



## Rule Book

### E1 Championship GP – Season Zero Sporting Code

The E1 Championship is an online part invitational race series where the best drivers with the best teams from the Asia Pacific region compete. It runs weekly on a Wednesday night and includes everyone – simulator and real-life drivers. It's the first of its kind and will run on the RaceRoom platform.

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## 1. General Rules

### 1.1 Summary

It will be a eight round championship that will be held every Wednesday night.

In season zero, teams will have to pay an entry fee of USD3k to join. This will get them two entries, which includes two cars and liveries for the season. Drivers will need to be nominated before the season starts. They will be allowed to change drivers in season, provided the organisers are informed in time. Buying an entry will ensure that an entry will be reserved for them for season one, provided terms are met.

There will be 24 entries (cars) for sale in season zero. There will be an additional 3 entries reserved for KOL's that the promoter may invite and a further 3 entries reserved for the top 3 in the Eracing GP weekly leader board on Race Room. This brings up the total number of entries per round to 30.

Teams and drivers will be invited to participate from the Asia Pacific region.

Setups will be open. Crew Chiefs will be allowed on discord to talk to the driver to decide race setups and strategy. If a team has more than one entry, drivers may talk to one another. Discord channels must be made available to the organiser and may be broadcast.

Teams will have access to timing screens through discord.

#### Calendar

Rd 1	November 19 <sup>th</sup>	Sepang, Malaysia
Rd 2	November 26 <sup>th</sup>	Shanghai, China
Rd 3	December 3 <sup>rd</sup>	Dubai, UAE
Rd 4	December 10 <sup>th</sup>	Imola, Italy
Rd 5	December 17 <sup>th</sup>	Spa, Belgium
	Break	
Rd 6	January 7 <sup>th</sup>	Silverstone, UK
Rd 7	January 14 <sup>th</sup>	Road America, USA
Rd 8	January 21 <sup>st</sup>	Bathurst, Australia

- Please note there will be a mid-season break after round 5
- Every Thursday and not Wednesday as originally stated at the launch.

### 1.2 Reading and understanding the rules



Every driver participating is agreeing to having understood the rules, and agrees to obey by the rules. By entering, you are bound to the rules. Failure to understand the rules is not an excuse.

### **1.3 General behaviour**

Every driver participating must always show good behaviour. Any discriminatory or offending actions, words, posts or contents are forbidden and can lead to permanent exclusion from the **E1 Championship** as well as future Axle Sports events. These include any actions, words, posts or contents that bring disrepute to the competition and/or organiser and/or their sponsors/partners.

Any discriminatory or offending actions, words, posts or contents from third parties shown to have a relationship with a participant may be construed as coming from the participant and may also result in exclusion.

### **1.4 Cheating**

Any cheating in game to get a competitive advantage will result in exclusion.

It is not allowed to use external programs or data or software or make any alteration to the functions of the simulation in order to gain a competitive advantage. Drivers caught cheating will receive a permanent ban.

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.

Tools such as Crewchief, OtterHud, ZeroforceHud, Motec or similar programs that provide information and no performance advantage are allowed. If you are unsure about a program, you can contact the organisers.

Drivers in control of cars in competition must be drivers entered into the competition, otherwise this will result in exclusion.

### **1.5 Decisions**

Decisions by the organiser are final. If a situation is not covered by the rules, the organiser will have the final decision on it. These decisions are not appealable.



Any statements by the organiser that are specified as rules, also count as rules and have to be accepted by all drivers.

## **2. Organiser**

Axle Sports Sdn Bhd  
Suite #810 Axle Motorsport F139  
First floor, Bangsar Shopping Centre  
Jalan Maarof 59000, KL  
Malaysia

## **3. Declaration of Consent**

The Participants agree that their names will appear in live streams and press releases handled by Axle Sports, including all pictures, videos and audios

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

## **4. Data Privacy**

All personal data is collected and processed in accordance with the statutory provisions governing data protection in Malaysia. Only the personal data that is required to handle the competition and prize is collected and forwarded onto partners of Axle Sports.

All employees and partners of Axle Sports are obliged by Axle Sports 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 stored after the competition has been carried out.

You hereby agree that Axle Sports may collect, obtain, store and process your personal data that you provide in this form for the purpose of receiving updates, news, promotional and marketing updates, news, promotional and marketing mails or materials from Axle Sports. For the avoidance of doubt, Personal Data includes all data defined within the Personal Data Protection Act 2010 including all data you had disclosed to Axle Sports.

## **5. Premature Termination of the Competition**



Axle Sports has the right to terminate or cancel the competition at its discretion at any time. No claims can be derived from any premature termination.

Axle Sports has the right to exclude one or more participants from taking part in the competition in the event of any manipulations or attempted or suspected manipulation or if they bring the competition into disrepute.

## **6. Changes**

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

## **7. Legal Disclaimer**

There is no legal recourse. The law of Malaysia applies exclusively and the jurisdiction of Axle Sports 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.

## **8. Competition Details**

### **8.1 Format**

Teams may choose their own liveries if submitted in time. Initial livery designs will be included in the entry fees. Subsequent changes will have costs and teams will have to engage RaceRoom for changes.

The race day format will consist of a 50 min practice, 5 min qualifying and two races. Race 1 will be a sprint race lasting 15 min. Race 2 will be 30 min long and the top 10 to 15 from race 1 will be reversed on the grid. The number to be reversed will be decided on the day by ballot.

Both races will score equal points.

Drivers invited in from the ERGP leader board and KOL's will be eligible for points too. However invited drivers will have to carry 30kg ballast. The organisers reserve the right to make changes to ballast.



Setup is open and teams can choose how much fuel to use in qualifying and race. **Time of day, Tyre wear and fuel consumption will be announced on the day in the pre-show.**

Damage will be full except in extraordinary circumstances. Pitstops will not be mandatory.

The organiser reserves the right to change the duration of races, tracks, cars, tyre wear, damage and fuel on a race by race basis.

**Cars used in season zero will be the Formula RaceRoom X-17.**

### 8.2 Qualification through weekly leader board

The top 3 in the weekly EracingGP leader board in RaceRoom will be invited to participate. The organiser reserves the right to change the selection process.

### 8.3 Timetable (Race week) - UTC + 8 hours |KL|HK

#### Tuesday

2100 Driver Briefing

2200 Opening of practice servers

#### Wednesday

2130 Opening of Race Server with 55 min practice

2200 Pre-Show starts

2220 Qualifying and race format starts

2400 End Show

The organiser reserves the right to change the timetable provided they give fair and proper warning to the competitors.

### 8.4 Championship Points

Qualifying – top 5 only

1st	2nd	3rd	4th	5th
5	4	3	2	1

Race

1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th
25	20	16	13	11	10	9	8	7	6	5	4	3	2	1

Additional 2 points for fastest lap



\*Double points on offer for final round.

Champion will be determined by who scores the most points over the six rounds. In an event of a tie, positions will be determined by who has the most final wins. Then most wins overall. Then second positions, etc etc.

Drivers will be required to drop points from one round. One round includes all the races and points accrued in that round **and you can only drop points in rounds 1 to 7.**

There will be a teams and driver championship.

### **8.5 Driver penalty point system**

There will be a driver penalty point system where drivers who are found responsible for incidents, will incur penalty points. 6 points within a three round window will incur a ban from qualifying for the next round. Similar to F1, 12 points within a three round window will incur a one round ban. After one race ban has been served, a further 6 points will result in a second race ban.

Penalty points will be given out by the stewards based on the results of each protest in the following manner:

- 1 Point given for a protest filed that was deemed to be a racing incident with a warning issued.
- 2 Points given an incident which results in a 5 second penalty.
- 3 Points given for a single incident which results in a second penalty.

Stewards reserve the right to apply more or less points and penalties if they deem fit.

### **8.6 Success ballast**

- 1) 15kg
- 2) 12kg
- 3) 10kg
- 4) 8kg
- 5) 6kg
- 6) 5kg
- 7) 4kg
- 8) 3kg
- 9) 2kg
- 10) 1kg



Weight is added to the top ten from the previous round. There is no accumulation of weight from previous rounds.

While KOL's invited will not accrue ballast, all drivers invited from the ERGP leader board will have to carry ballast. If they are in the top ten in the previous round, then they will have to carry the that ballast on top of the success ballast.

### **8.7 Car ballast**

In season zero, it is a single make championship and therefore there will be no car ballast.

### **8.8 Driver assist settings**

RaceRoom: Get Real settings

### **8.9 Prizes**

#### **OVERALL CHAMPIONSHIP PRIZES**

1 <sup>st</sup> :	USD5000
2 <sup>nd</sup> :	USD4000
3 <sup>rd</sup> :	USD3000
4 <sup>th</sup> :	USD2000
5 <sup>th</sup> :	USD1000

Prize money will be for drivers' championship only. Invited drivers will not be eligible for prize money. If an invited driver finishes in the top five, the money will be forfeited to the next registered driver in the championship.

## **9. Eligibility**

The organiser has the right to deny any entries without giving reasons. You have to use the e-Mail address with which you registered for official e-Mail correspondence.

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.

## **10.Sporting Code**

### **10.1 General sportsmanship**

This is a sim racing competition, and drivers must respect the sport, the competition and their competitors. Drivers must always aim to achieve the best result for themselves in each race, while driving within the rules and obeying fair play.





## **10.2 Important basics**

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

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

## **10.3 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 may be penalized more harshly.

## **10.4 Overtaking and defending**

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. If you wish to defend your line, move to defend early and do not react to a move.

Do not change your line in the braking zone. If the attacking car is alongside going into a corner, drivers must leave a cars width. 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. When you exit a corner and the car on the outside has an overlap, you have to leave enough space for the car so that it does not have to leave the track.

Excessive divebombing is also not allowed.

## **10.5 Track Boundaries**

The track boundaries are following the in-game penalties. In general, they are as follows: 2 wheels always on track, kerbs count as track.

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 automatically penalized with a slowdown penalty. You will see a time on your display. This time signals how much you actually have to slow down compared to the racing speed. Therefore, simply using a braking zone to solve the penalty will not work. If you ignore the slowdown penalty for 60 seconds, you receive a drive through penalty.



If you finish the race with a pending slowdown, you will receive a 30 second time penalty. You have to move off the racing line in order to serve a slowdown. Keeping a car which has received a slowdown penalty on the racing line is a punishable offense.

### **10.6 Race Line**

In terms of race line participants can protect their position by changing line once. Excessive weaving and blocking is not allowed. Moving back to the racing line after defending is allowed provided you leave one cars width.

If you re-enter the track, you have to be extremely careful and should not defend against the cars on track that are approaching with higher speed.

### **10.7 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 need to enter the pits to change tyres or add fuel etc.

### **10.8 Lapping**

When being lapped, a participant needs to have a predictable trajectory and keep a regular trajectory and speed. Excessive manoeuvres 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 can lead to a penalty.

### **10.9 Retirement**

You are allowed to park your car in the pits if you wish to retire. It will end your race.

## **11. Flag Signals and their Meanings**

### **11.1 Yellow flag**

A yellow flag indicates an accident. Please be extra careful when you see a yellow flag on your screen.



### **11.2 Blue flag**

A 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. Ignoring blue flags will result in a penalty.

### **11.3 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.

### **11.4 Black flag**

A black flag indicates a disqualification.

## **12. Incidents and Penalties**

### **12.1 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 race control 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

### **12.2 Definition of Penalties**

"Penalty" means of an occurrence where a driver breaks any rules and is punished for it. It normally involves offences like and not limited to:

- Cutting a corner
- Hitting another driver
- Careless driving
- Track limit infringements
- Ignoring blue flags



- Ignoring black flags

### **12.3 Reporting for incidents and penalties**

There will be in game stewarding that will be communicated to the teams during the race through the broadcast.

A driver or team manager can immediately report to the race steward after or during a race to have any incident they are involved in reviewed. Video evidence will be used to decide what kind of penalties can be given or not given depending on the severity of the incident. Any decision made is final.

If a driver has a protest thrown out, they will not be able to lodge another protest for two rounds. Protests must be specific and accompanied by a video in the chase cam view of the offending car.

Timeline for protests are 30 min after the end of race 2 – when the result screen is shown.

### **12.4 Possible Penalties**

- A) Time penalty (Added to their result post-race)
- B) Grid penalty
- C) Qualifying ban
- D) Race ban
- E) Deletion of some or all championship points

**Any unsportsmanlike conduct can result in race ban or disqualification from the championship.**

### **12.5 Appeal**

There are no appeals allowed.

In every other incident, the judge of fact will be the organiser.