



RELEGATION EVENT RULEBOOK

2022 SEASON – V1.0

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

1. GENERAL RULES

- 1.1. Relegation event is reserved for
 - 1.1.1. Formula PRO teams outside top 10 in the Formula PRO teams championship standings after round 6 official results;
 - 1.1.2. Top 3 Formula Challenge participants and teammates.
- 1.2. Formula Challenge participants must select a teammate to be eligible for participating in the Relegation event.
- 1.3. The 2 teams that achieve the highest points during the Relegation event will receive an invitation to participate in the Formula PRO 2023 Season.
- 1.4. rFactor 2 competitions are primarily operated from Europe, and therefore all times mentioned will refer to Central European Summer Time (CEST) – GMT+2.
- 1.5. By taking part in the competition all Participants agree on the terms and conditions of this rulebook and the Competition Guidelines.
- 1.6. The organisers reserve the rights to modify the car(s), track(s) and rule(s) included in this rulebook, upon notice to the Participants.

2. TEAMS & DRIVERS

- 2.1. Formula Challenge teams and participants must confirm their participation for the Relegation event to organisers no later than Wednesday 27th July 2022 at 20:00 CEST.
- 2.2. Challenge teams must confirm their line up to the series organisers no later than no later than Wednesday 27th July 2022 at 20:00 CEST.
- 2.3. There is no entry fee to pay for teams to compete in the Relegation event.
- 2.4. Teams must notify the organisers when a participant is unable to take part in a competition and communicate which participant/reserve participant has to be registered in their place for the Relegation event no later than 24 hours before the start of the race.
- 2.5. Formula PRO participants who raced during the season (reserve drivers who took part in a race included) for a team placed in the top 10 of the overall Teams standings of Formula PRO Series 2022, are not allowed to take part in the Relegation event.

3. CONTENT REQUIREMENTS

- 3.1. Platform: [rFactor 2](#)
- 3.2. Car: [Formula PRO](#)
- 3.3. Tracks:
 - 3.3.1. TBA
 - 3.3.2. TBA
 - 3.3.3. TBA

4. FORMAT RECAP

- 4.1. 3 separate Heat Races (Race 1 – 10 minutes / Race 2 – 10 minutes / Race 3 – 15 minutes).
- 4.2. Points awarded for each race – Heat Race 3 awards double points.
- 4.3. Tracks are decided by a social poll that takes place on Twitter rFactor 2 official account – Details will be shared on Discord.
- 4.4. Results of the social poll will be published on the official rF2 Esports Discord.
- 4.5. Qualifying:
 - 4.5.1. Race 1 – Random Grid
 - 4.5.2. Race 2 – Reverse Grid from start of Race 1
 - 4.5.3. Race 3 – Grid based on the sum of points achieved in Race 1 and Race 2
- 4.6. All participants must use a different compound for each race (Soft – Medium – Hard)
- 4.7. Participants are free to choose in which race they will use a specific compound, being aware that failing to comply with Art. 4.5 will result in a severe penalty applied post-race by Race Control.



- 4.8. No mandatory pit stop.
- 4.9. No ballast applied.
- 4.10. Reserve participants are permitted only in special circumstances and must be approved by the organisers.
- 4.11. Reserve participants can score championship points.
- 4.12. Push to Pass available (DRS will be disabled).

5. CHAMPIONSHIP CALENDAR

Relegation event takes place immediately after Round 6 of Formula PRO (1st August 2022). More details will be shared on the official rF2 Esports Discord server and official forum.

- 5.1. Round 1 – TBA
- 5.2. Round 2 – TBA
- 5.3. Round 3 – TBA

6. SCHEDULE

Session/Run of the Show	Time (CEST)*	Duration
Warmup	22:00 – 22:10	10 minutes
Heat 1 Race	22:10 – 22:20	10 minutes
Warmup	22:20 – 22:30	10 minutes
Heat 2 Race	22:30 – 22:40	10 minutes
Warmup	22:40 – 22:50	10 minutes
Heat 3 Race	22:50 – 23:05	15 minutes

*All times may be subject to changes.

7. COMMUNICATION - ZOOM - SKYPE

- 7.1. All participants must be connected to the official rF2 Esports Discord Server.
- 7.2. The main communication platform between the organisers and participants is the official Discord Server.
- 7.3. During official sessions on race day all participants are required to be connected also to TeamSpeak Server.
- 7.4. The organiser will use TeamSpeak to announce important information to all teams if needed.
- 7.5. While online, all participants must be in their assigned channel on TeamSpeak.
- 7.6. It is recommended that each participant always has at least one team-mate/engineer present in their team channel. The team-mate can easily contact the Race Direction through a direct message on TeamSpeak if any problem occurs before or during the race.
- 7.7. All participants 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 race sessions.
- 7.8. Details of the meeting participants are required to join will be shared on Discord – Useful Links channel.
- 7.9. Competitors must make sure that the device they are using to attend the Zoom call/Skype call is set in "[Landscape Mode](#)".
- 7.10. Competitors must use their headsets during interviews to let production capture a clear audio/voice.
- 7.11. May at the end of the Heats session the organisers will ask to a participant or team manager to attend a Skype interview.
- 7.12. Participants and team managers must provide to the organisers their SkypelD in order to attend the Skype interview by filling a dedicated form shared in "official-communication" Discord channel Wednesday 27th July 2022 at 20:00 CEST.
 - 7.12.1. Team managers and/or drivers may be contacted by production during an event. This will likely be for the race winner after the chequered flag. Race Control will endeavour to message the driver or team manager directly before production get in contact.
- 7.13. Text chat in rFactor2 is permitted only by Race Control.

8. CAR IDENTIFICATION & LIVERIES

- 8.1. Participants will be required to provide an approved livery for their car before they are allowed to participate.
- 8.2. Car livery templates are available in the official Discord channel #livery-submission.
- 8.3. Please refer to the Competition Guidelines - Art. 10.17 regarding liveries general rules.
- 8.4. Templates include a mandated number position.
- 8.5. 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.
- 8.6. Any specific category / sponsor stickers shall remain on livery.
- 8.7. Liveries must be submitted using a submission link.



- 8.8. The yellow “T-CAM” layer should only be enabled on the car with the highest number.
- 8.9. 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.
- 8.10. Participants are allowed to place white logos in the green designated area.
- 8.11. Participants must send their liveries no later than Wednesday 27th July 2022 at 20:00 CEST.
- 8.12. The organisers may, at their sole discretion, determine specific areas of the car for the use of by series sponsors.

9. RACE

- 9.1. 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.
- 9.2. Start procedure
 - 9.2.1. Formation lap and standing start.
 - 9.2.2. During the formation lap, the pole sitter should do 200 km/h unless told otherwise.
 - 9.2.3. Participants are responsible for their actions during the formation lap.
 - 9.2.4. Participants shall maintain a safe but reasonable distance to other participants.
 - 9.2.5. Participants should always be prepared for the accordion effect, especially when approaching any tight corners.
 - 9.2.6. Participants must not perform burnouts to warm up their tyres. This can lead to accidents and does not significantly heat up the tyres.
 - 9.2.7. 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.
 - 9.2.8. 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.
 - 9.2.9. Jump starts are monitored by the game.
- 9.3. Participants are required to use a different compound for each Heat Race (Soft – Medium – Hard).
- 9.4. The compound you started the race on will be the compound that is registered as being used.
- 9.5. At the end of all Heat Races participants must have used all the compounds mentioned in Art. 9.3.
- 9.6. In case of server failure Art. 9.3 will be always enforced.
- 9.7. Participants are allowed to use Push to Pass:
 - 9.8. Push to Pass time available per race: 10 seconds
 - 9.8.1. In any case of a server failure and restart procedure (defined in 10.11), the amount of PTP will be reset to 10 seconds.
- 9.9. After the race ends participants must do a cool down in-lap to join the pit lane unless told otherwise. Any participant must make sure that he is able to reach the pit lane under his own power. Any participant not complying with this rule will receive a 30 seconds post race penalty.
- 9.10. One engineer per team is allowed as spectator on the race server.
- 9.11. Should a technical issue force retirement from a race that competitor/team shall count as “DNF”.
- 9.12. If there is a catastrophic server failure which affects the lobby host, the following procedure will be followed.
 - 9.12.1. If a failure happens within the first 4 laps (Heat 1 and Heat 2) / 5 laps (Heat 3) 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.
 - 9.12.2. If a failure occurs after the first 4 laps (Heat 1 and Heat 2) / 5 laps (Heat 3) of the race (defined by the race leading car), the race will be red flagged, the result will stand as of the last valid lap completed by the car leading the race.
- 9.13. Should a technical red flag be required:
 - 9.13.1. The race restart time will be communicated using Teamspeak and/or Discord.
- 9.14. Restarts may be granted upon significant server malfunction affecting a minimum of 40% of the starting grid.

10. TRACK LIMITS

- 10.1. Please refer to Art. 2 of the Competition Guidelines.
- 10.2. 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.
- 10.3. If the game deems the cut to be too excessive, the penalty applied will automatically be a Stop-and-Go or Drive-Through.

11. PIT LANE

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



12. FLAG RULES

- 12.1. Please refer to Art. 4 of the Competition Guidelines regarding Flag Rules.
- 12.2. Participants that are being lapped must help the passing participant make a complete and safe pass within 4 corners maximum.
- 12.3. Red flag: please refer to Art. 11.10.
- 12.4. Full Course Yellow: in case of a dangerous situation on the track, Race Control may call a Full Course Yellow through Teamspeak.
 - 12.4.1. The Race Director will announce the start of the Full Course Yellow procedure with a 5 seconds countdown.
 - 12.4.2. Participants are required to engage the pit limiter when the Race Director announces "Full Course Yellow".
 - 12.4.3. The Race Director will announce the Green Flag with a 5 seconds countdown.
 - 12.4.4. Participants can disengage the pit limiter only at the end of the countdown when "Green Flag" is announced by the Race Director.
 - 12.4.5. Participants caught gaining an unfair advantage during the Full Course Yellow may receive a severe penalty.

13. ON TRACK BEHAVIOUR

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

14. POINTS

- 14.1. Points are awarded per car in order to create teams' standings.
- 14.2. Points will be awarded per Heat Race 1 and 2 as follows:

POSITION	POINTS	POSITION	POINTS
1 st place	36 points	9 th place	18 points
2 nd place	33 points	10 th place	16 points
3 rd place	30 points		
4 th place	28 points		
5 th place	26 points		
6 th place	24 points		
7 th place	22 points		
8 th place	20 points		

- 14.3. Heat 3 awards double points.
- 14.4. Ties will be sorted by most wins, 2nd places etc. If still tied the organiser will take in consideration the best lap recorded in Heat 3.
- 14.5. Should 2 or more drivers been equal on points after race 1 and 2, the driver who finished higher in race 2 standings will start ahead.

15. PENALTIES

- 15.1. 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).
- 15.2. Penalties received via a post-race incident review will be applied to the race results.
- 15.3. These are the different types of incidents that are subject to penalties:
 - 15.3.1. Aggressive Driving (AD) – assessed when a participant displays overly aggressive driving.
 - 15.3.2. Avoidable Contact (AC) – assessed when a participant makes contact with another participant in a manner which is deemed avoidable.
 - 15.3.3. 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.
 - 15.3.4. Chatting (CH) – assessed when a participant 'chats' during a "No Chat" session.
 - 15.3.5. 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.
 - 15.3.6. Ignoring Blue Flag (IBF) – assessed when a lapped participant does not give way within 4 corners to a participant that is lapping him.
 - 15.3.7. Ignoring Yellow Flag (IYF) – assessed when a participant does not slow appropriately for a Yellow Flag zone.
 - 15.3.8. Passing Under Yellow (PUY) – assessed when a participant completes a pass when the yellow flag is displayed.
 - 15.3.9. 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.
 - 15.3.10. Unsafe Re-join (UR) – assessed when a participant fails to resume the race in a safe manner.
 - 15.3.11. Unpredictable (UP) – assessed when a participant has demonstrated unpredictable behaviour.



- 15.3.12. Unsportsmanlike (US) – assessed when a participant behaves in a manner which is deemed unsportsmanlike by the Race Control.
- 15.4. Typical incidents will fall into these classes:
 - 15.4.1. Racing incident – typical racing incident, no penalty involved.
 - 15.4.2. Warning – participant needs to be warned of an action that caused problems, but it does not warrant a penalty.
 - 15.4.3. Infractions – participant violated a rule and caused an issue on track, but not enough for a full penalty. (2 infractions = 1 penalty).
 - 15.4.4. Penalty – participant violated a rule and/or caused an issue on track resulting in small time loss for another participant – Penalty: 10 seconds or up to 2 starting grid positions drop in the next race
 - 15.4.5. Penalty – participant violated a rule and/or caused an issue on track resulting in small time loss for several other participants – Penalty: 20 seconds or up to 5 starting grid positions drop in the next race.
 - 15.4.6. 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 or up to 10 starting grid positions drop in the next race.
 - 15.4.7. Blocking: the penalty is 10 seconds.
 - 15.4.8. Pit Lane Violation: the penalty is 10 seconds.
 - 15.4.9. Chatting during Qualifying or Race – Penalty: 10 seconds.
 - 15.4.10. Any time penalty issued during the race will be applied to the results at the end of the race.
- 15.5. Any exceptions will be posted in the participant briefing.
- 15.6. In any case of a server failure & restart procedure (defined in 10.10) – any penalty applied to a competitor, but not yet served when the crash occurred, will be converted to an equal time and added to the competitor post-race.
 - 15.6.1. Drive Through penalty will be converted to a 30 seconds post-race penalty.
 - 15.6.2. Stop and Go penalties will be converted to a minimum 60 seconds post-race penalty.

16. RACE CONTROL

- 16.1. Race Control will be attending the races, but not every single incident will be captured.
- 16.2. Race Control will be on TeamSpeak. If a violation on track is happening during official sessions, participants need to fill in the IRR form available below.
- 16.3. Live Stewards & Race Control will monitor the race live for any incidents however, teams have the right to request an incident is investigated or appeal a decision by Race Control and/or the Stewards. To be considered, teams have must complete the IRR form either during the race or no later than 5 minutes after the chequered flag of each Heat race with justification & supporting evidence.
- 16.4. Participants should carefully review the official race server replay before submitting an IRR.
- 16.5. Participants abusing the IRR process may be subject to penalty.
- 16.6. The participant submitting the IRR must be part of a team that is involved in the incident which is being reported. Failure to follow these instructions will lead to Race Control removing that specific participant's and/or that team's right to submit any IRR for any given time.
- 16.7. IRR Link: <https://forms.gle/9xooUuMPm8Trxqj6>
- 16.8. The points chart will be updated with any associated penalties and the involved team(s) will be notified of the penalties.
- 16.9. All decisions made by Race Control after all incident reviews are final but subject to any appeal process & outcome.

17. SERVER SETTINGS

- 17.1. Forced cockpit view
- 17.2. Weather (as per briefing)
- 17.3. Rubber: heavy at the start of practice
- 17.4. Flag rules: Black only
- 17.5. Fuel usage: Normal
- 17.6. Tire usage: Normal
- 17.7. Mechanical Failures: Normal
- 17.8. No driving aids allowed except auto clutch
- 17.9. Damage: 100%.

18. TERMS & CONDITIONS

INTRODUCTION

- 18.1. The following terms and conditions apply to the Formula Pro 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.



- 18.2. 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.
- 18.3. 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.
- 18.4. 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.
- 18.5. 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.
- 18.6. We reserve the right to disqualify you if We have reasonable grounds to believe that you have breached any of these Terms and Conditions.
- 18.7. We reserve the rights to alter, amend or supplement these Formula Pro Series Rules at any time in Our sole discretion.

ELIGIBILITY

- 18.8. Entry into the Series is per team and per car, not per competitor.
- 18.9. The Relegation event is open to residents of all countries where the Game and/or the Formula 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.
- 18.9.1. 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.
- 18.9.2. employees and agents of Motorsport Games, Studio 397 and its groups and affiliated companies;
- 18.9.3. anyone involved in or connected to the organisation and running of the Formula Pro 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.
- 18.10. The transfer of an entry to a third party is formally prohibited.
- 18.11. Any withdrawal from the Championship or from participating in a Competition must be notified to the organisers (“Formula Pro Series”) in writing, by registered letter with acknowledgement of receipt.
- 18.12. 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 Pro 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.
- 18.13. In participating in the Formula Series each Competitor confirms that they/he/she:
- 18.13.1. 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 Series;
- 18.13.2. and accept that decisions of Motorsport Games regarding all matters relating to the Formula Series and/or Game are final and binding.
- 18.14. By submitting the livery, the teams agree for the use of the livery publicly in the rFactor2 software free from rights restriction.
- 18.15. 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

- 18.16. By entering the Relegation event each Competitor accepts the following:
- 18.16.1. these Terms and Conditions
- 18.16.2. the Sporting Regulations
- 18.16.3. the Competition Guidelines
- 18.16.4. the Privacy Policy of Motorsport Network LLC, which is available at <https://accounts.motorsportnetwork.com/legal/privacy-policy>
- 18.17. 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

- 18.18. 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.
- 18.18.1. 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.
- 18.19. Nothing in this clause shall limit or exclude liability for death or personal injury as a result of Our negligence.
- 18.19.1. 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.
- 18.19.2. 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.
- 18.19.3. Nothing contained in these Terms and Conditions shall affect any statutory rights to which you may be entitled as a consumer.

MISCELLANEOUS

- 18.20. 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.