in 10 exciting leaderboards and multiplayer rounds, win your share of 10 000 € prize money, and secure the title in the third season of the CUPRA SimRacing Series!

Your car: The CUPRA Leon Competición! A new breed of racing cars take shape with 3D printing technology, powered by a 2.0 TSI 340hp engine. It uses state-of-the-art HP Multi Jet Fusion technology for better aerodynamics on the air intakes. Up to 265 kmph and 410 Nm of torque, with a faster 6-gear sequential gearbox and improved weight distribution - push it to its limits!

Participation is free – and if you join each leaderboard, you can even keep the CUPRA Leon Competición for free in RaceRoom after the end of the competition, and race it in all game modes!

Let the competition begin!

§2 Glossary

- Driver: Person that drives in the competition.
- Race Server: In-game room drivers join to participate in an event.
- Staff: Person(s) organising the leagues for RaceRoom.
- Text Chatting: Use of the in-game chat function which drivers can use to send text messages to other competitors and/or staff.
- Voice Chatting: Speech between two or more persons, usually via Discord, but refers to contact through any other software.

§3 Staff List

Robert Wiesenmüller
Michael Bell
Thomas Bienert

The „RaceRoom“ and „Sector3“ accounts on the forum forum.sector3studios.com also count as staff. The Staff can be contacted via e-Mail at competition@raceroom.com

§4 General rules

4.1 Reading and understanding the rules

Every driver participating in any event of the CUPRA SimRacing Series 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.

4.2 RaceRoom General Competition Rules

The general RaceRoom competition rules are valid and binding for this championship. You can find them here: <https://www.raceroom.com/wp-content/uploads/2020/01/RaceRoom-General-Competition-Rules-1.01.pdf>

4.3 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 on the Forums, at Events, in Text Chatting or in Voice Chatting, that are specified as rules, also count as rules and have to be accepted by all drivers.

§5 Organiser

RaceRoom Entertainment GmbH
Aspachweg 14
74427 Fichtenberg
Germany

For questions regarding the sporting regulations:
competition@raceroom.com

§6 Declaration of Consent

The winners agree that their names will appear in live streams and press releases handled by RaceRoom and CUPRA.

The winners agree that RaceRoom can make and broadcast photographs and movie recordings (e.g. internet stream), on which the winners are identifiable as well as statements, interviews and similar captured on audio and video. RaceRoom are entitled to use these recordings.

§7 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 and prize is collected and forwarded onto partners of RaceRoom and CUPRA. All employees and partners of RaceRoom and CUPRA are obliged by RaceRoom and CUPRA 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.

§8 Premature Termination of the Competition

RaceRoom and CUPRA have the right to terminate or cancel the online qualifier at their discretion at any time. No claims can be derived from any premature termination.

RaceRoom and CUPRA have 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.

§9 Changes

RaceRoom and CUPRA explicitly reserve 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.

§10 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

§11 Race Calendar

| Event: | Starts: | Ends: | Multiplayer race live: | Race format: |
|-----------------------------------|---------------------------------------|---------------------------------------|---------------------------------------|-------------------------------|
| Hockenheim GP | 23.04.2021 13:00 GMT 15:00 CEST | 09.05.2021 18:00 GMT 20:00 CEST | 13.05.2021 18:00 GMT 20:00 CEST | 2x25 min |
| Silverstone GP | 09.05.2021 18:00 GMT 20:00 CEST | 23.05.2021 18:00 GMT 20:00 CEST | 27.05.2021 18:00 GMT 20:00 CEST | 2x25 min |
| Nordschleife 24h | 23.05.2021 18:00 GMT 20:00 CEST | 13.06.2021 18:00 GMT 20:00 CEST | 17.06.2021 18:00 GMT 20:00 CEST | 1x60 min Mandatory Pitstop |
| Motorland Aragón GP | 27.06.2021 18:00 GMT 20:00 CEST | 11.07.2021 18:00 GMT 20:00 CEST | 15.07.2021 18:00 GMT 20:00 CEST | 2x25 min |
| Spa-Francorchamps GP | 11.07.2021 18:00 GMT 20:00 CEST | 01.08.2021 18:00 GMT 20:00 CEST | 05.08.2021 18:00 GMT 20:00 CEST | 2x25 min |
| Hungaroring | 01.08.2021 18:00 GMT 20:00 CEST | 15.08.2021 18:00 GMT 20:00 CEST | 19.08.2021 18:00 GMT 20:00 CEST | 2x25 min |
| Nürburgring GP | 15.08.2021 18:00 GMT 20:00 CEST | 29.08.2021 18:00 GMT 20:00 CEST | 02.09.2021 18:00 GMT 20:00 CEST | 2x25 min |
| Monza GP | 12.09.2021 18:00 GMT 20:00 CEST | 26.09.2021 18:00 GMT 20:00 CEST | 30.09.2021 18:00 GMT 20:00 CEST | 2x25 min |
| Bilster Berg Gesamtstrecke | 26.09.2021 18:00 GMT 20:00 CEST | 17.10.2021 18:00 GMT 20:00 CEST | 21.10.2021 18:00 GMT 20:00 CEST | 2x25 min |
| Macau | 17.10.2021 18:00 GMT 20:00 CEST | 07.11.2021 19:00 GMT 20:00 CET | 11.11.2021 19:00 GMT 20:00 CET | 2x25 min |

§12 Eligibility

RaceRoom staff has the right to deny any entries without giving reasons.

You have to use the e-Mail address with which you registered on RaceRoom for official e-Mail correspondence.

Drivers born after 13. May 2007 are not permitted to take part in any stages of the championship. If you apply to the conditions listed above, as long as you have read and agreed to the rules of this rulebook, and there are no outstanding bans, you are allowed to enter the championship.

§13 Participation

13.1 Entry conditions

There is no entry fee, and no requirement to own any content in RaceRoom Racing Experience. The entry for the championship is entirely free.

You can find the leaderboards at <http://game.raceroom.com/championships/65>

13.2 Team and Community

You can specify a team or a community that you will be representing during the Championship in your RaceRoom driver profile. There are no point tables for teams or communities; however the names will be used for promotional materials and the broadcast commentary. It is not necessary to specify a team or a community. Any offending or discriminatory names will be rejected by the Staff.

13.3 VIP Driver

CUPRA and RaceRoom can determine a VIP driver. He will compete in Server 1, as a 25th car, does not have to do the prequalifying, but is also not eligible for points.

The VIP driver will be announced in the gridmail.

13.4 Custom Liveries

The top 24 drivers from last season have the right to compete in a custom livery that they paint themselves.

The best 7 drivers of the multiplayer points standings after round 2 (no drop scores applied, tiebreakers like in §15.4), who do not have an own custom livery from last season yet, will also receive the right to paint their own custom livery. Their car will be added for the fourth multiplayer round.

Instructions how to paint and mandatory logos are sent via e-mail.

All other drivers can participate in one of 24 default liveries.

§14 Leaderboard rules

Difficulty: Free choice

Fuel Usage: Off

Tyre Wear: Off

Mechanical Damage: Off

Damage: Off

Fixed Setups: Yes

Cut Rules Penalties: In-Game

Automatic Clutch: Allowed

Automatic Gears: Allowed

Game time: Noon

Weather: Good

§15 Multiplayer Championship

15.1 Invitations

The best 144 drivers on the Leaderboard will be invited via e-mail on Monday afternoon, after the end of the respective qualifying session.

If there is a tie for laptime, the driver who set the time earlier will be counted ahead.

They have time to respond until Wednesday, 10:00 GMT to confirm their spot.

At the same time, a group of at least 56 reserve drivers will be messaged too, who can confirm their participation, in case drivers from the top 144 drop out.

Drivers will then receive a gridmail with all server information. They will be assigned to one of four servers. The 24 fastest registered drivers will compete in Server 1, the 25-48 fastest registered drivers in server 2, the 49-72 fastest registered drivers in server 3, the 73-96 fastest registered drivers in server 4, the 97-120 fastest registered drivers in server 5 and the 121-144 fastest registered drivers in server 6.

15.2 Server settings

Difficulty: GetReal

Fuel Usage: On

Tyre Wear: Normal

Damage: Full

Qualifying: See calendar

Type of Start: Standing

Jump start: Enabled

Fixed Setups: Yes

Flag Rules: Visual Only

Reverse Grid: Top 10 (except Nordschleife)

Cut Rules Penalties: In-Game, slowdown penalties

Mandatory Pitstop:

For Round 3 - Nordschleife: Yes, manual pitstop, between 25% and 75% of race distance, change at least 2 tyres

For all other rounds: no

Ingame Incident Limit: 40 (Nordschleife: 60)

Game time: Noon

15.3 Timetable

For rounds 1, 2, 4-9:

Server 1

| | | | |
|------------|-----------|---------------|---|
| 18:00 CEST | 16:00 GMT | Free Practice | |
| 20:10 CEST | 18:10 GMT | Qualifying | 12 minutes, unlimited laps, other cars on track |
| 20:22 CEST | 18:22 GMT | Race 1 | 25 minutes |
| 20:50 CEST | 18:50 GMT | Race 2 | 25 minutes, top 10 reversed |

Server 2-6

| | | | |
|------------|-----------|---------------|---|
| 18:00 CEST | 16:00 GMT | Free Practice | |
| 18:50 CEST | 16:50 GMT | Qualifying | 12 minutes, unlimited laps, other cars on track |
| 19:02 CEST | 17:02 GMT | Race 1 | 25 minutes |
| 19:30 CEST | 17:30 GMT | Race 2 | 25 minutes, top 10 reversed |

For Round 3 – Nordschleife:

Server 1

| | | | |
|------------|-----------|---------------|--|
| 18:00 CEST | 16:00 GMT | Free Practice | |
| 20:10 CEST | 18:10 GMT | Qualifying | 20 minutes, unlimited laps, alone on track |
| 20:30 CEST | 18:30 GMT | Race | 60 minutes, mandatory pitstop |

Server 2-6

| | | | |
|------------|-----------|---------------|--|
| 18:00 CEST | 16:00 GMT | Free Practice | |
| 18:50 CEST | 16:50 GMT | Qualifying | 20 minutes, unlimited laps, alone on track |
| 19:10 CEST | 17:10 GMT | Race | 60 minutes, mandatory pitstop |

For round 10 – Macau:

Server 1

| | | | |
|------------|-----------|---------------|--|
| 18:00 CEST | 17:00 GMT | Free Practice | |
| 20:10 CEST | 19:10 GMT | Qualifying | 12 minutes, unlimited laps, alone on track |
| 20:22 CEST | 19:22 GMT | Race 1 | 25 minutes |
| 20:50 CEST | 19:50 GMT | Race 2 | 25 minutes, top 10 reversed |

Server 2-6

| | | | |
|------------|-----------|---------------|--|
| 18:00 CEST | 17:00 GMT | Free Practice | |
| 18:50 CEST | 17:50 GMT | Qualifying | 12 minutes, unlimited laps, alone on track |
| 19:02 CEST | 18:02 GMT | Race 1 | 25 minutes |
| 19:30 CEST | 18:30 GMT | Race 2 | 25 minutes, top 10 reversed |

15.4 Point Allocation and Championship

The points scored will be added to form a championship table.

Qualifying Points (Session on race day, setting the grid):

| Position | Server 1 |
|----------|----------|
| 1 | 10 |
| 2 | 8 |
| 3 | 6 |
| 4 | 4 |
| 5 | 2 |
| 6 | 1 |

Points per race in all rounds except Nordschleife

| Position | Server 1 | Server 2 | Server 3 | Server 4 | Server 5 | Server 4 |
|----------|----------|----------|----------|----------|----------|----------|
| 1 | 50 | 25 | 12 | 6 | 3 | 1 |
| 2 | 45 | 22 | 10 | 4 | 2 | |
| 3 | 42 | 20 | 8 | 3 | 1 | |
| 4 | 40 | 18 | 7 | 2 | | |
| 5 | 38 | 16 | 6 | 1 | | |
| 6 | 36 | 14 | 5 | | | |
| 7 | 34 | 12 | 4 | | | |
| 8 | 32 | 10 | 3 | | | |
| 9 | 30 | 8 | 2 | | | |
| 10 | 29 | 6 | 1 | | | |
| 11 | 28 | 5 | | | | |
| 12 | 27 | 4 | | | | |
| 13 | 26 | 3 | | | | |
| 14 | 25 | 2 | | | | |
| 15 | 24 | 1 | | | | |
| 16 | 23 | | | | | |
| 17 | 22 | | | | | |
| 18 | 21 | | | | | |
| 19 | 20 | | | | | |
| 20 | 19 | | | | | |
| 21 | 18 | | | | | |
| 22 | 17 | | | | | |
| 23 | 16 | | | | | |
| 24 | 15 | | | | | |

Points per race in round 3 – Nordschleife:

| Position | Server 1 | Server 2 | Server 3 | Server 4 | Server 5 | Server 4 |
|----------|----------|----------|----------|----------|----------|----------|
| 1 | 100 | 50 | 24 | 12 | 6 | 2 |
| 2 | 90 | 44 | 20 | 8 | 4 | |
| 3 | 84 | 40 | 16 | 6 | 2 | |
| 4 | 80 | 36 | 14 | 4 | | |
| 5 | 76 | 32 | 12 | 2 | | |
| 6 | 72 | 28 | 10 | | | |
| 7 | 68 | 24 | 8 | | | |
| 8 | 64 | 20 | 6 | | | |
| 9 | 60 | 16 | 4 | | | |
| 10 | 58 | 12 | 2 | | | |
| 11 | 56 | 10 | | | | |
| 12 | 54 | 8 | | | | |
| 13 | 52 | 6 | | | | |
| 14 | 50 | 4 | | | | |
| 15 | 48 | 2 | | | | |
| 16 | 46 | | | | | |
| 17 | 44 | | | | | |
| 18 | 42 | | | | | |
| 19 | 40 | | | | | |
| 20 | 38 | | | | | |
| 21 | 36 | | | | | |
| 22 | 34 | | | | | |
| 23 | 32 | | | | | |
| 24 | 30 | | | | | |

In case of a points tie, the following factors are deciding:

- Amount of multiplayer wins
- Amount of 2nd places, then 3rd places, 4th places etc.
- Amount of penalty strikes received (less = better)
- Leaderboard time for round 10, Macau, then round 9, then round 8 etc.

In order to receive points, the game has to count you as a finisher.

Penalty points will be subtracted from the score of the driver.

The worst event score of each driver will be dropped. Quali and race count as a combined entity for each track. Penalty points count as a separate entity and cannot be dropped. Drop scores will be calculated into the standings after round 6.

15.5 Official results

The results will be official, only after the stewards report, according to the rules in §16.

Official results will be posted here:

<https://forum.sector3studios.com/index.php?forums/Esports/>

15.6 Championship Title

The driver with most points at the end of the season will be crowned **CUPRA SimRacing Champion 2021**.

§16 Rules, Incidents and Penalties

16.1 Etiquette

The etiquette follows the rules from the RaceRoom General Competition Rules in §11, §12 and §13.

Additional rules:

Pit rules are enforced by the game.

Pit lane entry and exit white lines are not checked, but you count as coming from off-track when you re-enter the racetrack.

Jump start is active – the game will automatically give a penalty if you jump the start. If you hit or damage other cars, it counts as a severe case.

16.2 Flag rules

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

16.3 Automatic Ingame Incidents

RaceRoom has an automatic incident system. You will automatically collect incident points for:

- Contact with other cars
- Contact with objects, such as walls
- Off-tracks

Incidents are shown on your screen ingame, on the left side.

When you reach a limit of 40 ingame incidents (Nordschleife: 60 incidents), you will be automatically disqualified. A disqualification will result in one strike for the license points system, explained in 16.6.3.

The automatic ingame incident system is not meant to replace stewarding, but meant to run in the background to ensure a minimum standard of fairplay.

16.4 Definition of Incidents

"Incident" means any occurrence or series of occurrences involving one or more drivers, or any action by any driver, which is reported to the stewards by other drivers which 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.
- Deliberate contact.
- 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.

16.5 Reporting Incidents

16.5.1 Report procedure

If you feel like another driver has disadvantaged your race, you can report him to the stewards via e-mail to competition@raceroom.com

Please provide it in the following form:

Your name:

Offending name:

Race, corner and lap:

Short description of the incident:

Separate incidents have to be covered in separate reports.

Please upload the replay on a filehoster and provide it in the report, if you are driving in a race which is not streamed on an official RaceRoom channel.

16.5.2 Rules for reports

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

16.5.3 Deadline for reports

Incident reports have to be provided between Friday after the race, 00:01 CET and Sunday after the race, 23:59 CET.

On the evening of the race, there is a cooldown period.

16.5.4 Appealing penalties

Appealing penalties after the fact is not possible. If you have questions about your penalty, you can write the admins at competition@raceroom.com. Please do not contact the admins via direct message on social media.

16.5.5 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 RaceRoom.

16.5.6 Automatic staff reviews

The staff has the right to investigate incidents that are visible on the broadcast, but will only do so in case of extreme misbehaviour.

In case of constant misbehaviour, the staff has the right to auto-review the first sector of the first lap. At the start of the season, this will however not be done.

16.5.7 Incident review format

Incidents will be investigated after the race and after the end of the report deadline. They will be posted in the forums: <https://forum.sector3studios.com/index.php?forums/Esports/> on Monday after the race.

16.5.8 False reports

If the incident report does not contain enough information, or wrong information, the stewards have the right not to review the incident.

If a driver repeatedly reports incidents that have not happened, he will be penalized himself.

16.6 Penalties

16.6.1 Introduction to penalties

In this championship, you can receive points penalties.

In addition, you can receive strikes for unfair driving.

16.6.2 Penalty point catalogue

A regular penalty in server 1 is 10 points + 1 strike.

A regular penalty in server 2 is 4 points + 1 strike.

A regular penalty in server 3 is 3 points + 1 strike.

A regular penalty in server 4 is 2 points + 1 strike.

A regular penalty in server 5 and 6 is 1 point + 1 strike.

A regular penalty contains cases such as (but not limited to) contact with position loss, careless driving with consequences, intentional contact, preventing legitimate passes.

In cases where no driver is disadvantaged, but the offending driver still broke the rules, such as (but not limited to) careless driving, contact with no position loss, track limit infringements with no advantage gained or unintentional contact with small time loss, the penalty may be reduced to a warning or the point penalty may be halved. No strike is given.

In cases such as (but not limited to) disadvantaging a large group of drivers due to contact, very careless driving, repeated track limit infringements to gain an advantage, the penalty points may be doubled and 2 strikes may be given.

In severe cases, such as (but not limited to) extremely careless driving or constant track limit infringements to gain an advantage, the penalty may be multiplied by 3, and 3 strikes may be given.

Extreme cases, such as (but not limited to) deliberately wrecking another driver will lead to a disqualification and to an instant ban from ALL events of the CUPRA SimRacing Series, including any further events in 2021, and 8 strikes. His points score of the championship will be reset to 0 (with no other drivers moving up in previous rounds).

Most extreme offenses, as listed in the General Competition Rules under §15.8, will lead to an exclusion from all RaceRoom Competitions for at least one year.

Repeat offenders may have to face a harsher penalty.

This penalty point catalogue is not complete. If you find a new way to break the rules which is not covered here, you will still receive a penalty. Also, the stewards can adjust these penalties according to the circumstances.

The strike and attendance competition-overarching lists are active in this competition.

16.6.3 License points system

When you receive 3 strikes, you will receive a qualifying ban for the next race (qualifying before race session).

When you receive 5 strikes, you will not be allowed to participate in the next Race.

When you receive 7 strikes, you will be excluded from the entire CUPRA SimRacing Series season.

License points cannot be dropped, removed or taken back.

The competition-overarching rules specified in the General Competition Rules in §15.5 are still active.

16.6.4 Announcement of penalties

Full descriptions of the stewards decisions will be released here:

<https://forum.sector3studios.com/index.php?forums/Esports/>

§17 Broadcasts

The multiplayer races of the first server will be streamed live on the Facebook and YouTube page, as well as the Twitch Channel, of RaceRoom, with English commentary by Lewis McGlade and Chris Buxton.

If you want to stream the races in a local language, or stream a lower server, please contact competition@raceroom.com

§18 Prize pool

18.1 Cash prize payout

In total, 10.000€ will be paid out for the final championship standings. Prize money will be paid out according to the official final results. The official results will be published here:

<https://forum.sector3studios.com/index.php?forums/Esports/>

| Position | Payout |
|----------|--------|
| 1 | 2500 € |
| 2 | 2000 € |
| 3 | 1500 € |
| 4 | 1200 € |
| 5 | 900 € |
| 6 | 650 € |
| 7 | 500 € |
| 8 | 375 € |
| 9 | 250 € |
| 10 | 125 € |

18.2 Ingame Car Prize

All drivers that set a valid lapttime on all of the 10 leaderboards (so 10 laptimes) will receive the CUPRA Leon Competición for free on RaceRoom, and can play all game modes with it. Delivery can take up to 4 weeks.

18.3 Claiming prize money

You will be messaged by RaceRoom up to 2 weeks after the conclusion of the championship

You have to provide the following information:

Name:

Address:

City:

Country:

IBAN:

BIC:

Prize payout can take up to 2 months after sending the correct payout information.

18.4 Violations against the rules and effect on prize payout

Violations against §3 of this rulebook and §16 of this rulebook may lead to an exclusion of the championship. As soon as you are excluded from the championship, no prize money will be paid out for you.

18.5 Payout and taxes for drivers living inside Germany

Cash prizes from sports competitions in Germany are generally taxable. It is the responsibility of the winners to take care of it.

18.6 Payout and taxes for drivers living outside Germany

If you have your permanent residence outside Germany, for any winnings over 250€, taxes apply according to §50a EStG. The tax is 15%, plus an additional 5,5% solidarity surcharge on the tax. Therefore, the sum that is paid out is reduced.