

# **ROKiT F4 ESPORTS RACING COMPETITION STAR UK**

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## **RULEBOOK**

ROKiT Racing Star F4 Esports Competition UK 2022

### **The Grand Final**

VERSION 2.0.3

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## **A. GENERAL INFORMATION**

### **1.0 Introduction**

Racing Star has brought together pioneers in motorsport to create an exciting new talent competition in which you have a chance to win a never-seen-before prize: a racing seat in Formula 4!

After the 5 rounds of sim racing, the grand finale has arrived to determine the ROKiT Racing Star F4 Esports champions. The boy and girl winner will be awarded professional driver training from the UK's sport's governing body, Motorsport UK, to prepare them to drive for the ROKiT Formula 4 Racing Star team and race in the 2023 British F4 Championship.

The boys and girls who have qualified through the online qualification conducted by RaceRoom will be invited to Bolton on 14 and 15 May to participate in the grand final of the ROKiT Racing Star F4 Esports Championship. The invitation will include accommodation for each finalist, including one parent/ guardian in one room.

The Grand Final takes place on Assetto Corsa with professional simulators provided by Racing Unleashed. Two separate competitions will be held for boys and girls to give everyone an equal opportunity to participate in this unique competition.

More information can be found on the website: <https://www.racingstar.com/> and the official ROKiT Racing Star Discord server <https://discord.gg/hxeNEKgMTS>.

## **2.0 Glossary**

- Driver: Person that drives in the competition.
- Staff: Person(s) organising the leagues for Racing Unleashed.
- Voice Chatting: Speech between two or more persons, usually via TeamSpeak, but refers to contact through any other software.
- Official Discord: Free software that can be used to connect with communities, send text messages and call each other. The official ROKiT Racing Star Discord server is used for important announcements and as a place where participants can communicate with each other.

## **3.0 Staff List Grand Final**

### **3.1 Staff**

The teams behind Racing Unleashed and ROKiT Racing Star are part of the Staff and can be contacted via email as follows:

- Racing Unleashed, Stephan Fässler: [stephan.faessler@racing-unleashed.com](mailto:stephan.faessler@racing-unleashed.com)
- Racing Star, [contact@racingstar.com](mailto:contact@racingstar.com)

### **3.2 Race Control and Stewards**

Race Control and the Stewards for the Grand Final are assigned by Racing Unleashed. They will monitor the different sessions online from Kempththal, CH and on-site in Bolton.

## **4.0 General rules**

### **4.1 Reading and understanding the rules**

Every driver participating in the Grand Final of the ROKiT Racing Star F4 Esports Competition agrees to the rules by entering and agrees to obey to the rules. If you have questions about the rules, ask the staff mentioned above via email.

#### **4.2 General Behaviour**

Every driver participating in the ROKiT Racing Star F4 Esports Competition must behave well. Any discriminatory or offending actions, words, posts, or contents are forbidden and can lead to permanent exclusion from the events.

#### **4.3 Cheating and usage of external software**

It is not allowed to use external programs, devices or data that alter the functions of the simulation to gain a competitive advantage. Drivers caught cheating in any part of the competition will be excluded from the Grand Final of the ROKiT Racing Star F4 Esports Competition.

#### **4.4 Decisions by the Staff**

The decisions made by the Racing Unleashed or Racing Star Staff are binding. If a situation is not covered by the rules, Race Control and the Stewards will have the final decision on it. Any statements made by the Racing Unleashed or Racing Star Staff on the Forums, at Events, in Voice Chatting, that are specified as rules, also count as rules and have to be accepted by all drivers.

### **5.0 Organiser**

The competition is organized by:

RACING STAR E-SPORTS LIMITED

Richmond House, Walkern Road, Stevenage, SG1 3QP

United Kingdom

For questions regarding the competition: <https://www.racingstar.com/contact-us/>

The Grand Final is organized by:

Racing Unleashed AG

Lorzenparkstrasse 10

6330 Cham

Switzerland

For questions regarding the sporting regulations: [stephan.faessler@racing-unleashed.com](mailto:stephan.faessler@racing-unleashed.com).

## **6.0 Declaration of Consent**

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

The drivers agree that Racing Unleashed, Racing Star and the partners of the ROKiT Racing Star F4 Esports Competition can make and broadcast photographs and movie recordings (e.g. internet stream), on which the winners are identifiable, as well as statements, interviews and similar, captured on audio and video. Racing Unleashed and Racing Star are entitled to use these recordings.

## **7.0 Data Privacy**

All personal data is collected and processed in accordance with the statutory provisions governing data protection in the UK. Only the personal data that is required to handle the competition, communication and prize are collected and forwarded to partners of Racing Star. All employees and partners of Racing Star are obliged by Racing Star 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.

## **8.0 Premature Termination of the Competition**

Racing Unleashed or Racing Star have the right to terminate or cancel the Grand Final at its discretion at any time. No claims can be derived from any premature termination.

Racing Unleashed has the right to exclude one or more participants from participating in the competition in the event of manipulation or attempted or suspected manipulation.

## **9.0 Changes**

Racing Star and Racing Unleashed explicitly reserve the right to amend or modify the rulebook and conditions at any time, with effect for the future. The version number of the rulebook is specified in the header.

The latest version of the rulebook can always be found on the Racing Star website.

## **10.0 Legal disclaimer**

There is no legal recourse. The law of the UK applies exclusively, and the jurisdiction of Racing Star applies in the event of a dispute. If any of the above-mentioned 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.

Racing Unleashed and Racing Star excludes any liability for damages caused by using the Racing Unleashed simulator(s).

## **B. PARTICIPATION & REGULATIONS**

### **11.0 Entry criteria**

Racing Unleashed Staff has the right to deny any entries without giving reasons.

#### **11.1 Size**

Competitors must be at least 155 cm tall. Racing Unleashed AG reserves the right to deny participants access to the simulators if the relevant participant is restricted or prevented from operating the simulator on health grounds.

#### **11.2 Code of Conduct**

All Competitors must behave professionally and be sportsmanlike and fair. Competitors are obliged to act professionally and positively, also toward the media. In particular, they must refrain from making any statements about the ROKiT Racing Star Competition, public event and/or Racing Star and Racing Unleashed and its staff, which could damage the business operations, its reputation or image or that of its staff. Inappropriate behaviour, as well as provocative or otherwise offensive statements and comments, may be punished by the officials. This includes, amongst other things, hate speech, insults, threats, slander, obscenities, discriminatory, racist, or otherwise conspicuous behaviour.

#### **11.3 Behaviour on the simulators**

Competitors are instructed on the use of the simulators by Racing Unleashed staff. Competitors must ensure that all their pockets (trouser, shirt, etc.) have been emptied and watches have been removed from their wrists before they start driving. Valuables can be deposited next to the simulators. Racing Unleashed declines any liability for valuables. After using the simulators, participants must ensure that all personal belongings are removed. Participants pledge to handle the simulators and associated technical equipment properly and carefully.

No valuables, wearables, personal affects, mobile phones etc., can be placed on top of the triple monitor setup and housing. No food or beverage is allowed in or around the simulator.

#### **11.4 Entry fees**

Participation in the competition is free. There is no entry fee.

### **12.0 Car and liveries**

The "RSS" F4 will be used with 8 different liveries which match the colours of the simulators that are used for the Grand Final.

You can find more information about the car on <https://racesimstudio.com/formula-rss-4-profile>

### 13.0 Track

The ROKiT Racing Star F4 Esports Competition Grand Final will take place on a secret track. This secret track will be revealed on Saturday, May 14<sup>th</sup>.

## **14.0 Grand Final Race and Qualifying**

The Grand Final will take place in Bolton, UK, on the 14th and 15th of May. It takes place on Assetto Corsa with professional simulators provided by Racing Unleashed. Two separate competitions will be held for boys and girls to give everyone an equal opportunity to participate in this unique competition.

The Pre-Qualification of all the qualified competitors takes place on Saturday 14th of May. The main races with the eight remaining boys and girls who have qualified for the final race will take place on Sunday 15th of May.

### **14.1 Pre-Qualification**

Due to more boys than girls, there will be a pre-qualification on Saturday for all 16 qualified boys. The Pre-Qualifying consists of two individual races. Each contains 8 boys who are drawn into the respective race. The 8 fastest boys (fastest laps) will qualify and proceed to the next round on Sunday.

### **14.2 Qualifying**

The grid position for the first of the two main races on Sunday will be determined by a 15 min hot lap session. During the 15 min session participants can make as many attempts as possible to get a fast-qualifying lap. The fastest time recorded will be counted as the qualification lap and determine the starting grid position for the first of the two main races on Sunday.

Since each qualifying is held in a multiplayer online format, all competitors must ensure and give way to faster competitors on track to complete "clean" hot laps. Any competitors exercising risky behaviours may be disqualified from future races. The main objective is not to race competitors but only against his or her best time.

### **14.3 Race**

The two main races on Sunday will both be taking place separately. The starting grid for the second race will be determined by the race results of the first main race. The winner of this race will start from pole position in the second race.

The race has a total duration of 18 laps and will end after the last competitor has crossed the finish line after the winner of the race has completed his 18 laps.

The points for both races will be awarded as follows:

1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>
25	18	15	12	10	8	6	4

One additional point will be awarded to the competitor scoring the race's fastest lap.

#### **14.4 Final score**

The total number of points after the two main races on Sunday determines the final standings of the ROKiT Racing Star F4 Esports Competition. The title of '2022 ROKiT Racing Star' will be awarded to the boy and girl with the highest number of points from the two individual races.

#### **14.5 Final score ties**

If there is a tie, the winner will be determined by the following descending ruleset:

1. The fastest lap time of the two races.
2. The second fastest lap time of the two races.

#### **14.6 Unfinished races**

If a race cannot be completed for any reason (and cannot be resumed), the following measures will be taken:

- no points will be awarded if the leader has completed less than ten laps;
- half points will be awarded if the leader has completed more than ten but less than 13 laps;
- full points will be awarded if the leader has completed 13 or more laps.

#### **14.7 Simulator failure**

Should, for whatever reason, one simulator lose connection to the server, have technical issues, or stop working completely, the race will go on as normal and the particular simulator is considered out of the race. However, if this happens before the start of the race, the Stewards can decide to restart the session.

Should, for whatever reason, two or more simulators lose connection to the server, have technical issues, or stop working completely, the race will be aborted and counts as an unfinished race. However, if this happens before the start of the race or immediately after, the Stewards can decide to restart the session.

### 14.8 Race day timetable

#### *Saturday*

From		To		
13:15	GMT	13:35	GMT	Draw & Mandatory Driver briefing
13:40	GMT	15:30	GMT	Individual Training session I (30 min each)
16:00	GMT	17:30	GMT	Individual Training session II (30 min each)
18:00	GMT	18:15	GMT	Boys Pre-Qualifying Round 1 (first 8 competitors)
18:30	GMT	18:45	GMT	Boys Pre-Qualifying Round 2 (second 8 competitors)

#### *Sunday*

From		To		
10:30	GMT	10:45	GMT	Girls Qualifying
11:00	GMT	11:30	GMT	Girls Race 1
11:45	GMT	12:15	GMT	Girls Race 2
14:30	GMT	14:45	GMT	Boys Qualifying
15:00	GMT	15:30	GMT	Boys Race 1
15:45	GMT	16:15	GMT	Boys Race 2

### 14.9 Mandatory drivers briefing

The mandatory driver briefings will be held on-site by Racing Unleashed staff according to the race day schedule. Any competitor not participating in the drivers' briefing will be disqualified from future races.

## 15.0 Settings

### 15.1 Simulator Settings

<b>Difficulty</b>	Mode 2
<b>ABS</b>	Level 0
<b>TCS</b>	Level 0
<b>Break Balance</b>	Level 5

If the steering wheel position and the tire position doesn't match, the competitors can reset to default by pressing both gearshifts at the same time for 1-2 seconds.

### 15.2 Server settings

<b>Difficulty</b>	TCS and ABS fixed
<b>Automatic Clutch</b>	Allowed
<b>Automatic Gears</b>	Not Allowed
<b>Reverse Start Order</b>	No
<b>Tyre Wear</b>	Off
<b>Fuel Usage</b>	Off
<b>Damage</b>	Off
<b>Flag Rules</b>	Visual Only
<b>Cut Rules</b>	In-Game Cut Detection (restrictor)
<b>Mandatory Pits</b>	No
<b>Fixed Setup</b>	Yes
<b>Game Time</b>	16:00
<b>Qualy-Length</b>	15 minutes
<b>Race-Length</b>	18 laps
<b>Formation Lap</b>	No
<b>Type of Start</b>	Standing
<b>Track Grip</b>	Optimum (100%)
<b>Weather</b>	Clear
<b>Ambient &amp; Track Temperature</b>	18° / 25°
<b>Tyre Blankets</b>	Allowed
<b>Allowed Tyres Out</b>	2

## **16.0 Prizes**

The 2022 ROKiT Racing Star F4 Esports Champions, one boy and one girl, will be awarded professional driver training from the UK's motorsports governing body, Motorsport UK, to prepare them for a FIA license to drive for the 2023 ROKiT Formula 4 Racing Star Team and race in the 2023 British F4 Championship.

For a complete overview of the prizes, visit <https://www.racingstar.com/prizes/>.

## **17.0 Incidents and Penalties**

### **17.1 Start**

Jumpstarts are possible. If a competitor does a jumpstart, he or she will automatically be handed a drive-thru penalty. This penalty must be served within the first three laps. However, if there is a gross violation of the start, the stewards can also disqualify a participant immediately.

### **17.2 First lap**

To avoid a chaotic first lap, all penalties handed out regarding infringements during the first lap will be doubled. In addition to the dangers of a close field of cars, during the first lap the breaks and tires of the cars are relatively cold. The competitors must pay attention to this fact.

### **17.3 End of the Race**

After the end of the race all cars must return to the pits in a proper manner. This means that the competitors are not allowed to leave the track or the simulator early or perform any unnecessary manoeuvres.

### **17.4 Track limits**

The track limits must always be respected. If participants leave the track and gain an advantage, automated penalties are activated. The system will allow less air inflow to the car for one lap (60% restrictor). Three warnings for track violations will be given before an automatic penalty applies. However, if any competitor conducts a gross violation of the track limits, the stewards can hand out additional penalties.

## **17.5 Reporting Incidents**

### *17.5.1 Report procedure*

For all communication during the race, the competitors are asked to use their "Talk" button on the steering wheel. Whenever this button is pressed, the competitors will be moved into a waiting queue to talk to race control. Each talking request will be handled separately and the drivers can place protests or ask questions. However, no discussion regarding penalties or other decisions will be made via radio. Competitors only can place requests regarding decisions immediately after the race, to the staff on site.

### *17.5.2 Rules for reports*

You can only report incidents that have affected your race. Reporting scenes unrelated to your race is not allowed and will be ignored.

### *17.5.3 Deadline for reports*

Incident reports must be provided directly after the race. The deadline for reports is within 10 minutes after the race ends.

### *17.5.4 Appealing penalties*

Appealing penalties after the fact is not possible.

### *17.5.5 Conduct with report and defence statements*

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

### *17.5.6 Incident review format*

Incidents will be investigated during, as well as after the race and after the end of the report deadline. Decisions will be communicated to the competitors directly by the Staff on site.

## **17.6 Penalties**

The following penalties are to be enforced at the steward's discretion. They know that every incident is unique and, as a result, cannot be necessarily categorized. The following is not a complete set of infractions.

### *17.6.1 Introduction to penalties and special definition*

In this competition, you can receive direct penalties during the sessions as well as time penalties. Based on the stewards' experience in the past years, they will be closely looking into causing collisions, dive bombs and unsafe re-joins of the track after an incident.

#### *17.6.2 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 includes (but is not limited to):

- Causing a collision
- Forcing a driver off the track
- Dangerous driving
- Moving under braking
- Unsporting behaviour
- Reckless driving
- Exceeding track limits
- Unsafe re-join of the track

#### *Unsafe re-join*

An unsafe re-join is defined as any return to the racing surface or racing line in an unsafe manner causing contact or further incidents with other drivers.

#### *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 manoeuvre. The defending driver must offer racing space 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.

#### *Forcing another driver off the track*

Forcing another driver off track means using your car to move an opponent's car outside the circuit. This could mean 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.

#### *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). Curbs do count as track. This does not override the in-game automatic track limits detection system by Assetto Corsa.

#### *Overtaking outside of track limits*

Overtaking outside of track limits means gaining a position whilst being outside of track limits.

### *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 restrictors*

When handed a restrictor penalty by the system, you will be forced to drive one full lap with an air intake restrictor of 60%. The driver receiving the penalty should ensure that they serve the penalty in a safe manner, where other cars are unaffected.

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

Repeat offenders may have to face a harsher penalty.

This infringement 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. The stewards can adjust these penalties according to the circumstances, even if not further described in the rulebook.

## **17.7 Flags**

- Blue flag: Allow the vehicle behind you to overtake you because it is one lap ahead.
- Yellow flag: No overtaking allowed. The speed must be adapted to the conditions.
- Black-and-white chequered flag: Race has finished.
- NO Black flag: If the driver gets disqualified from the race, he/she will be removed from the server instantly.