



RULEBOOK – 2021

VERSION 1.2

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A. GENERAL INFORMATION

§1 Introduction

" Losch Esports Championship" is a project by Losch Import S.à.r.l. and dayneine firma hin opus-magna s.a that is intended to take the first steps into the world of competitive competition. Losch Luxembourg wants to give young talents in a small, selected region around Luxembourg and border areas the chance to realise their dream of a championship crown.

§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

Staff:

Thomas Bienert
Ronny Beweng

Stewards:

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 email at competition@raceroom.com

§4 General rules

4.1 Reading and understanding the rules

Every driver participating in any event of the Losch Esports Championship agrees to the rules by entering and agrees to obey to the rules. If you have questions about certain rules, ask the staff via email.

4.2 General Behaviour

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

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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 to gain a competitive advantage. Drivers caught cheating in any part of the championship will be excluded from all parts of the Losch Esports Championship.

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 must enter your real name in your RaceRoom ingame account to participate. Fake names or names with clan tags are not allowed and if you use them you will not get invited for the championship.

Multiple accounts or deliberate creation of new, lower ranked accounts are not allowed and will result in a permanent exclusion from the Losch Esports Championship presented by RaceRoom, or on repeat offense or in case of ban evasion, in an exclusion from RaceRoom in general. Drivers are not allowed to share an IP address.

If you live in the same household, practice in an Esports training center or have another valid reason, that leads to multiple accounts using the same IP, you have to inform us in advance via mail to competition@raceroom.com with the location and IP address.

Scenarios that raise questions can lead to more serious fact-checking.

Leaderboards are randomly checked for duplicate IPs. All cases not registered in advance will be considered as attempted fraud.

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.

4.6 Losch Esports Championship Discord Server

To maintain a well structured communication we use as dedicated A Losch Esports Championship Discord-server. It is mandatory for all permanent drivers to join the server and periodically check for important news.

Join here:

<https://discord.gg/uje63Jw7dA>

If you need an invitation link send a mail to competition@raceroom.com The invitation link will automatically be sent with the gridmail if there is a mandatory drivers briefing.

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4.7 CrewChief Software

It's highly recommended to use the CrewChief Software.

§5 Organiser

Opus-Magna s.a
52, rue Wiltheim
L-6962 Senningen
Luxembourg

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

§6 Declaration of Consent

The drivers agree that their names will appear in live streams and press releases handled by all partners of this competitions.

The drivers agree that RaceRoom and the partners of Losch Luxembourg take photographs and broadcast 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 shall be 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 Luxemburg. Only the personal data that is required to handle the competition and prize is collected and forwarded onto partners of RaceRoom. All employees and partners of RaceRoom are obliged by RaceRoom to maintain data secrecy. Data is only transferred to state agencies or authorities within the framework of legal regulations. The participant agrees to this. The data is deleted after the competition has been carried out.

§8 Premature Termination of the Competition

RaceRoom and Losch Luxembourg have the right to terminate or cancel the Losch Esports Championship at their discretion at any time. No claims can be derived from any premature termination.

RaceRoom 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 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 with sufficient notice.

§10 Legal disclaimer

There is no legal recourse. The laws of the Grand Duchy of Luxembourg apply exclusively, and the courts in the city of Luxembourg shall be exclusively competent in the event of a dispute. If any of the above-mentioned provisions in these conditions of entry should be ineffective, 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.

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B. SPORTING REGULATIONS

§11 Online Qualifiers for Gueststarters

11.1 Time Attack Qualifiers

Event:	Starts	Ends	Track	Qualifiers
Losch Esports Qualifier	19.09.2021 19:00 CEST	03.10.2021 10:00 CEST	Spa Franchochamps GP	Top 24

11.2 Entry conditions

The leaderboards can be accessed here: <http://game.raceroom.com/championships/71>
 Multiplayer races can be accessed via the multiplayer lobby in RaceRoom Racing Experience.
 Password and server name are sent via Discord.
 Participation on the leaderboard is entirely free. You do not have to own any content.
 For the multiplayer races, you must own the track and the car.
 There is no separate, additional entry fee.

Only driver from Luxemburg and Great Region of Luxemburg are allowed to participate and will be invited. (Great Region = Lorraine (FR), Wallonia (BE), Saarland (DE), Rhineland-Palatinate (DE), Grand Duchy of Luxemburg (LU))

After the leaderboard ends, the top50 drivers will get a special invite link where they have to register and provide the necessary information to make sure they meet the entry conditions.

11.3 Leaderboard rules

Difficulty: Free choice
 Fuel Usage: Off
 Tyre Wear: Off
 Mechanical Damage: Off
 Damage: Off
Fixed Setups: Yes
 Cut Rules Penalties: In-Game, slowdown penalties
 Automatic Clutch: Allowed
 Automatic Gears: Allowed
 Game time: Noon
 Weather: Good

11.4 Cars and Liveries

Drivers can only use Porsche 911 RSR 2019.

11.5 Invitations

The 24 best drivers will qualify for the final event. The only car permitted on the race day will be the Porsche 911 RSR. A livery will be assigned to each driver.

§12 Event Calendar & Event Timetable:

12.1 Event Calendar

Event:	Location	Track	Schedule
Regular season:			
Spa	Online	Spa Grand Prix	14.10.2021 18:30 CEST - 21:00 CEST*

12.2 Event Timetable

Normal race day

From		To		
17:30	CEST	18:30	CEST	Free Practice 1
18:00	CEST	18:30	CEST	Mandatory Driversbriefing
19:15	CEST	19:25	CEST	Qualifying 1
19:25	CEST	19:32	CEST	Warmup
19:32	CEST	19:54	CEST	Race 1
19:54	CEST	20:01	CEST	Warmup
20:01	CEST	20:21	CEST	Race 2 (Full Reversed)
20:21	CEST	20:30	CEST	Free Practice 2
20:30	CEST	20:37	CEST	Qualifying 2
20:37	CEST	20:42	CEST	Warmup
20:42	CEST	21:02	CEST	Race 3

§13 Regular Season

13.1 Schedule and Calendar

The schedule and calendar are specified in §11.

13.2 Attendance

Driversbriefing

There will be a mandatory driver briefing before each race. All drivers must make sure that they can participate. There is no necessity for a microphone, but all drivers need to be able to listen to the race control.

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Not showing up for the briefing means that you are not allowed to start. Which is counted as “not showing up for the race”.

13.4 Pitstop regulations

Pit Entry:

You are allowed to enter the pits in the way you like. If you don't follow the proper entry gates of the game and cause a disadvantage for another driver you can be reported and penalized.

13.5 Server settings

	Race
Difficulty	Get real
Automatic Clutch	Allowed
Automatic Gears	Allowed
Reverse Start Order	No
Tyre Wear	Normal
Fuel Wear	Normal
Damage	Full
Flag Rules	Visual Only
Cut Rules	In-Game Cut Detection
Mandatory Pits	yes
Max Pings	350
Fixed Setup	Yes
Game Time	Noon
Qualy-Length	11 minutes/ 7 minutes
Race-Length	3*20 minutes
Reversed Grid	(Race 2) Full
Formation Lap	No
Type of Start	Standing
Max Incident Point	40

13.7 Point Allocation and Championship

The points scored will be added to form a championship table for drivers and their respective content creator teams.

The teams only gain point from their best 8 drivers per race.

Pos.	
1	40
2	34
3	30
4	27

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5	24
6	22
7	20
8	18
9	16
10	14
11	12
12	10
13	9
14	8
15	7
16	6
17	5
18	4
19	3
20	2
21	1

Guest drivers are not eligible for points. The positions of the guest starters will be ignored for the scoring. Championship points will be granted continuously to all permanent drivers.

The championship standings can be viewed at
<http://game.raceroom.com/championships/68#standings>

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)
- Position in the last race

To receive points, the game must count you as a finisher.
Penalty points will be subtracted from the score of the driver.

13.8 Championship Title

The driver with most points at the end of the season will be crowned **Losch Esports Champion 2021**

§14 Incidents and Penalties

14.1 Etiquette

The etiquette follows the rules from the RaceRoom General Competition Rules in §11, §12 and §13.
<https://www.raceroom.com/wp-content/uploads/2020/01/RaceRoom-General-Competition-Rules-1.01.pdf>

14.2 Flag rules

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

14.3 Reporting Incidents

14.4.1 Report procedure

If you feel like another driver has disadvantaged your race, you report him to the stewards after the event.

Your name:

Offending driver:

Session time left when the accident happened:

Corner or track section:

Short description of the incident:

Separate incidents must be covered in separate reports to competition@raceroom.com

14.4.2 Rules for reports

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

14.4.3 Deadline for reports

Incident reports have to be provided directly after the race. The deadline for reports is 24 hours after the race ends.

14.4.4 Appealing penalties

Appealing penalties after the fact is not possible.

14.4.5 Conduct with report and defence statements

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

14.4.6 Incident review format

Incidents will be investigated after the race and after the end of the report deadline. They will be posted in the Discord.

14.5 Penalties

14.5.1 Introduction to penalties and special definition

In this championship, you can receive time penalties. In addition, you can receive strikes for unfair driving.

Foreword

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The following rulebook is to be enforced on steward's discretion. We know that every incident is unique and as a result cannot be necessarily categorized. The following is not a complete set of infractions and is opened to being amended if the situation calls for an update. Based on our experience the past years we will be closely looking into "Unsafe rejoins", "Moving under braking" and "Contact to pass".

14.5.1.1 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

Unsafe rejoin

An unsafe rejoin is defined as any return to the racing surface or racing line in an unsafe manner causing contact or further incidents with other drivers. *Dangerous rejoins may be subject to additional strikes.* For example, but not limited to "T-boning", "side-swiping" or "blocking the racing line with no momentum". The onus is on the rejoining driver to make a safe re-entry to the racing surface without affecting the oncoming traffic.

Joining or rejoining in or from pit lane exit

The drivers can cross the white line whilst entering the pitlanes. They must make sure that there is no contact made with other drivers or others are affected.

When rejoining the track, they are not allowed to cross the white line. They can touch the white line with one tyre but no tyre should fully move over the line. An early Re-Entry to the racing surface will be penalised, any additional incidents caused by crossing the white line early will be considered a dangerous re-join.

Moving under Braking

Moving under braking is defined as the act of changing direction in a braking zone as a reaction to another driver pulling alongside or as an attempt to block a committed passing maneuver. The defending driver has to offer racing room and not make any reactive changes of direction. However proactive moves are allowed i.e. closing the door before the attacking drivers commits to going for the gap, not after. Braking on a diagonal trajectory is acceptable if contact isn't made or if it is not a reactive move. In some cases, diagonal or curved braking zones are the racing line these are special cases and will be looked at as such.

Contact boosting

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Contact boosting is the act of using collision models to affect the momentum of yourself or other drivers. For example, leaning into another car on a straight in an attempt to either gain momentum or halt the momentum of another driver in order to get a run or cancel their run out. However, these situations are not limited to straights, pushing another driver into the braking zone to force them to overshoot the corner also may be considered as contact boosting.

Contact to pass

Contact to pass is a very broad term that covers many different situations, for example where the attacking driver hits the back/ side of another driver forcing them wide and resulting in a direct undefendable pass.

Forcing off track

Forcing off track means to use your car to move an opponent's car outside of the circuit. For example on the outside (i.e. under braking or corner exit), on the inside (i.e. forcing to cut an apex and risk a slowdown), or on a straight.

Deliberate Destabilization

Deliberate Destabilization is the act of making contact with an opponent in order to unsettle their car. This could include into a fast section of corners or into/ during a braking zone.

Deliberate blocking (weaving with intend to block)

Deliberate blocking is the attempt to repeatedly block an attacking cars momentum by changing direction multiple times. The defending car is allowed one defensive direction change and may return to its ideal line if racing room is given or the attacking car has not enough momentum to draw level. However, attempting to break the slipstream is considered legal if done proactively and not as a reactive movement.

Track limits

Track limits are defined as having two wheels on or within the circuit markings (usually, but not limited to, white or yellow lines) kerb/ curb count as track. This does not override the ingame automatic track limits detection system by RaceRoom.

Overtaking outside of tracklimits

Overtaking outside of track limits means to gain a position whilst being in outside of tracklimits.

Repeated Contact

Repeated contact is defined as multiple instances of contact, without causing damage or position loss to the opponent, but causing time loss and distraction from focusing on the race.

Serving of slow down penalties

When handed a slowdown penalty by the ingame system the driver receiving the slow down penalty should ensure that they serve the slow down in a safe manner, where other cars are unaffected.

Pit Speed Limit

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Pit Speed Limit is enforced by the game.

14.5.2 Penalty point catalogue

- I: Warning
- II: Half: 1.5 seconds + 0 strikes
- III: Normal: 3 seconds + 1 strikes
- IV: Harsh: 6 second + 2 strikes
- V: Very Harsh: 12 seconds + 3 strikes
- VI: Disqualify + 8 strikes

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

In cases such as (but not limited to) disadvantaging a driver due to contact, careless driving, track limit infringements to gain an advantage is a normal penalty.

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 is a harsh penalty.

In severe cases, such as (but not limited to) extremely careless driving, constant track limit infringements to gain an advantage, the penalty will be "very harsh".

Extreme cases, such as (but not limited to) cheating or deliberately wrecking another driver will lead to a disqualification and to an instant ban from ALL events of the Losch Esports Championship presented by RaceRoom and 8 strikes. His points score of the championship will be reset to 0 (with no other drivers moving up in previous rounds).

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.

14.5.3 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 6 strikes, you will be excluded from the entire Losch Esports Championship 2021.

License points cannot be dropped, removed, or taken back throughout the season.

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

16.5.4 Announcement of penalties

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Full descriptions of the stewards decisions will be released in the Championship Discord

§16 Broadcasts

The multiplayer races of the first server will be streamed live on the Facebook page of as well as the YouTube and Twitch, with german and english commentary.

§17 Prizes

17.1 Prizes for the Top 3

The best 3 drivers from the championship will receive prize money:

#1	½ training day in the Audi RS e-tron GT, as well as in the Audi R8
#2	Porsche Experience Black Forest
#3	car for a weekend from the brands: Audi, Porsche, VW, Seat, Cupra or Skoda