



FORMULA CHALLENGE RULEBOOK

2022 SEASON

V1.0

The 2022 Formula Challenge Season is the feeder series into Formula Pro. In order to participate in the Formula Challenge Participants must first take part in the hot lap qualifying session, managed by the Competition System, to determine in which split they will be assigned.

Participants competing in split 1 will have the chance to gain a spot in 2023 Season of Formula Pro.

Please note that this rulebook must be considered as an addition to the Competition Guidelines rulebook.

1. GENERAL RULES

- 1.1. The best 26 participants selected through the hot lap qualifying on Competition System will take part in 2022 Season of Formula Challenge – Split 1.
- 1.2. Participants outside the top 26 will be equally divided in Split 2 – Split 3 etc.
- 1.3. At the end of the championship the top 3 participants in Split 1 of the final standings are required to take part in the Relegation Race to try to gain a slot in 2023 Season of Formula Pro.
- 1.4. Relegation Race will have a separate format and set of rules, both will be shared at a later date.
- 1.5. rFactor 2 competitions are primarily operated from Europe, and therefore all times mentioned will refer to Central European Summer Time (CEST).
- 1.6. In order to join the hot lap qualifying session and the Series, participants are required to be subscribed to the Competition System with their real name and last name.
- 1.1. By taking part in the competition all Participants agree on the terms and conditions of this rulebook and the Competition Guidelines.

2. HOW TO PARTICIPATE - HOT LAP QUALIFYING

- 2.1. A hot lap qualifying session determines which split a participant shall attend.
- 2.2. In case one or more participants can't attend split 1 races, Competition System will promote split 2 participants in split 1.
- 2.3. The hot lap qualifying session is available from the 28th of March until the 17th of April on Competition System featured in rFactor 2.
- 2.4. Participants who are not using their real name and last name will have their lap times removed from the leaderboard.
- 2.5. Participants are required to download the Formula Pro – Challenge Spec.
- 2.6. Participants are required to attend at least one hot lap qualifying session and record at least one valid lap in order to be eligible to join the 2022 Season of Formula Challenge.
- 2.7. Push to pass is disabled during the hot lap qualifying sessions.
- 2.8. Participants can see the leaderboard in-game.

3. DRIVERS

- 3.1. Participants competing in Split 1 must confirm their participation to the series organisers no later than 25th April 2022.
- 3.2. There is no entry fee to pay for participants to compete in the Formula Challenge Series.

4. CONTENT REQUIREMENTS

- 4.1. Platform: [rFactor 2](#)
- 4.2. Car: [Formula PRO](#) (Challenge Spec) - Available upon registration to the hot lap qualifier.
- 4.3. Tracks:
 - 4.3.1. [Spa Francorchamps](#)
 - 4.3.2. [Monza](#)
 - 4.3.3. [Daytona International Speedway – Road Course](#)
 - 4.3.4. TBA
 - 4.3.5. [Circuit d'Azur](#)
 - 4.3.6. TBA

5. FORMAT RECAP

- 5.1. 6-round championship
- 5.2. 15-minute qualifying session
- 5.3. 45-minute race
- 5.4. Push to Pass available (DRS will be disabled)



6. CHAMPIONSHIP CALENDAR

- 6.1. Round 1 – Spa Francorchamps – 16th May
- 6.2. Round 2 – Monza – 30th May
- 6.3. Round 3 – Daytona – 13th June
- 6.4. Round 4 – TBA – 27th June
- 6.5. Round 5 – Circuit d’Azur – 11th July
- 6.6. Round 6 – TBA – 25th July

7. SCHEDULE

Session/Run of the Show	Time (CEST)*	Duration
Live broadcast starts	20:00	-
Qualifying	20:10 – 20:25	15 minutes
Race (green flag)	20:35 – 21:20	45 minutes
Live broadcast ends	21:35 approx.	-

*All times may be subject to changes.

8. COMMUNICATION & ZOOM

- 8.1. The main communication platform between the organisers and participants is the [official rFactor 2 Discord Server](#).
- 8.2. All participants in Split 1 must be connected to the official Discord Server.
- 8.3. The organiser will use Discord to announce important information to all participants.
- 8.4. For Round 1 the top 10 hot lap qualifying participants of Split 1 must be connected to the organiser’s video streaming conference call (Zoom) with a clear line of sight to their face with no obstructions (except if there is a specific allowance made by the organisers) during qualifying and race session.
- 8.5. For the subsequent rounds only the top 10 participants of the championship standings must attend the Zoom meeting.
- 8.6. Details of the meeting participants are required to join will be shared on Discord – Important-Info.
- 8.7. Text chat in rFactor2 is permitted only by Race Control.

9. CAR IDENTIFICATION & LIVERIES

- 9.1. Participants of Split 1 will be required to provide an approved livery for their car before they are allowed to participate.
- 9.2. Car livery templates are [available here](#).
- 9.3. Please refer to the Competition Guidelines – Art. 10.17 regarding liveries general rules.
- 9.4. Templates include a mandated number position.
- 9.5. Participants are not allowed to change the location of the car number but it is allowed to change font and design of the car number.
- 9.6. Any specific category / sponsor stickers shall remain on livery.
- 9.7. Liveries must be submitted using a [submission link](#).
- 9.8. The yellow “T-CAM” layer should only be enabled on the car with the highest number.
- 9.9. Participants are not allowed to change, remove, move, hide or paint over the locked “DON’T REMOVE OR DISABLE” and “DON’T REMOVE OR PAINT OVER” layers.
- 9.10. Participants are allowed to place white logos in the green designated area.
- 9.11. Participants must send their liveries no later than 25th April 2022.
- 9.12. The organisers may, at their sole discretion, determine specific areas of the car for the use of by series sponsors.

10. QUALIFYING

- 10.1. A 15-minute qualifying session will determine the starting grid of the race by taking the fastest time for each car.
- 10.2. Each car is allowed to do 6 laps including in and outlaps, the game will manage this itself.
- 10.3. Participants in Split 1 are allowed to press the escape button only when they stop in their pit boxes.
- 10.4. Participants not complying with the above-mentioned rule will be subject to a penalty.

11. PARC FERME

- 11.1. After a timed lap in qualifying participants are limited to change: Fuel, Revs, Engine mix, Brake map, Brake bias, Pedal force, Steering rack, Front wing.
- 11.2. Participants are allowed to change tyre compound.
- 11.3. If weather changed from wet to dry or dry to wet between the 2 sessions, participants are allowed to change the car setup.



12. RACE

- 12.1. Each participant must have the in-game chat option enabled so that the organisers can use it to communicate to participants in the race server.
- 12.2. Start procedure
 - 12.2.1. Formation lap into standing start, pole sitter should do 200 km/h unless told otherwise.
 - 12.2.2. Participants are responsible for their actions during the formation lap.
 - 12.2.3. Participants shall maintain a safe but reasonable distance to other participants.
 - 12.2.4. Participants should always be prepared for the accordion effect, especially when approaching any tight corners.
 - 12.2.5. Participants must not perform burnouts to warm up their tyres. This can lead to accidents and does not significantly heat up the tyres.
 - 12.2.6. Participants must not use brake checking (accelerating and suddenly braking heavily) to warm the brakes. To efficiently warm the brakes, put pressure on both the accelerator and the brake pedals, “dragging the brakes”. This generates plenty of heat and is a safe way to maintain a smooth, consistent, predictable speed.
 - 12.2.7. Participants who spin, or otherwise drop out of place during the formation lap must safely blend into formation lap traffic or wait for the field to go past before re-joining the track, then carefully make their way through the grid to their assigned starting spot.
 - 12.2.8. Jump starts are monitored by the game.
- 12.3. Participants are allowed to use Push to Pass:
 - 12.4. Push to Pass time available per race: 45 seconds
- 12.5. After the race ends participants must do a full coasting lap to join the pit lane.
- 12.6. Should a technical issue force retirement from a race that competitor/team shall count as “DNF”.
- 12.7. If there is a catastrophic server failure which affects the lobby host in Split 1, the following procedure will be followed.
 - 12.7.1. If a failure happens within the first 10% of the race (defined by the race leading car), the race will be red flagged and restarted from the beginning, with competitors taking their initial grid starting position.
 - 12.7.2. If a failure happens between 10-75% of the race (defined by the race leading car), the race will be red flagged and the race will restart with the competitors taking their positions at the start of the lap prior to when the failure occurred. The maximum race time cannot exceed 75 minutes overall.
 - 12.7.3. If a failure occurs in the final 25% of the race, the race will be red flagged, the result will stand as of the last lap completed by the car leading the race.
- 12.8. Should a technical red flag be required:
 - 12.8.1. The race restart time will be communicated using Discord.

13. TRACK LIMITS

- 13.1. Please refer to Art. 2 of the Competition Guidelines.
- 13.2. The maximum amount of track limits infringements has been increased to 4. On the fifth infringement participants will receive a Drive Through penalty automatically applied by the game.
- 13.3. If the game deems the cut to be too excessive, the penalty applied will automatically be a Stop-and-Go or Drive-Through.

14. PIT LANE

- 14.1. Please refer to Art. 3 of the Competition Guidelines regarding pit lane rules.
- 14.2. Participants causing a contact or driving in an unsafe manner in the pit lane can be subjected to penalties.

15. FLAG RULES

- 15.1. Please refer to Art. 4 of the Competition Guidelines regarding Flag Rules.
- 15.2. Participants that are being lapped must help the passing participant make a complete and safe pass within 4 corners maximum.
- 15.3. Red flag: please refer to Art. 12.7.

16. ON TRACK BEHAVIOUR

- 16.1. Please refer to Art. 5 of the Competition Guidelines.

17. POINTS

- 17.1. Points are awarded per car in order to create drivers' standings.
- 17.2. Points will be awarded per race as follows:



POSITION	POINTS	POSITION	POINTS	POSITION	POINTS
1 st place	36 points	11 th place	14 points	21 st place	4 points
2 nd place	33 points	12 th place	13 points	22 nd place	3 points
3 rd place	30 points	13 th place	12 points	23 rd place	2 points
4 th place	28 points	14 th place	11 points	24 th place	1 point
5 th place	26 points	15 th place	10 points	25 th place	-
6 th place	24 points	16 th place	9 points	26 th place	-
7 th place	22 points	17 th place	8 points	-	-
8 th place	20 points	18 th place	7 points	-	-
9 th place	18 points	19 th place	6 points	-	-
10 th place	16 points	20 th place	5 points	-	-

17.3. Participants must complete at least 50% of the distance of the winning car to be eligible for championship points.

17.4. Ties will be sorted by most wins, 2nd places etc. If still tied the organiser will take in consideration the best qualifying positions.

18. PENALTIES

18.1. Penalties can be received either in-race from the Live Race Control, in-race from the game's automated "cut track" system or after the race in the incident review (from now on defined as IRR).

18.2. Penalties received via a post-race incident review can will be applied to the race results.

18.3. These are the different types of incidents that are subject to penalties:

18.3.1. Aggressive Driving (AD) – assessed when a participant displays overly aggressive driving.

18.3.2. Avoidable Contact (AC) – assessed when a participant makes contact with another participant in a manner which is deemed avoidable.

18.3.3. Blocking (BL) – assessed when participants alter their racing line in reaction to another participant in an attempt to prevent a pass or to reduce the effect of drafting.

18.3.4. Chatting (CH) – assessed when a participant 'chats' during a "No Chat" session.

18.3.5. Failure to Lock Brakes (FLB) – assessed when a participant is involved in an incident and failed to lock their brakes completely, moving unpredictably on track or after they stopped.

18.3.6. Ignoring Blue Flag (IBF) – assessed when a lapped participant does not give way within 4 corners to a participant that is lapping him.

18.3.7. Ignoring Yellow Flag (IYF) – assessed when a participant does not slow appropriately for a Yellow Flag zone.

18.3.8. Passing Under Yellow (PUY) – assessed when a participant completes a pass when the yellow flag is displayed.

18.3.9. Pit Lane Violation (PLV) – assessed when a participant exceeds the pit lane speed limit, enters or exits the pit lane unsafely, enters a closed track, or violates the pit lane blend line.

18.3.10. Unsafe Re-join (UR) – assessed when a participant fails to resume the race in a safe manner.

18.3.11. Unpredictable (UP) – assessed when a participant has demonstrated unpredictable behaviour.

18.3.12. Unsportsmanlike (US) – assessed when a participant behaves in a manner which is deemed unsportsmanlike by the Race Control.

18.4. Typical incidents will fall into these classes:

18.4.1. Racing incident – typical racing incident, no penalty involved.

18.4.2. Warning – participant needs to be warned of an action that caused problems, but it does not warrant a penalty.

18.4.3. Infractions – participant violated a rule and caused an issue on track, but not enough for a full penalty. (2 infractions = 1 penalty).

18.4.4. Penalty – participant violated a rule and/or caused an issue on track resulting in small time loss for another participant – Penalty: 10 seconds.

18.4.5. Penalty – participant violated a rule and/or caused an issue on track resulting in small time loss for several other participants – Penalty: 20 seconds.

18.4.6. Penalty – participant violated a rule and/or caused an issue on track resulting in significant time loss for one or several other participants – Penalty: 30 seconds.

18.4.7. Penalty – participant breached parc ferme – Penalty: 30 seconds. Blocking: the penalty is 10 seconds.

18.4.8. Pit Lane Violation: the penalty is 10 seconds.

18.4.9. Chatting during Qualifying or Race – Penalty: 10 seconds.

All the time penalties would be applied after the end of the race.

18.5. If a participant receives two Avoidable Contact penalties within two consecutive races (or two in one race), they may be placed on probation for the next event.

18.6. If a participant receives any kind of Avoidable Contact penalty while on probation, they may be given a one race suspension and are not permitted to race in the next event.

18.7. Probation: Any participant with a history of rough, careless, or aggressive driving may be put on probation by the Race Control (official notice will be given). A participant on probation may be suspended if another penalty occurs while on



probation. If a participant is again on probation and has another penalty, the participant could be suspended for the remainder of the season.

18.8. Any exceptions will be posted in the participant briefing.

19. RACE CONTROL

19.1. Race Control may be attending the races only in Split 1, but not every single incident will be captured.

19.2. If a violation on track is happening during official sessions, you need to fill in the IRR form available below.

19.3. Race Control will not review an entire race. If a participant wants an incident reviewed, they are encouraged to file an Incident Review Request (IRR).

19.4. Participants should carefully review the official race server replay before submitting an IRR.

19.5. Participants abusing the IRR process may be subject to penalty.

19.6. The participant submitting the IRR must be involved in the incident which is being reported. Failure to follow these instructions will lead to Race Control removing that specific participant's right to submit any IRR for any given time.

19.7. IRR link: TBA

19.8. Participants have a maximum of 10 minutes post-race to submit an IRR - any incidents submitted after this deadline will not be reviewed.

19.9. The points chart will be updated with any associated penalties and the involved participant(s) will be notified of the penalties.

19.10. All decisions made by Race Control are final.

20. SERVER SETTINGS

20.1. Forced cockpit view

20.2. Weather (as per briefing)

20.3. Rubber: heavy at the start of practice

20.4. Flag rules: Black only

20.5. Fuel usage: Normal

20.6. Tire usage: Normal

20.7. Mechanical Failures: Normal

20.8. No driving aids allowed except auto clutch

20.9. Damage: 100%.

21. TERMS & CONDITIONS

INTRODUCTION

21.1. The following terms and conditions apply to the Formula Challenge Series (the "Competition") operated by Motorsport Games Inc., a Florida limited liability company with its principal office located at 5972 NE 4th Avenue, Miami FL, 33137, and its subsidiaries ("Motorsport Games", "Our", "Us" and "We"). The competition takes place on the rFactor 2 video game ("Game") as published and developed by Studio 397.

21.2. These Terms and Conditions of Competition ("Terms and Conditions") are in addition to the Sporting Regulations (the "Regulations") and the Motorsport Network privacy policy available at <https://accounts.motorsportnetwork.com/legal/privacy-policy>. These policies govern how We, Motorsport Games may use the data We, Motorsport Games collect from you.

21.3. Please read these Terms and Conditions carefully. These Terms and Conditions set out who can enter the Competition, how the Competition will be run and the circumstances in which We may withhold all or part of the Prizes and/or disqualify you. By submitting an entry for a Competition, you agree to be bound by these Terms and Conditions and agree that you will grant to Us the right to use your name in Our publicity assets.

21.4. We reserve the right to cancel or amend these Terms and Conditions and/or the Competition at any time without prior notice to the extent that it is reasonably necessary. When you enter a Competition you (the "Competitor") are deemed to accept the Terms and Conditions presented to you at the time of entry. Any amendments to these Terms and Conditions will be posted on the Competition Website.

21.5. These Terms and Conditions are subject and in addition to any local laws and/or regulations controlling competitions, contests or other programs of this nature. In the event the local laws of the jurisdiction where you are located should conflict with these Terms and Conditions, the local laws and/or regulations shall control and supersede.

21.6. We reserve the right to disqualify you if We have reasonable grounds to believe that you have breached any of these Terms and Conditions.

21.7. We reserve the rights to alter, amend or supplement these Formula Challenge Series Rules at any time in Our sole discretion.

ELIGIBILITY



- 21.8. Entry into the Series is per competitor.
- 21.9. The Formula Challenge Series is open to residents of all countries where the Game and/or the Formula Challenge Series is not prohibited or unlawful (each Competitor to satisfy themselves as to whether this condition is met) except, and unless waived by Motorsport Games in its sole discretion.
- 21.9.1. persons who are under the age of sixteen (16) years as at 1ST May 2022. Except with the express permission of the organisers is given.
- 21.9.2. employees and agents of Motorsport Games, Studio 397 and its groups and affiliated companies;
- 21.9.3. anyone involved in or connected to the organisation and running of the Formula Challenge Series and/or the Game in any way; and the immediate family members of any of the persons set forth in (b) or (c) above.
- 21.10. Entry in the Championship is for the season, which concerns all the Competitions registered on the calendar of the said Championship.
- 21.11. The transfer of an entry to a third party is formally prohibited.
- 21.12. Any withdrawal from the Championship or from participating in a Competition must be notified to the organisers ("Formula Challenge Series") in writing, by registered letter with acknowledgement of receipt.
- 21.13. During an official session ("Practice, Qualifying or Race"), Competitors are responsible for their own hardware and internet connection (which is recommended to be a minimum of 3 MB/s download and 0.5MB/s upload). Any online event held in the Formula Challenge Series will not be rescheduled due to technical issues, and We are not responsible for any impact on any Competitor's standings in the Championship resulting from such technical issues.
- 21.14. In participating in the Formula Challenge Series each Competitor confirms that they/he/she:
- 21.14.1. fully and unconditionally agrees to and undertakes to comply with these Terms and Conditions and the Regulations as described in Clause two (2) above, as well as any further instruction of Motorsport Games, Studio 397 (and/or its nominee(s)) in relation to the Game and/or Formula Challenge Series;
- 21.14.2. and accept that decisions of Motorsport Games regarding all matters relating to the Formula Challenge Series and/or Game are final and binding.
- 21.15. By submitting the livery, the teams agree for the use of the livery publicly in the rFactor2 software free from rights restriction.
- 21.16. Motorsport Games Inc. (or any third party nominated Motorsport Games Inc.) may exercise its sole discretion to use Entrants' name and image(s), replays and their comments relating to the Competition System for future promotional, marketing and publicity purposes in connection with the Competition System in any media worldwide without notice and free of charge.

TERMS OF ENTRY

- 21.17. By entering the Formula Challenge Series each Competitor accepts the following:
- 21.17.1. these Terms and Conditions
- 21.17.2. the Sporting Regulations
- 21.17.3. the Competition Guidelines
- 21.17.4. the Privacy Policy of Motorsport Network LLC, which is available at <https://accounts.motorsportnetwork.com/legal/privacy-policy>
- 21.18. In the event that the Regulations, privacy policies or terms of use should conflict with these Terms and Conditions on any point, these Terms and Conditions shall control and supersede.

LIABILITY

- 21.19. We cannot be held responsible for any costs incurred by you in entering a Competition (whether or not such entry is successful) or in relation to you taking part in a Competition.
- 21.19.1. We will not be liable to you, in contract, tort (including, without limitation, negligence) or otherwise in connection with the Competitions for:
- loss of revenues, profits, contracts, business or anticipated savings or loss of data; or
 - any loss of goodwill or reputation; or (c) any special or indirect or consequential losses; however, caused.
- 21.20. Nothing in this clause shall limit or exclude liability for death or personal injury as a result of Our negligence.
- 21.20.1. We will not be liable for any damages or losses as a result of failure by Us to deliver any Competition, the Prize or any other prizes as a result of any circumstances outside of Our direct and reasonable control including, but not limited to, as a result of a server failure (including but not limited to access delays or interruptions, data non-delivery or mis- delivery), any act(s) of God, war or terrorism, pandemic, breaches of security or unauthorised use of personal data arising from hacking and/or failure or lack of reception of telephone or mobile telephone networks.
- 21.20.2. You agree to fully indemnify Us in respect of all liabilities, damages, claims, actions, expenses (including reasonable legal fees), demands or costs incurred by Us as a result of any breach by You of these Terms and Conditions.



21.20.3. Nothing contained in these Terms and Conditions shall affect any statutory rights to which you may be entitled as a consumer.

MISCELLANEOUS

21.21. These Terms and Conditions shall be governed by the internal substantive laws of the State of Florida, without respect to its conflict of laws principles. Any claim or dispute between you and Motorsport Games Inc. that arises in whole or in part from the Competition shall be decided exclusively by a court of competent jurisdiction located in Miami-Dade County, Florida. These Terms and Conditions, together with the other documents referenced herein and any other legal notices published by Motorsport Games Inc. on the Competition Website, shall constitute the entire agreement between you and Motorsport Games Inc. concerning the Competition. If any provision of these Terms and Conditions is deemed invalid by a court of competent jurisdiction, the invalidity of such provision shall not affect the validity of the remaining provisions of these Terms and Conditions, which shall remain in full force and effect. No waiver of any term of this these Terms and Conditions shall be deemed a further or continuing waiver of such term or any other term, and Our failure to assert any right or provision under these Terms and Conditions shall not constitute a waiver of such right or provision. Motorsport Games Inc. reserves the right to amend these Terms of Use at any time and without notice, and it is your responsibility to review these Terms of Use for any changes. Your entry into any Competition Event following the amendment of these Terms of Use will signify your assent to and acceptance of its revised terms. YOU AND MOTORSPORT GAMES INC. AGREE THAT ANY CAUSE OF ACTION ARISING OUT OF OR RELATED TO THE COMPETITION WEBSITE MUST COMMENCE WITHIN ONE (1) YEAR AFTER THE CAUSE OF ACTION ACCRUES. OTHERWISE, SUCH CAUSE OF ACTION IS PERMANENTLY BARRED.