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# OFFICIAL RULEBOOK

VERSION 1.0

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## A. GENERAL INFORMATION

### §1 Introduction

The eSports WTCC is a simracing event on the simulator RaceRoom Racing Experience, featuring the WTCC cars, consisting of four parts: A *Leaderboard Hotlap Competition*, an *Online Multiplayer Championship*, four *Onsite Events* and a *Finale*. The eSports WTCC is hosted by EUROSPORT EVENTS LTD, Discovery House, Chiswick Business Park Building 2, 566 Chiswick High Road, London W4 5YB, United Kingdom, and organized by RaceRoom Entertainment GmbH, Aspachweg 14, 74427 Fichtenberg, Germany.

### §2 Glossary

- Division: Split of drivers according to their leaderboard time.
- Driver: Person that drives in the RaceRoom league.
- Forums: Online discussion area, found here: <http://forum.sector3studios.com>
- Livery: 'Paint job' of a car. Also referred to as 'skin'.
- 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  
Georg Ortner  
J-F Chardon  
Holger Stangl  
Sonat Ozturk

The „RaceRoom“ and „Sector3“ accounts on the forum also count as staff.

Staff for the On-Track Events and Live Event Final may vary and will be announced at a later stage.

The Staff can be contacted via e-Mail at [competition@raceroom.com](mailto:competition@raceroom.com)

### §4 General rules

#### 4.1 Reading and understanding the rules

Every driver participating in any event of the eSports WTCC 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 or in the forums here:

<https://forum.sector3studios.com/index.php?threads/esports-wtcc-questions.7652/>

#### 4.2 General Behaviour

Every driver participating in any event of the eSports WTCC 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.

## 4.3 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 the eSports WTCC.

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.

## 4.4 Accounts

You have to enter your real name in your RaceRoom ingame account in order to participate. Fake names or names with clan tags are not allowed and if you use them, you will not be invited to the online multiplayer races and you are not eligible for prizes.

Multiple accounts and ban evasion are not allowed and will result in a permanent exclusion from all RaceRoom events.

## 4.5 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 Disclaimer

The rulebook can be changed by the Staff at any point. The version number of the rulebook is specified in the header.

Each member participating in any RaceRoom event grants to RaceRoom, its authorized agents and assigns, an exclusive license to use and sublicense his or her name, likeness and performance, including photographs, images and sounds of such competitor and/or any vehicle that competitor drives in the event, in any way, medium or material for promoting, broadcasting, recording or reporting any RaceRoom event before, during and after such event. Each competitor hereby relinquishes to RaceRoom exclusively and in perpetuity all rights thereto for such purposes.

## B. LEADERBOARD HOTLAP COMPETITION

### §6 Introduction to the Leaderboard Hotlap Competition

The Leaderboard Hotlap Competition is the place where you can prove your ultimate pace over one lap. Also, you can qualify for the races of the Online Multiplayer Championship. For each race, the top 24 drivers will qualify for the top division which is broadcasted live, while 72 other drivers of different skill levels will also be given the chance to compete against similarly-paced drivers in the races of division 2, 3 and 4. For each track, the leaderboards will be open for 8 days, resulting in the ultimate showdown.

## §7 Participation

### 7.1 Eligibility

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.

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

### 7.2 Entry fees

The entry into the hotlap competitions is completely free.

### 7.3 Entry process

You need to have RaceRoom Racing Experience installed on your computer in order to participate. You do not have to purchase any content and you also do not have to sign up on a forum. All you have to do is to launch your game and go to Competitions. There you can pick the respective leaderboard competition. Alternatively, you can launch it by going to <http://game.raceroom.com/competitions/> in your browser.

### 7.4 Car choice

The following cars are eligible as choices:

Chevrolet RML Cruze TC1

Citroen C-Elysée WTCC

Honda Civic WTCC

LADA Vesta WTCC

Volvo S60 Polestar TC1

For the beginning of the season, we will use the WTCC 2016 carpack. During the season, we will switch to the WTCC 2017, depending on availability.

You can use multiple cars and liveries for each round of the leaderboard competition. There are no restrictions. It also has no influence on which car you drive in the Online Multiplayer Races.

## §8 Calendar

Track name	Layout	Leaderboard Hotlap Comp.	Online Multipl. Race
1. Monza	Full Layout	09.04-16.04	23.04
2. Hungaroring	Full Layout	23.04-30.04	07.05
3. Nürburgring	Nordschleife 24h	07.05-14.05	21.05
4. Portimao	Full Layout	04.06-11.06	18.06
5. Spa-Francorchamps	Grand Prix	25.06-02.07	09.07
6. Slovakiaring	Full Layout	23.07-30.07	06.08
7. Sonoma	WTCC Layout	20.08-27.08	03.09
8. Shanghai	WTCC Layout	24.09-01.10	08.10
9. Suzuka	Full Layout	08.10-15.10	22.10
10. Macau	Full Layout	29.10-05.11	12.11

Each Hotlap Competition will be open for 8 days. The detailed starting and finishing times can be found ingame on the Competitions page.

## [§9 Hotlap Format](#)

### [9.1 Amount of laps](#)

You can set an unlimited amount of laps.

### [9.2 Competition Settings](#)

Difficulty: GetReal  
Fuel Usage: 50L fixed  
Tyre Wear: Off  
Mechanical Damage: Off  
Damage: Off  
Fixed Setups: No  
Flag Rules: Enabled  
Cut Rules Penalties: Enabled  
Automatic Clutch: Allowed  
Automatic Gears: Allowed  
Game time: Noon  
Weather: Default  
Ghost: Allowed  
Racing line: Allowed  
Challenge host of other drivers: Allowed  
Challenge racing line of other drivers: Allowed

### [9.3 Qualifying for the Online Multiplayer Race](#)

The first 24 drivers of the leaderboard will qualify for the Division 1 race and will be invited via e-Mail. If drivers cannot attend or do not respond, the grid will be filled up once with the drivers placed 25 and below. If these drivers also cannot attend, the grid will not be filled up.

For Division 2, 3 and 4, the same principle is being used, only that Division 2 starts at 102% of the overall best time, Division 3 at 104% and Division 4 at 106%. This is done in order to provide an opportunity for new and less experienced drivers to participate in eSports WTCC events too, driving against other drivers with similar skill levels.

The percentages for Division 2, 3 and 4 are not fixed throughout the season and can be changed during the season by the Staff.

The split between the respective divisions is being displayed on the leaderboard itself.

For a more detailed description, see section 12.4 of the rulebook.

### [9.4 Track boundaries](#)

The track boundaries are whatever is defined as legal by the automated cut-track detection of RaceRoom. When you exceed the track boundaries, you will see a warning on your screen and your time will automatically be disallowed.

Abusing bugs in the track cut detection, such as (but not limited to) skipping entire corners or sectors is forbidden. Laptimes achieved on this way will be deleted.

## 9.5 Connection

It is your responsibility to make sure that you have a stable internet connection. Gaining an advantage due to a bad connection is not allowed. Laptimes that are buggy due to lag will be deleted.

## C. ONLINE MULTIPLAYER CHAMPIONSHIP

### [§11 Introduction to the Online Multiplayer Championship](#)

The Online Multiplayer Championship is the core of the eSports WTCC. 24 drivers in the top division will compete for glory and points in 20 races, 2 each on the 10 tracks. All these races will be broadcasted live. The winner of the championship will become the 2017 eSports WTCC Online Champion. In addition, several other drivers will have the opportunity to drive in a RaceRoom-hosted official event by qualifying for the races of Division 2, 3 and 4. All drivers will also fight to win tickets for the Live Event Final.

### [§12 Participation](#)

#### 12.1 Eligibility

As long as you have read and agreed to the rules of the Online Multiplayer Championship, and there are no outstanding bans, you are free to enter the championship.

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

You have to be registered on the forums (<http://forum.sector3studios.com>) and you have to use the e-Mail address with which you registered on RaceRoom for official e-Mail correspondence.

You should bookmark the forum thread "Important news and updates"

(<https://forum.sector3studios.com/index.php?threads/esports-wtcc-important-news-and-updates.7648/>) in order to stay up to date with potential changes in the championship format.

#### 12.2 Entry fees

The entry into the championship is completely free.

#### 12.3 In-game content

You do not have to own or purchase any content in order to participate in the league. The cars and the respective track that you qualified for will be added to your in-game account by the Staff for the race, and will be removed again afterwards.

The cars will only be available on your account for the races though. If you want to practice for the races outside of the leaderboard competition, you need to purchase the WTCC 2016 car pack, or one of the cars out of the car pack, and the respective tracks.

#### 12.4 Qualifying for the online multiplayer events

In order to qualify for Division 1 for an Online Multiplayer Race, you need to finish in the top 24 overall on the Leaderboard Hotlap Competition on the respective track. For Division 2, 3 and 4, the same principle is being used, only that Division 2 starts at 102% of the overall best time, Division 3 at 104% and Division 4 at 106%. This is done in order to provide an opportunity for new and less

experienced drivers to participate in eSports WTCC events too, driving against other drivers with similar skill levels.

The split between the respective divisions is being displayed on the leaderboard itself.

You can see the times when the leaderboard is open in the calendar below. The leaderboard will always be open for 8 days and will always close 1 week before the multiplayer race. Each race has its own leaderboard. You need to qualify for each event individually.

Once you have posted a time in the top 24 of any of the 4 divisions, and once we have checked that there are no outstanding bans against you, you will receive an e-Mail by RaceRoom in which you are asked to confirm your attendance for the Online Multiplayer Race. You have time until the Wednesday before the event, 23:59 GMT, to confirm by replying to the e-Mail.

If there are drivers not accepting a spot in the race or failing to respond, a second group of drivers will be invited to fill up the spots. They will have 48 hours to respond and to accept or decline the spot. A deadline will be specified in the e-Mail.

If these drivers also decline their spot or fail to respond, the grid will not be filled up.

If you cannot participate, and you know so during the confirmation period, you can simply not reply and your spot will be allocated to another driver. There are no negative consequences to this.

Once you have confirmed your presence, you are expected to show up for the event.

If you miss one event for which you have confirmed your presence, you will receive a warning. If you miss a second event, you will be excluded from any further events from the championship. Late absence reports are not possible and will be ignored.

## 12.5 Car choice

The following cars are eligible as choices:

Chevrolet RML Cruze TC1

Citroen C-Elysée WTCC

Honda Civic WTCC

LADA Vesta WTCC

Volvo S60 Polestar TC1

For the beginning of the season, we will use the WTCC 2016 carpack. During the season, we will switch to the WTCC 2017, depending on availability.

You have to drive the same car during the whole duration of the Online Multiplayer Championship, regardless of the Division you are driving in.

When you qualify for your first Online Multiplayer Race, you will be asked to specify a car choice. This car will be your car for all Online Multiplayer Races within this championship.

It is not mandatory to specify a car choice. You can also leave it blank, or list multiple cars that you would accept as your car. In this case, RaceRoom staff will assign a car to you and notify you via e-Mail before your first start. It is in our interest to have a big variety of different cars participating, so choosing the option of leaving your car choice open would be much appreciated. We will however not assign you a car against your will.

Liveries cannot be chosen. They will be assigned by the RaceRoom staff and you will be notified of your livery in an e-Mail before your first start. When the 2017 liveries are released, you will receive a new e-Mail with a new livery that is assigned to you.

If there is a physics update for the cars during the championship that affects the balance of performance, it will be possible to change your car. In this case, the drivers will be notified by the staff that a car change is allowed. This is the only scenario in which a car change is allowed. Currently, no physics updates are planned and the 2017 WTCC car pack should feature the same physics set. This, however, might change, in which case the drivers will be notified by the staff. When you show up with the wrong car, you will receive 25 penalty points and will be banned from the next race.

For the Leaderboard Hotlap Competitions, it is completely free which car to use. You can use a different car for each round and it does not influence your car choice for the Online Multiplayer Championship in any way (see 7.4)

## 12.6 Team and Community

When you qualify for your first Online Multiplayer Race, you can specify a team or a community that you will be representing during the Championship. 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 Calendar

Track name	Layout	Leaderboard Hotlap Comp.	Online Multipl. Race
1. Monza	Full Layout	09.04-16.04	23.04
2. Hungaroring	Full Layout	23.04-30.04	07.05
3. Nürburgring	Nordschleife 24h	07.05-14.05	21.05
4. Portimao	Full Layout	04.06-11.06	18.06
5. Spa-Francorchamps	Grand Prix	25.06-02.07	09.07
6. Slovakiaring	Full Layout	23.07-30.07	06.08
7. Sonoma	WTCC Layout	20.08-27.08	03.09
8. Shanghai	WTCC Layout	24.09-01.10	08.10
9. Suzuka	Full Layout	08.10-15.10	22.10
10. Macau	Full Layout	29.10-05.11	12.11

If there are problems with any of the tracks, the Staff has the right to change the calendar during the season.

## §14 Race Format, Championship and Points

### 14.1 Race Format

#### 14.1.1 Race Format for Division 1

17:50 GMT	Free Practice	10 minutes	
18:00 GMT	Qualifying	15 minutes	open session (Nordschleife: private), unlimited laps
18:15 GMT	Race 1	20 minutes	standing start, no formation lap
18:35 GMT	Race 2	20 minutes	standing start, no formation lap, top 10 from the finishing order of Race 1 reversed on the grid

## 14.1.2 Race Format for Division 2, 3 and 4

17:00 GMT	Free Practice	10 minutes	
17:10 GMT	Qualifying	15 minutes	open session (Nordschleife: private), unlimited laps
17:25 GMT	Race	20 minutes	standing start, no formation lap

## 14.1.3 Additional information about the format

Small delays with the starting times can be expected, due to delays in the sessions.

The races will not be run with a time limit. Instead, the race time will be converted into race laps before the race.

Drivers will be notified about the amount of laps for each race, via e-Mail and on the forums.

The starting times are written down in Greenwich Mean Time. You need to convert it into your local time. Detailed information will be made available on the forums for each event.

In case complications occur with the reverse grid, a 5 minute private qualifying session will be run at 18:35 GMT to determine the grid for race 2 (Nordschleife: 10 minutes).

## 14.1.4 Server settings for all Divisions

Difficulty: GetReal

Fuel Usage: Normal

Tyre Wear: Normal

Mechanical Damage: On

Damage: Realistic

Qualifying: Unlimited laps, open session (Nordschleife: private)

Parc Fermé : No

Formation Lap: No

Type of Start: Standing

Time Scale: Normal

Fixed Setups: No

Flag Rules: Disabled (this will change to "Complete" once the system works flawlessly)

Cut Rules Penalties: In-Game, no slowdowns

Mandatory Pitstop: Off

Automatic Clutch: Allowed

Automatic Gears: Allowed

Game time: Noon

Weather: Default

## 14.1.5 Server information

Server information and passwords will be distributed via e-Mail.

## 14.1.6 Server crashes and restarts

Once a race is started, it will not be restarted. It doesn't matter if the server crashes or if there is a big accident. Races will never be restarted.

If less than 50% of the original race distance is completed when the server crash occurs, no points are being awarded.

If between 50% and 75% of the original race distance is completed when the server crash occurs, half points are being awarded.

If more than 75% of the original race distance is completed when the server crash occurs, full points are being awarded.

In Division 1, if the server crashes during Race 1, a 5 minute private qualifying session will be run at 18:35 GMT to determine the grid for race 2 (Nordschleife: 10 minutes).

### *14.1.7 Joining and leaving the server*

Joining the server should ideally be done in the practice session at the beginning of the event.

Leaving the server before the session swaps over is not allowed. If your name is missing from the server result file because you left the server too early, it is your personal problem and you will not score points.

It is recommended to save the results files, and to take a screenshot of the race results ingame, in case complications with the results occur.

In Division 1, if you leave the server during Race 1, you cannot rejoin for Race 2.

## 14.2 Point Allocation

### *14.2.1 Points system*

The point allocation follows the system of the FIA WTCC.

1<sup>st</sup> place - 25 pts

2<sup>nd</sup> place - 18 pts

3<sup>rd</sup> place - 15 pts

4<sup>th</sup> place - 12 pts

5<sup>th</sup> place - 10 pts

6<sup>th</sup> place - 8 pts

7<sup>th</sup> place - 6 pts

8<sup>th</sup> place - 4 pts

9<sup>th</sup> place - 2 pts

10<sup>th</sup> place - 1 pt

These points are awarded for both the first and the second race individually in Division 1. In Division 2, 3 and 4, they are awarded for the only race. For Division 1, the combined amount of points scored on one track is the event score.

### *14.2.2 Points eligibility*

In order to be eligible for points, you need to complete at least 75% of the race distance.

## 14.3 Championship

### *14.3.1 Championship in Division 1*

The points scored will be added to form a championship table. At the end of the season, the driver with the most points wins the championship. In case of a tie, the amount of wins count, then 2nd place finishes count, then 3rd place finishes etc. If all results are the same, the first leaderboard time of the season is the deciding factor.

## *14.3.2 Drop scores for Division 1*

Each driver will drop his one worst event score result. These points will not count into the final championship standings. Penalty points are viewed as a separate entity and cannot be dropped. For each event where half points or no points are being awarded for one of the races (see 14.1.6), another drop score is being added.

## *14.3.3 Championship in Division 2, 3 and 4*

There is no championship. The points will not be added together for a championship table. Points are just being used to determine the amount of tickets awarded for the Live Event Final (see §20 Tickets).

## *14.3.4 Information about the championship table*

The official championship table can be found on the forums.

## [§15 On-Track Etiquette](#)

### [15.1 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.

This is touring car racing, so slight contact is to be expected and will be tolerated. Bashing your way through the field however will most certainly not be tolerated.

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 WTCC, competing with your real name. You do not want to make a fool out of yourself.

### [15.2 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.

### [15.3 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.

### [15.4 Track Boundaries](#)

The track boundaries are whatever is defined as legal by the automated cut-track detection of RaceRoom. Track-specific exceptions will be explained on the forum. When you exceed the track boundaries, you will see a black and white flag on your screen and you are expected to give back the time gained.

Exceeding the track boundaries is not allowed and will be penalized. This is especially the case if you gain a time advantage, overtake or defend your position while exceeding the track boundaries.

We will not use automated slowdown penalties in the beginning of the season. Should it be witnessed by the Staff that drivers are taking advantage of it, slowdown penalties will be activated though. This decision then will not be reversed.

## 15.5 Race Line

In terms of race line participants can protect their position by changing line once. Excessive weaving and blocking is not allowed.

## 15.6 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 press escape during qualifying to return to the pits.

## 15.7 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. Blue flags will be signalled in game. Ignoring blue flags will lead to an automatic penalty by the software.

## 15.8 Retirement

You are allowed to press escape during the race to return to the pits. It will end your race.

## 15.9 Connection

It is your responsibility to make sure that you have a stable internet connection. Gaining an advantage due to a bad connection is not allowed. Incidents caused by lag will be deemed to be the fault of the lagging driver.

## 15.10 In-Game Chat

Using the in-game chat during qualifying and race is not allowed.

## §16 Flag signals and their meaning

### 16.1 Yellow flag

Yellow flag is shown to the drivers to warn them about incidents ahead. You should reduce your speed and refrain from overtaking unless stated otherwise. If you illegally passed cars under yellow you will be asked to give those positions back. Failing to do so within 15 seconds will result in a penalty automatically handed out by the game.

### 16.2 Blue flag

Blue flag indicates a faster car approaching from behind, and is typically shown on your out lap or when being lapped. Let the driver pass safely to avoid a penalty. You have 10 sec to do so, before receiving a first warning, and another 10 sec before receiving a Drive Through Penalty, handed out automatically by the game.

### 16.3 Black and white diagonal flag

A black and white diagonal flag signals when you go off the racing surface. You have to slow down to give back any advantage gained by cutting the track.

### 16.4 Black flag

A black flag indicates a disqualification.

## §17 Incidents and Penalties

### 17.1 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.
- 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

### 17.2 Reporting Incidents

#### 17.2.1 Report procedure

If you feel like another driver has disadvantaged your race, you can report him to the stewards by sending an E-Mail to [competition@raceroom.com](mailto:competition@raceroom.com) . The report has to be written according to the following template:

Your name:  
Offending driver:  
Event and race:  
Lap and corner:  
Short description of the incident:

Separate incidents have to be covered in separate reports. You do not have to send in a video of your incident. Videos will be ignored. If you don't know on which lap the incident happened, you can open an overlay in the replay section of RaceRoom. In order to do that, you need to assign a key for "Cycle Replay HUD Elements" (in Secondary Controls) and then press the key once you have loaded up the replay.

The staff will not investigate without a report, unless there were extreme forms of misbehaviour by the drivers.

#### *17.2.2 Rules for reports*

You can only report incidents which have affected *your* race. Also, incident reports have to be sent in by *you*, with the e-Mail address that you have registered with on RaceRoom. Reporting incidents for your teammate, or reporting scenes that have no influence on your race, is not allowed and the reports will be ignored.

You have to attach your replay file of the race to the e-Mail, otherwise your report will be ignored. Make sure that you have Replays enabled in your game.

#### *17.2.3 Deadline for reports*

Incident reports have to be sent in between the Monday after the race, 00:01 GMT and Tuesday, 23:59 GMT. Please note that there is a *cool-down-period* directly after the race. Reports sent in before or after will be ignored.

#### *17.2.4 Defence*

When you are being reported, you will receive an e-Mail from the League Organization with a copy of the report. You then have the opportunity to defend yourself with a written statement. You are only allowed to cover the incident which you were reported for. Other incidents have to be covered in a regular report. You have to attach your replay file of the race to the e-Mail, otherwise your defence statement will be ignored. Make sure that you have Replays enabled in your game. Writing a defence statement is optional.

#### *17.2.5 Deadline for defence*

Defence reports have to be sent in within 48 hours after receiving the e-Mail. Any statement sent in afterwards will be ignored.

#### *17.2.6 Appealing penalties*

Appealing penalties after the fact is not possible. Once the stewards have heard both sides and come to a decision, the decision is final.

## *17.2.7 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 the eSports WTCC Online Multiplayer Championship.

## *17.2.8 False reports*

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

## 17.3 Penalties

### *17.3.1 Introduction to penalties*

In this championship, you can only receive points penalties. Points penalties have two functions: First of all, they will reduce your overall points score. That will influence the championship standings and the ticket prize system. Secondly, they count as license points.

### *17.3.2 Penalty point catalogue*

A regular penalty is 5 points.

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, the penalty may be reduced to a warning.

In cases such as (but not limited to) disadvantaging a large group of drivers due to contact, first lap incidents, very careless driving, repeated track limit infringements to gain an advantage, the penalty may be increased to 10 points.

In severe cases, such as (but not limited to) disadvantaging a large group of drivers on the first lap, extremely careless driving, constant track limit infringements to gain an advantage, the penalty may be increased to 25 points.

Extreme cases, such as (but not limited to) cheating or deliberately wrecking another driver will lead to a 25 point penalty and to an instant ban from ALL events of the eSports WTCC, regardless of license points scored.

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.

### *17.3.3 License points system*

When you receive 25 penalty points total, you will be banned from participating in the next race. You can qualify on the leaderboard, but you will simply not receive an invitation e-Mail.

When you receive 40 penalty points total, you will be banned from the remainder of the Online Multiplayer Race season.

License points cannot be dropped, removed or taken back.

## [§18 Other rules](#)

### 18.1 Exceptions for external programs

As stated in 4.3, usage of external software that alters the game functions is not allowed.

For clarification, the usage of certain programs is allowed, as long as they are used in their intended function.

Programs that are allowed:

- Crewchief
- Wheel software, such as Logitech Profiler
- Dashboard apps
- Setup and telemetry tools, such as Motec or Justrace
- similar software that doesn't alter the game functions

If you are unsure about a program, you should ask the staff before using it.

## [§19 Prizes](#)

The winner of the Division 1 Online Multiplayer Championship will receive the title of 2017 eSports WTCC Online Champion and a trophy.

## [§20 Tickets](#)

In addition to championship points, we will be awarding tickets for the Live Event Final, which takes place on the preliminary dates of December 9<sup>th</sup> 2017 to December 10<sup>th</sup> 2017, at a location yet to be announced. These tickets are not entry tickets (entry is free), but they can be used to drive on a simulator live at the event in a time attack qualifying, in order to qualify for races and cash prizes. Each ticket allows you to use the simulator for an amount of time yet to be determined. Further information about the Live Event Final can be found in part E – Live Event Final.

Tickets will be awarded in all 4 divisions. They will be awarded according to the points scored per individual race, minus penalty points received in the same race.

Most points - 3 tickets

2<sup>nd</sup> most points - 2 tickets

3<sup>rd</sup> most points - 1 ticket

For Division 1, the tickets will be awarded for both races individually. Therefore, in Division 1, 12 tickets will be awarded in total per track, while in Division 2, 3 and 4, 6 tickets will be awarded. If penalty points are awarded for Qualifying in Division 1, they count towards the Race 1 result.

In case of a tie, the same amount of tickets will be awarded for both drivers.

Information on how many tickets each driver has won will be found on the forums. Tickets will be sent out at the end of the season.

## [§21 Broadcasts](#)

The races of Division 1 and 2 will be broadcasted live by a professional team on the WTCC Youtube channel..

The broadcast times will be announced on the forum.

If a broadcast is not possible due to technical issues, it will not take place. There will be no highlight videos made instead.

## D. Onsite Events

### [§22 Introduction to the Onsite Events](#)

At four races of the real FIA WTCC, RaceRoom will be at the track and host hotlap sessions and one final race for the local spectators, WTCC fans and interested simracers that want to travel to the races. They are invited to prove their skills on an equal playing field: Same setup, same rigs, same settings – just the driver counts. You can win tickets for the Live Event Final too! Upon availability, the real WTCC drivers will give it a shot too and you can challenge their times.

### [§23 Participation](#)

#### [23.1 Eligibility](#)

You need to be physically present at the respective WTCC event, and have no bans from other RaceRoom competitions. Further information will be available onsite.

#### [23.2 Entry fees](#)

To be announced.

#### [23.3 Software and Hardware](#)

The On-Site Events will be executed on the Racing Simulation: RaceRoom Racing Experience - Events Version.

The event version of the software can operate offline and does not require participants to login manually to their online game account(s). Participants do subsequently not need to own the cars and track used in the competition on their game account.

Car Setup and Steering settings are set to the car default. Various other settings such as (and not limited to) controller, graphic, sound settings are also default and cannot be modified.

It is not allowed to use programs or data that alter the actual functions of the simulation in order to gain a competitive advantage.

Contestants will race on equally equipped RaceRoom simulators with Logitech wheels and pedals.

Participants are not allowed to perform settings tweaks on the wheels and/or pedals.

5.1 speakers systems are built into the rigs, but are also free to bring their personal headphones with a standard jack plug.

## 23.4 Qualifying for the races

There will be a leaderboard qualifying at the event. A number between 10 and 24 drivers depending on the technical possibilities at the track, will qualify for one final race on Sunday morning (Nordschleife: Saturday morning). Further information will be available onsite.

## 23.5 Car choice

The following cars are eligible as choices:

Chevrolet RML Cruze TC1

Citroen C-Elysée WTCC

Honda Civic WTCC

LADA Vesta WTCC

Volvo S60 Polestar TC1

## §24 Calendar

Location	Track Used	Layout	On-Track Event
1. Monza	Monza	Full Layout	29.04-30.04
2. Hungaroring	Hungaroring	Full Layout	13.05-14.05
3. Nürburgring	Nürburgring	Nordschleife 24h	26.05-27.05
4. Vila Real	Portimao	Full Layout	24.06-25.06

If there are problems with any of the tracks, the Staff has the right to change the calendar during the season.

## §25 Race Format and Event Procedures

### 25.1 Race Format

#### 25.1.1 Event times

Qualifying	15 minutes	open session, unlimited laps
Race	20 minutes	

Starting times will be announced onsite.

#### 25.1.2 Server settings for all Divisions

Difficulty: Free choice

Fuel Usage: Normal

Tyre Wear: Normal

Qualifying: Unlimited laps, open session

Parc Fermé : No

Formation Lap: No

Type of Start: Standing

Damage: Off

Time Scale: Normal

Fixed Setups: Yes

Flag Rules: Complete

Cut Rules Penalties: In-Game, Slowdown  
Mandatory Pitstop: Off  
Automatic Clutch: Allowed  
Automatic Gears: Allowed  
Game time: Noon  
Weather: Default

## 25.2 Event procedures

Signup to the race will happen via a quick list on the race terminal with the choice of car for each participant. Participants will be assigned a race rig randomly.

Warm up session: Time for all participants to join the server. Once the last participant is in, 2 more minutes are counted down to allow settling in. The server then proceeds directly to the open qualifying session. The message "get ready to qualify" will appear on the screen.

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.

## §26 On-Track Etiquette

### 26.1 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.

This is touring car racing, so slight contact is to be expected and will be tolerated. Bashing your way through the field however will most certainly not be tolerated.

Remember at all times that you are driving with other humans which are sitting right next to you. So stay humble, and race with respect.

Also remember, you are in an official competition hosted by the WTCC, competing with your real name at a real race track. You do not want to make a fool out of yourself.

### 26.2 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.

### 26.3 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.

## 26.4 Track Boundaries

The track boundaries are whatever is defined as legal by the automated cut-track detection of RaceRoom. Track-specific exceptions will be explained on the forum. When you exceed the track boundaries, you will see a black and white flag on your screen and you are expected to give back the time gained.

Exceeding the track boundaries is not allowed and will be penalized. This is especially the case if you gain a time advantage, overtake or defend your position while exceeding the track boundaries. Automatic slowdown penalties will be used.

## 26.5 Race Line

In terms of race line participants can protect their position by changing line once. Excessive weaving and blocking is not allowed.

## 26.6 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 press escape during qualifying to return to the pits.

## 26.7 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. Blue flags will be signalled in game. Ignoring blue flags will lead to an automatic penalty by the software.

## 26.8 Retirement

You are allowed to press escape during the race to return to the pits. It will end your race.

## [§27 Flag signals and their meaning](#)

### 27.1 Yellow flag

Yellow flag is shown to the drivers to warn them about incidents ahead. You should reduce your speed and refrain from overtaking unless stated otherwise. If you illegally passed cars under yellow

you will be asked to give those positions back. Failing to do so within 15 seconds will result in a penalty automatically handed out by the game.

## 27.2 Blue flag

Blue flag indicates a faster car approaching from behind, and is typically shown on your out lap or when being lapped. Let the driver pass safely to avoid a penalty.

You have 10 sec to do so, before receiving a first warning, and another 10 sec before receiving a Drive Through Penalty, handed out automatically by the game.

## 27.3 Black and white diagonal flag

A black and white diagonal flag signals when you go off the racing surface. You have to slow down to give back any advantage gained by cutting the track.

## 27.4 Black flag

A black flag indicates a disqualification.

## §28 Incidents and Penalties

### 28.1 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.
- 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

### 28.2 Incidents, protests and sanctions

The entire race event will be observed by a jury. Protests need to be declared verbally directly at the race control. Protests of uninvolved drivers will not be accepted. A penalty leads to the disqualification of the driver. A graded approach will not be used.

## §29 Tickets

In addition to championship points, we will be awarding tickets for the Live Event Final, which takes place from December 9<sup>th</sup> 2017 to December 10<sup>th</sup> 2017. These tickets are not entry tickets (entry is free), but they can be used to drive on a simulator live at the event. Each ticket allows you to use the

simulator for an amount of time yet to be determined. Further information about the Live Event Final can be found in part E – Live Event Final.

Tickets will be awarded according to the following scheme:

1st place - 3 tickets

2nd place - 2 tickets

3rd place - 1 ticket

In case of a tie, the same amount of tickets will be awarded for both drivers.

Information on how many tickets each driver has won will be found on the forums. Tickets will be sent out at the end of the season.

## [§30 Broadcasts](#)

If it is possible with the technical situation on track, the races will be broadcasted live on WTCC Youtube.

The broadcast times will be announced on the forum.

If a broadcast is not possible due to technical issues, it will not take place. There will be no highlight videos made instead.

## [E. Finale](#)

### [§31 Introduction to the Finale](#)

The Finale is the highlight of the eSports WTCC. Over one weekend in December, RaceRoom will provide a showdown for all simracers where they can compete for the title of the 2017 eSports WTCC champion. The Location is still to be announced, but there will be races in four divisions broadcasted live. Cash prizes will be handed out.

### [§32 Participation](#)

#### [32.1 Eligibility](#)

You need to be physically present at the location, and have no bans from other RaceRoom competitions. Further information will be available onsite.

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

#### [32.2 Entry fees](#)

##### *32.2.1 Entry to the event*

General entry to the event site is free.

##### *32.2.2 Entry for the leaderboard competitions / Ticket system*

In order to participate in the leaderboard competition, you need to bring a ticket. Every ticket will be converted into approximately 6 minutes of time that you can use a simulator in order to set a time on the leaderboard.

Tickets can be obtained by finishing in high positions in the Online Multiplayer Races (see §20) or in the Onsite Events (see §29).

Tickets can also be bought onsite. Tickets can be bought by anyone. You do not have to have driven any previous part of the eSports WTCC.

If you still have tickets left at the end of the event, you will not be compensated.

## 32.3 Software and Hardware

The On-Site Events will be executed on the Racing Simulation: RaceRoom Racing Experience - Events Version.

The event version of the software can operate offline and does not require participants to login manually to their online game account(s). Participants do subsequently not need to own the cars and track used in the competition on their game account.

Car Setup and Steering settings are set to the car default. Various other settings such as (and not limited to) controller, graphic, sound settings are also default and cannot be modified.

It is not allowed to use programs or data that alter the actual functions of the simulation in order to gain a competitive advantage.

Contestants will race on RaceRoom simulators with wheels and pedals.

Participants are not allowed to perform settings tweaks on the wheels and/or pedals.

5.1 speakers systems are built into the rigs, but participants will be provided over the course of the event with headsets by steel series, but are also free to bring their personal headphones with a standard jack plug.

## 32.4 Qualifying for the races

Qualifying will be done via Leaderboard competitions. Previous positions in the (online) Leaderboard Hotlap Competition, Online Multiplayer Championship or the On-Site Events do not count for the Division distribution of the Live Event Final.

Out of the leaderboard times, 4 divisions will be grouped.

Further details about the qualifying format and the Divisions will be announced in due time.

## 32.5 Car choice

The following cars are eligible as choices:

Chevrolet RML Cruze TC1

Citroen C-Elysée WTCC

Honda Civic WTCC

LADA Vesta WTCC

Volvo S60 TC1

Further details about the car choice will be announced in due time.

## §33 Location

To be announced

## [§34 Race Format and Event Procedures](#)

### 34.1 Race Format

#### 34.1.1 Event times

The event times and format, such as the starting times, the tracks being used and the event points or scoring system, will be announced in due time.

#### 34.1.2 Server settings for all Divisions

Difficulty: GetReal  
Fuel Usage: Normal  
Tyre Wear: Normal  
Qualifying: Unlimited laps, open session  
Parc Fermé : No  
Formation Lap: No  
Type of Start: Standing  
Damage: Realistic  
Time Scale: Normal  
Fixed Setups: Yes  
Flag Rules: Complete  
Cut Rules Penalties: In-Game, Slowdown  
Mandatory Pitstop: Off  
Automatic Clutch: Allowed  
Automatic Gears: Allowed  
Game time: Noon  
Weather: Default

### 34.2 Event procedures

Signup to the race will happen via a quick list on the race terminal with the choice of car for each participant. Participants will be assigned a race rig randomly.

Warm up session: Time for all participants to join the server. Once the last participant is in, 2 more minutes are counted down to allow settling in. The server then proceeds directly to the open qualifying session. The message “get ready to qualify” will appear on the screen.

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.

## [§35 On-Track Etiquette](#)

### 35.1 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.

This is touring car racing, so slight contact is to be expected and will be tolerated. Bashing your way through the field however will most certainly not be tolerated.

Remember at all times that you are driving with other humans which are sitting right next to you. So stay humble, and race with respect.

Also remember, you are in an official competition hosted by the WTCC, competing with your real name at a real race track. You do not want to make a fool out of yourself.

### 35.2 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.

### 35.3 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.

### 35.4 Track Boundaries

The track boundaries are whatever is defined as legal by the automated cut-track detection of RaceRoom. Track-specific exceptions will be explained on the forum. When you exceed the track boundaries, you will see a black and white flag on your screen and you are expected to give back the time gained.

Exceeding the track boundaries is not allowed and will be penalized. This is especially the case if you gain a time advantage, overtake or defend your position while exceeding the track boundaries. Automatic slowdown penalties will be used.

### 35.5 Race Line

In terms of race line participants can protect their position by changing line once. Excessive weaving and blocking is not allowed.

### 35.6 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 press escape during qualifying to return to the pits.

## 35.7 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. Blue flags will be signalled in game. Ignoring blue flags will lead to an automatic penalty by the software.

## 35.8 Retirement

You are allowed to press escape during the race to return to the pits. It will end your race.

## §36 Flag signals and their meaning

### 36.1 Yellow flag

Yellow flag is shown to the drivers to warn them about incidents ahead. You should reduce your speed and refrain from overtaking unless stated otherwise. If you illegally passed cars under yellow you will be asked to give those positions back. Failing to do so within 15 seconds will result in a penalty automatically handed out by the game.

### 36.2 Blue flag

Blue flag indicates a faster car approaching from behind, and is typically shown on your out lap or when being lapped. Let the driver pass safely to avoid a penalty.

You have 10 sec to do so, before receiving a first warning, and another 10 sec before receiving a Drive Through Penalty, handed out automatically by the game.

### 36.3 Black and white diagonal flag

A black and white diagonal flag signals when you go off the racing surface. You have to slow down to give back any advantage gained by cutting the track.

### 36.4 Black flag

A black flag indicates a disqualification.

## [§37 Incidents and Penalties](#)

### 37.1 Definition of Incidents

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- 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

### 37.2 Incidents, protests and sanctions

The entire race event will be observed by a jury. Protests need to be declared verbally directly at the race control. Protests of uninvolved drivers will not be accepted. A penalty leads to the disqualification of the driver. A graded approach will not be used.

## [§38 Prizes](#)

The winner of the Division 1 Live Event Finals will receive the title of 2017 eSports WTCC Champion and a trophy.

The winner of the Division 2 Live Event Finals will receive the title of 2017 eSports WTCC Division 2 Champion and a trophy.

The winner of the Division 3 Live Event Finals will receive the title of 2017 eSports WTCC Division 3 Champion and a trophy.

The winner of the Division 4 Live Event Finals will receive the title of 2017 eSports WTCC Division 4 Champion and a trophy.

In addition, cash prizes will be handed out in all 4 Divisions. A graded approach will be used, so not only the winner will win cash. The prize pool and the prize split will be announced in due time.

The winner ceremony will be held onsite, on Sunday, after the last race is finished.

## [§39 Broadcasts](#)

If it is possible with the technical situation on site, the races will be broadcasted live on WTCC Youtube, as well as on a video wall live at the event.

The broadcast times will be announced locally at the event and on the forum.

If a broadcast is not possible due to technical issues, it will not take place. There will be no highlight videos made instead.