



SimFai e-Legal Racing Championship 2019

SPORTING REGULATIONS



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1. DATES AND VENUES

SimFai e-Legal Racing Championship Race Calendar			
Date	Time	Circuit	Location
19 Oct 2019	1400 - Registration & Briefing	Thomson Road Grand Prix Circuit	Stamford Tyres Jurong Branch
2 Nov 2019	1430 - Qualifying (Race 1) 1445 - Race (Race 1)		
16 Nov 2019	1515 - Qualifying (Race 2) 1530 - Race (Race 2)		
30 Nov 2019	1600 - Qualifying (Race 3) 1615 - Race (Race 3) 1645 - Qualifying (Race 4) 1700 - Race (Race 4)		
14 Dec 2019	TBC		

***Dates and Venues are subject to changes at the sole discretion of the organizer**

2. REGISTRATION AND REQUIREMENTS

- 2.1. Each team is required to register **2 Main Drivers and 1 Reserve driver** in the event that one of the main drivers are not able to compete.
- 2.2. Entry to the competition is free and is on a **'first-come-first-served'** basis.
- 2.3. Entrants who would like to register for the SIMFAI e-Legal Racing Championship may proceed to the following website: <https://www.simfai-solutions.com/register>
- 2.4. Registration window is from **31st August 2019 to 4th October 2019**.
- 2.5. **Registered participants are given a 50% discount off rental rates at the SimFai Solutions Race Studio.** Terms and Conditions below:
 - 2.5.1. Only registered participants are eligible for the discount.
 - 2.5.2. Discount applies to both hourly and package deals
 - 2.5.3. Aside for the registered participants, no other persons are allowed in the race studio
 - 2.5.4. Each participant is required to wear their Car Club T-Shirt when attending for their practice session at the Race Studio for Marketing and Advertising purposes

3. CAR, HARDWARE & CIRCUIT SPECS

3.1. The championship will be conducted as a One-Make using the following car:



Renault Megane RS 275 Trophy-R

Engine Type - 2 litre, 4 Cylinder, 16 Valve

Power - 275 BHP @ 5500 RPM

Torque - 361 NM Torque @ 3000 RPM

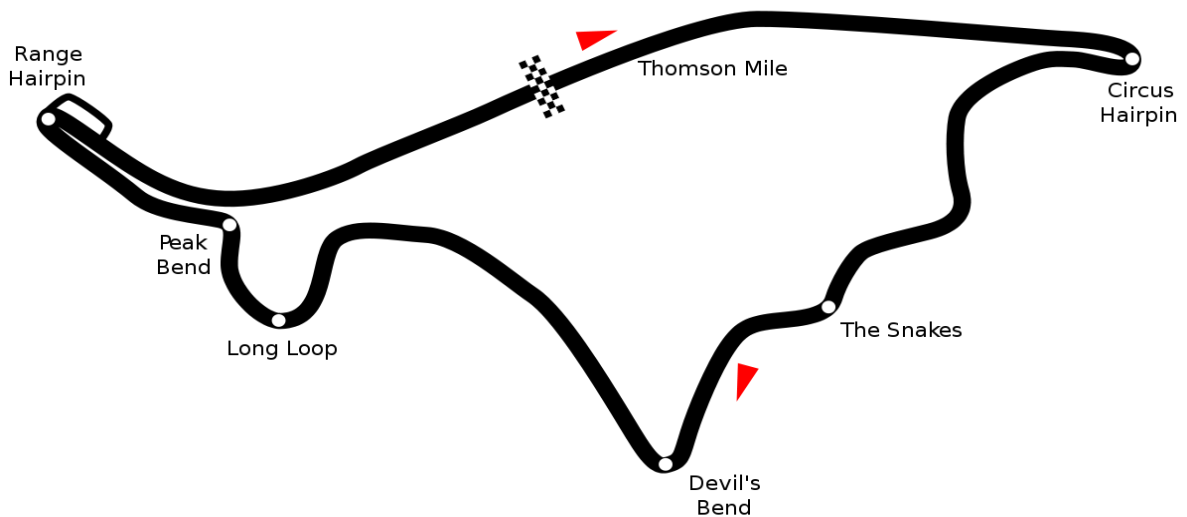
Transmission - 6 Speed Manual

Drivetrain Layout - Front Engine, Front Wheel Drive

- 3.1.1. The hardware provided will be in Right-Hand Drive Configuration
- 3.1.2. The cockpit view of the car will be Left-Hand Drive
- 3.1.3. Drivers will require knowledge on how to operate a manual-gearbox driven vehicle

3.2. The circuit used throughout the Championship will be the following:

Thomson Road Grand Prix Circuit



4. GENERAL TOURNAMENT RULES

- 4.1. The entire event will run on PC. Peripherals will be provided on-site.
- 4.2. Participants must follow the schedule mentioned by the Championship officials.
 - 4.2.1. All tournament schedules will be communicated to participants by the Championship official.
 - 4.2.2. Penalties for tardiness and/or delaying the session may be given by the official.
- 4.3. Participants may not use force/violence outside the game to influence the outcome of the game. Severe punishments such as disqualification will be imposed and will also be banned from further events run by the organizers.
- 4.4. The following are considered illegal and will be punished:
 - 4.4.1. Creating/Exploiting Bugs.
 - 4.4.2. Match Fixing/Collusion. Conspiring to do either falls under this category, and the involved parties will be dealt with accordingly.
 - 4.4.3. Deliberate Disconnection: Deliberately disconnecting for improper or unclear reasons is prohibited and will be punished.
 - 4.4.4. Cheating: Using any kind of hardware/device or third-party software to cheat, or using any resembling means to cheat. Conspiring to cheat also falls under this category, and the involved parties will be dealt with accordingly.
 - 4.4.5. Participating under the influence of alcohol or prohibited drugs. Participants caught violating this rule after investigation has been carried out will be disqualified immediately and be denied any winnings they may have accrued.

5. ON-TRACK RULES AND DRIVER ETIQUETTE

5.1. Driving

- 5.1.1. The Driver must drive the car alone and without any aids not provided by the organizers.
- 5.1.2. Drivers must make every reasonable effort to use the track at all times and may not deliberately leave the track without a justifiable reason.
- 5.1.3. A Driver who leaves the track should rejoin providing they do not perform a Dangerous Reentry or gain any lasting advantage, at the sole determination of the Officials.

5.2. Passing and Defending

- 5.2.1. The act of passing is initiated when the trailing car's front wheel overlaps with the lead car's rear wheel. The act of passing is complete when the trailing car's rear wheel is ahead of the lead car's front wheel.
- 5.2.2. The responsibility for the decision to pass another car, and to do it safely, rests with the overtaking Driver, although the leading Driver should be aware that he/she is being passed and must also observe the rules when defending.
- 5.2.3. The leading Driver has the right to choose any line so long as not to be considered denying another vehicle adequate Racing Room (as defined below) or in violation of any other rule set out in this section.
- 5.2.4. Racing Room is considered to be roughly one-car's width measured from outside the white lines defining the track edges. Once a trailing car has its front wheel next to the Driver of the leading vehicle, it is considered that the trailing car has a right to be there, and that the leading Driver must leave the trailing Driver sufficient Racing Room.
- 5.2.5. If adequate racing room is left for the trailing car, and there is incidental contact made between the cars, the contact will be considered "side-to-side" and shall be deemed acceptable provided no other rule has been broken.
- 5.2.6. If, in the case of side-to-side contact, one or more of the cars leave the racing surface (involuntarily) then it may be considered "a racing incident".

5.3. Giving a Position Back

- 5.3.1. Drivers who gain a position as a result of prohibited on-track behaviour,

e.g. by leaving the circuit or causing avoidable contact, shall be expected to give back the position gained within a reasonable timeframe and where possible (in both cases as deemed by the Officials), whether instructed to by the Game or not. Any Driver deemed by the Officials, in their sole discretion, to have unfairly gained a lasting position shall be penalised.

5.4. In-Game Penalties

- 5.4.1. Penalties and other instruction may be automatically issued by the Game to Drivers who break certain on-track rules. Drivers are expected to follow any such instructions as directed by the Game. Penalties applied by the Game shall stand and are not open to review or appeal, unless deemed by the Officials to be the result of a game function that, in the sole determination of Administration, is not functioning as intended (but not including limitations of the Game). The Officials reserve the right to apply penalties to Drivers in addition to any applied by the Game.

5.5. Game Limitations, Bugs and Glitches

- 5.5.1. Should a Driver be affected by any issue which is attributed, at the sole determination of the Officials, to a bug, glitch or limitation of the Game then no form of restart, delay, review, appeal or other remedy shall be considered unless deemed appropriate by the Officials at their sole discretion, and the Officials shall be expected to take no further action beyond reporting the issue to the developers of the Game.

5.6. Drop-outs and Connection Issues

- 5.6.1. Should all Drivers fail to successfully join when an in-game session launches then a session restart shall be considered at the sole determination of the Officials.
- 5.6.2. If a Driver drops out of the Game after a session has started (due to connection issues or otherwise), there will be no type of re-start of the session unless deemed appropriate by the Officials. If a Driver suffers connection issues due to low bandwidth, resulting in unusual (“laggy”) car behaviour within the game, then that Driver may be disqualified from the session where they will forfeit any points or lap time associated with that session.

5.7. Restarts

- 5.7.1. If a significant number of Drivers, at the sole discretion of the Officials, do not complete a session for any reason, then that session may be restarted. Races may be restarted if an on-track accident results in a

significant number of drivers being impeded and/or unable to continue in the race, at the sole discretion of the Officials, the Officials reserve the right to restart, cancel, end or otherwise amend a session at any point and without notice.

5.8. Leaving a Race

- 5.8.1. Drivers may not leave an active session under any circumstances without approval from an Official. Failure to abide by this rule may result in a penalty, in accordance with Section 6.

5.9. Forfeit

- 5.9.1. If a Driver chooses to forfeit a race or qualifying session, otherwise fails to complete a race or qualifying session for any reason or is disqualified, they will forfeit that race or qualifying session (as applicable) and forfeit any points or lap time associated with that race or qualifying session (as applicable). Drivers may not end a race or otherwise quit out of the session under any circumstances without approval from an Official. Failure to abide by this rule may result in a penalty in accordance with Section 6.

6. DISCIPLINARY PROCEDURES

6.1. Warning

- 6.1.1. If a Driver breaks a rule and no lasting advantage is gained then a warning may be applied. For example, causing Avoidable Contact where no position changes or significant damage occurs as a result.
- 6.1.2. Warnings may also be applied if a Driver is deemed to have broken any rules but these rule-breaks were not deemed to have been intentional and/or no lasting advantage was gained or lasting disadvantage suffered by other Drivers.
- 6.1.3. When a warning is issued, no penalty is applied outright but the discrepancy is noted. Drivers who receive multiple Warnings are issued with grid place penalties, as defined below:

Number of warnings	Grid Penalty
3rd warning	1 place grid penalty at the end of the race
5th warning	2 place grid penalty at the end of the race

7th warning	Forfeiture of current race and its points
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6.2. Disqualification

- 6.2.1. Drivers who intentionally break a rule and purposely cause themselves and/or any other Driver a significant disadvantage may be disqualified from the respective session and/or future races in the SimFai e-Legal Racing Championship, as deemed appropriate by the Officials. For example, driving the wrong way. Any Driver whose conduct is deemed unacceptable, either in-game or otherwise, may be disqualified from the session.

7. CONDUCT

- 7.1. Participants must be responsible for their actions. Any participant that violates the player conduct will be penalized, including immediate disqualification.
- 7.2. Participants are expected to respect their fellow participants and all of the events staff. Participants shall not make any indecent, impolite or insulting actions or gestures towards the aforementioned parties.
- 7.3. Participants are prohibited from being vulgar and spamming, both in-game and in the communication platform.
- 7.4. Betting is strictly forbidden between participants and will not be tolerated.
- 7.5. Agreeing on losing on purpose will also be considered as a disqualification if found out by the organizers.
- 7.6. **All participants are required to wear their Car Club attire throughout the championship. Failure to do so will incur a penalty of 10 driver championship points.**
- 7.7. **Each car club are required to bring at least 5 supporters to each round, throughout the championship. Failure to do so will incur a penalty of 10 Car Club Championship points**

8. PRINCIPLE AND RUNNING

- 8.1. The SimFai e-Legal Racing Championship will consist of 5 rounds, held on Saturday, on different dates.
- 8.2. The maximum amount of participants is capped at 16.
- 8.3. The following settings are enabled on the server:
- ABS - On
 - Traction Control - Off
 - Stability Aid - Off

- Auto Clutch - Off
 - Fuel Rate - Off
 - Damage Rate - 100%
 - Jumpstart Penalty - Drive Through Penalty
 - Track Surface - Dynamic
- 8.4. Each round will be run over 2 segments:
1. Qualifying
 2. Race
- 8.5. Qualifying**
- 8.5.1. Duration for Qualifying will be 15 minutes.
- 8.5.2. Attendance for Qualifying is mandatory.
- 8.5.3. Chassis setup is fixed.
- 8.6. Race**
- 8.6.1. Duration for Race will be 5 laps.
- 8.6.2. Grid position is based on results from Qualifying segment.
- 8.6.3. Chassis setup is fixed
- 8.6.4. Finishing position will determine points awarded to the participant and subject to penalties awarded by officials.

9. OVERALL CHAMPIONSHIP CLASSIFICATION

- 9.1. Points obtained will contribute to the respective team's standings in the Car Club Championship and Driver Standings.
- 9.2. Points earned by Reserve Driver contributes to Car Club Championship but does not contribute to the Driver Standings

Championship Points Table				
Position	1	2	3	4
Points	75	72	69	66

10. PRIZES AND AWARDS

- 10.1. Trophies and attractive prizes for top 3 drivers in the championship
 - 10.1.1. [To be updated in future ASR]
- 10.2. Car Club Trophy for club with most points at the end of the season

11. RESERVATION OF RIGHTS

- 11.1. The Organisers may at their discretion:
 - 11.1.1. Abandon, cancel or postpone the event due to unforeseen circumstances.
 - 11.1.2. Distribute the awards at their discretion if through unforeseen circumstances, the competition is stopped before its scheduled completion.
 - 11.1.3. Exclude or not permit any competitor who is found to have misbehaved or have cheated.
 - 11.1.4. By participating, all players acknowledge that all usage of photos, videos, and any form of recording during the tournament have been given legal consent by the players for media and marketing purposes.

12. COMMUNICATIONS

- 12.1. All participants will be notified of any information via email or whatsapp.
- 12.2. All participants are **required** to Like & Follow the SimFai Solutions Facebook Page in order to keep up to date on any new information or media to be released on the page