

# REGULATIONS

## CAMPIONATO ITALIANO ESPORT

### FX2000 2021 - IRACING

NB: Updates and / or changes are in red.	
DATE	MODIFICATION
01/06/2021	FIRST VERSION
03/08/2021	Amendment to par. 9.2
11/08/2021	Introduction of the points driving license
30/08/2021	Amendment to par. 9.1 - extension of the pre-enrollment deadline
12/10/2021	Amendment to par. 11.2 - incs per race

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# REGULATIONS CAMPIONATO ITALIANO ESPORT FX2000 2021 - IRACING

## 1. - INTRODUCTION

The Automobile Club of Italy (ACI) announces the Italian Championship ESport FX2000 2021 iRacing, Sim Racing competition or car racing simulation. All participating parties (ACI and competitors) undertake to apply, as well as observe, the rules governing the event.

The FIA International Sporting Code (CODE) and its annexes, the National Sporting Regulations and its Appendices, the ESport Motorsport Simulation Sector Regulations, communications from the organizer and news published on the official ACI SPORT website [www.acisport.it](http://www.acisport.it) are, to all intents and purposes, the only valid texts to comply with. **For anything not expressly indicated in the Sporting Regulations of the Championship, the additional rules contained in the ACI Sport 2021 Yearbook and subsequent updates published on the official ACI SPORT website will be valid and will go into effect from their publication date.**

Participation in the Championship will be considered an implicit declaration of the Competitor to know, undertaking to respect and enforce them, the provisions of the Code and its annexes, of the National Sporting Regulations (RSN) and its Appendices, of the ESport Motorsport Simulation Sector Regulations and of this Regulation and its annexes; to recognize ACI SPORT as the only competent jurisdiction, without prejudice to the right of appeal provided for by the Code and by the RSN; to renounce, consequently, to take to arbitrators or other jurisdiction for facts deriving from the organization of the Championship or from the performance of the individual competitions; to relieve ACI, ACI Sport, ACI Sport SpA, the organizer, the Race Officials, as well as the company managing the iRacing.com Motorsport Simulation simulator from any third party liability for physical and material damages suffered competitor, its drivers, employees and assets.

ACI SPORT reserves the right to publish the changes and instructions that it deems appropriate to give for the best application of the Regulations, of which they will be considered an integral part.

These Regulations enter into force from the moment of their publication on the ACI Sport website ([www.acisport.it](http://www.acisport.it))

## 2. - ORGANIZER

The organizer of the event BRUZZONE Daniele - Organization and Promotion of Sporting Events - VAT number: 01808210098, ACI ESPORT Organizer License N° 467359, through the online portal [simracingleague.it](http://simracingleague.it), contact: [info@simracingleague.it](mailto:info@simracingleague.it).

## 3. - SIMULATOR USED AND TYPE OF COMPETITION

The simulator used for the event is iRacing by [iRacing.com Motorsport Simulations](http://iRacing.com).

The competition is ONLINE, where the conductors / competitors participate by staying at their homes.

## 4. - GENERAL PRINCIPLES - IMAGE RIGHTS - ADVERTISING - LIVERY - RACE NUMBERS

ACI SPORT announces and sponsors the Italian Championship ESport FX2000 2021 iRacing and will assign the title of Italian ESport FX2000 2021 Champion on iRacing.

The promotional activity of the Championships is the responsibility of ACI Sport SpA - Via Solferino, 32 - 00185 Rome - tel : 06 44341291 - fax: 06 44341294 - Website: [www.acisport.it](http://www.acisport.it)

### 4.1. - IMAGE RIGHTS

The Competitors and Drivers acknowledge and accept that ACI Sport SpA reserves the right to use, directly or indirectly, and to grant third parties the right to use, both in Italy and abroad, without prior notice and without any compensation is due to them:

(a) the names, trademarks, images (both moving and static) and results (rankings) of the Teams, Drivers and Competitors participating in the 2021 Italian ESport Prototype Championship iRacing.

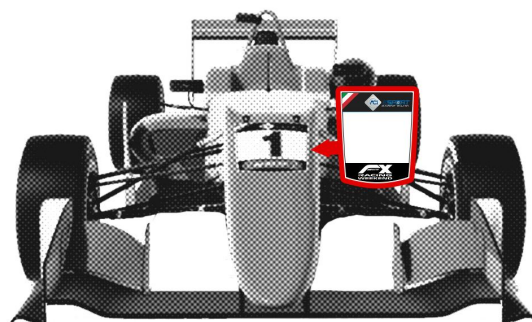
(b) the images of the Car, the suit and / or helmet of the Drivers used in the context of their participation in the 2021 iRacing Italian ESport FX2000 Championship.

### 4.2. - ADVERTISING

For the Italian Championship ESport FX2000 2021 iRacing and for its entire duration, the following stickers will be applied to the liveries of each car by the organizer:

- ACI ESport and main sponsor logo, applied on race number plate, as shown in the image below.

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In the composition of their livery, the competitor must therefore take into account that the spaces illustrated above will be affected by coverage.

### 4.3. - LIVREE (SKIN)

**The organizer will not use automatic download software of the skins (liveries) during the race**

All subscribers must send their liveries, and optionally overalls and helmets, through the methods that will be announced with a subsequent communication.

The download of the self-installing skin pack containing all the competitors' liveries will be made available.

**No liveries are allowed that disturb public morals, have sexist or racist contents or have a sexual, political, religious background, or create harm to ACI Sport or the organizing portal.**

**Failure to comply with this rule is sanctioned with exclusion from the race.**

### 4.4. - RACE NUMBERS

The race numbers will be assigned by the organizer and will take into account any preference communicated by the competitor during the registration phase, with priority for the competitors who registered first.

The change of race number, upon request to the organizer, will be allowed only within 48 hours prior to the first round of the championship.

## 5. - STRUCTURE OF THE EVENT, CALENDAR AND DURATION OF THE COMPETITIONS

The Championship will be structured in two distinct categories determined by an admission pre-qualification phase and categorization:

- Italian ESport FX2000 Championship 2021 iRacing - Category PRO
- Italian ESport FX2000 Championship 2021 iRacing - Category AMATEUR

and yes will take place over seven races that will take place according to the following table:

PRO	AM	AUTODROMO
From 06/09/2021 to 12/09/2021		Prequalify: Brands Hatch – Grand Prix
28/09/2021	30/09/2021	Circuit de Spa-Francorchamps – Grand Prix Pits
05/10/2021	07/10/2021	Hockenheimring Baden-Württemberg – Grand Prix
19/10/2021	21/10/2021	Autodromo Internazionale Enzo e Dino Ferrari – Grand Prix
02/11/2021	04/11/2021	Red Bull Ring – Grand Prix
16/11/2021	18/11/2021	Autodromo Nazionale Monza – Grand Prix
30/11/2021	02/12/2021	Watkins Glen International - Classic Boot
14/12/2021	16/12/2021	Circuit de Barcelona Catalunya – Historic

For each event there will be: a qualifying session lasting 10' in LONE mode with 3 available laps, excluding the launch lap, a first manche lasting 20' with grid determined by qualify session, and a second manche lasting 30' with grid determined by the fastest lap scored in the first manche in order from fastest to slowest.

ACI SPORT reserves the right to modify this Calendar and the duration of the competitions at its sole discretion.

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### 6. - PROGRAM OF THE EVENT

The Italian ESport FX2000 Championship 2021 iRacing will take place from 6 September 2021 to 16 December 2021. ACI SPORT reserves the right to make changes to the program due to organizational needs and / or based on the number of members.

The event can be postponed or canceled only in cases of force majeure recognized by the ACI.

The virtual day and time always refer to the start of the competition session. For pre-qualifications, they refer to the start time of the LONE QUALIFY session.

#### ADMISSION AND CATEGORIZATION PREQUALIFICATIONS: Brands Hatch – Grand Prix

From 06/09/2021 to 12/09/2021

VIRTUAL DATE AND TIME: 2021/04/01 h. 12.00

Server (hosted) for 12 hours a day, every 30' from 13:00 to 01:00 of each day, lasting 1 hour, including a 40-minute practice session and a 20-minute qualifying session, with 4 useful laps available, excluding the launch lap.

In the case of scheduled maintenance of the iRacing software, sessions will be added on the maintenance day for an additional two hours, from 11:00 to 13:00.

#### 1st ROUND: Spa-Francorchamps – Grand Prix Pits

Cat. PRO: 28/09/2021 (reserved for 30 competitors in the category)

Cat. AM: 30/09/2021 (reserved for 30 competitors in the category)

VIRTUAL TIME MANCE 1 RACE SESSION: 2021-04-03 h. 10.00

VIRTUAL TIME MANCE 2 RACE SESSION: 2021-04-03 h. 15.00

#### 2nd ROUND: Hockenheimring Baden-Württemberg – Grand Prix

Cat. PRO: 05/10/2021 (reserved for 30 competitors in the category)

Cat. AM: 07/10/2021 (reserved for 30 competitors in the category)

VIRTUAL TIME MANCE 1 RACE SESSION: 2021-04-17 h. 10.00

VIRTUAL TIME MANCE 2 RACE SESSION: 2021-04-17 h. 15.00

#### 3rd ROUND: Autodromo Internazionale Enzo e Dino Ferrari – Grand Prix

Cat. PRO: 19/10/2021 (reserved for 30 competitors in the category)

Cat. AM: 21/10/2021 (reserved for 30 competitors in the category)

VIRTUAL TIME MANCE 1 RACE SESSION: 2021-05-01 h. 10.00

VIRTUAL TIME MANCE 2 RACE SESSION: 2021-05-01 h. 15.00

#### 4th ROUND: Red Bull Ring – Grand Prix

Cat. PRO: 02/11/2021 (reserved for 30 competitors in the category)

Cat. AM: 04/11/2021 (reserved for 30 competitors in the category)

VIRTUAL TIME MANCE 1 RACE SESSION: 2021-05-15 h. 10.00

VIRTUAL TIME MANCE 2 RACE SESSION: 2021-05-15 h. 15.00

#### 5th ROUND: Autodromo Nazionale Monza – Grand Prix

Cat. PRO: 16/11/2021 (reserved for 30 competitors in the category)

Cat. AM: 18/11/2021 (reserved for 30 competitors in the category)

VIRTUAL TIME MANCE 1 RACE SESSION: 2021-05-22 h. 10.00

VIRTUAL TIME MANCE 2 RACE SESSION: 2021-05-22 h. 15.00

#### 6 ^ ROUND: Watkins Glen International – Boot

Cat. PRO: 30/11/2021 (reserved for 30 competitors in the category)

Cat. AM: 02/12/2021 (reserved for 30 competitors in the category)

VIRTUAL TIME MANCE 1 RACE SESSION: 2021-05-29 h. 10.00

VIRTUAL TIME MANCE 2 RACE SESSION: 2021-05-29 h. 15.00

#### 7th ROUND: Circuit de Barcelona Catalunya – Grand Prix

Cat. PRO: 14/12/2021 (reserved for 30 competitors in the category)

Cat. AM: 16/12/2021 (reserved for 30 competitors in the category)

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VIRTUAL TIME MANCE 1 RACE SESSION: 2021-04-24 h. 10.00

VIRTUAL TIME MANCE 2 RACE SESSION: 2021-04-24 h. 15.00

## 7. - COMPETITORS, DRIVERS

Registration for the Championship is open to holders of Competitor's License or Competitor/Driver ACI ESPORT valid for the year 2021 as foreseen by art. 4.2. of the RDS.

Competitors and Drivers must scrupulously comply with all the rules dictated by the current RSN, by the Sim Racing Sector Regulations which are understood to be fully reported here and to all the instructions given by the Clerk of the Course and by the Race Officials in charge. All Competitors and Drivers must remain at the disposal of the Race Direction (via computer or telephone channels) until the final classification is declared.

5.1. - The Italian ESport Prototype Championship 2021 iRacing is reserved for crews composed of a single driver.

5.2. - ACI Sport may authorize the participation of one or more "Guest Drivers" in the Championship. The "Guest Driver" will compete as a "transparent" car, will be able to take advantage of exceptions to the Regulations and will not be able to accumulate points for the official rankings of the Italian ESport Prototype Championship 2021 iRacing.

## 8. - CARS ADMITTED

Is admitted the following iRacing simulator car by iRacing.com Motorsport Simulation:

CAR
Dallara Formula 3

## 9. - REGISTRATION TO THE CHAMPIONSHIP

### 9.1 - PRE REGISTRATION

**Pre-registration to the Championship is reserved for the competitor, who can be identified in the Sports Director of the "Scuderia" (hereinafter also called Team) or his delegate or team member who signs up independently or in the private competitor.**

**The team is to be understood as including any academies, junior teams and the like.**

Each competitor, in the manner that will be indicated in subsequent communication, will be able to pre-register up to 6 cars and the respective drivers who will participate in the pre-qualification, admission and categorization phase.

To be admitted it is necessary to comply with the hardware requirements provided for by art. 4.3 of the Sector Regulations.

**Pre-registrations for the event will open at 12:00 on 21/07/2021 and close at 23:59 on ~~05/09/2021~~ 11/09/2021.**

### 9.2 - ADMISSION TO THE EVENT AND CATEGORIZATION

**At the end of the phase of pre-qualification, the organizer will make the results public and proceed with the admission and categorization of the pre-registered drivers, taking into account that a number of drivers not exceeding 6 for each pre-registered team will be admitted to participate in the event.**

It is therefore established that:

- each competitor, always identifiable in the Team, cannot field more than 3 cars in the category. Therefore, the 1st, 2nd and 3rd driver of the same Team, in order of classification of the pre-qualifications and if they are among the first 30, will be assigned to the PRO category, while the 4th, 5th and 6th driver of the same Team, in order of pre-qualifying ranking and if they are among the top 60, will be assigned to the AMATEUR category, regardless of their position in the ranking itself. Any other drivers of the same Team will be considered not admitted, regardless of their position in the pre-qualification ranking.
- for many drivers who are automatically assigned to the AMATEUR category under the previous rule, the same number of drivers in order of classification of the pre-qualifications will be assigned to the PRO category.
- for many drivers who are declared not admitted among the first 60 of the prequalification classification, the drivers qualified from 61st place onwards will be rescued, always applying the aforementioned rule.

After the formation of the categories:

- for many drivers who have renounced in the AMATEUR category, the drivers previously excluded in order of pre-qualification time will be rescued, always applying the aforementioned rule.
- in case of renouncement of a driver admitted to the PRO category, there will be no repechage.



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The organizer reserves the right not to admit to the event those drivers who, following checks or reports, appear to have participated, in the two months prior to the date of publication of this regulation, in demonstrations, events or any other sim racing competition, on any simulator, also hosted by another organizer, on behalf or wearing the colors and logos of a team **enrolled, but different from the one for which the driver registered for the 2021 iRacing Italian ESport FX2000 Championship** was requested, or has requested registration in quality of competitor / private conductor.

### 9.2.2. – SUBSCRIPTION TO THE SIM SPEED ROOM PLATFORM

ACI Sport will collect all the sporting results of each driver through the [Sim Speed Room](#) platform.

The data collection is aimed at what is described in [this ACI Sport press release](#).

Those admitted to the event, by 26 September 2021, must have created, if not already present, their own account on this web platform, entering, where required, their correct personal details. In order to speed up the user identification procedure, the use for registration of the same personal email communicated to the organizer in the registration form is required.

### 9.3 - CHANGE, EXIT OR RESIGNATION FROM A TEAM

During the whole championship period, the driver, even if private, is not allowed to pass through another participating Team, or participate in events, events or any other sim racing competition on any simulator, also hosted by another organizer, on behalf or wearing the colors of that Team, under penalty of exclusion from the event.

The driver who during the championship, for whatever reason, is no longer part of the team with which he was registered, can continue the event, but exclusively as a private competitor.

### 9.4 - FORMALIZATION AND ENTRY FEE

Admission to the event, established in the manner referred to in paragraph 9.2 which will be communicated to competitors, is subject to the payment of a entry fee - which will be used to cover the expenses relating to the competition servers and to streaming and television services as well as the remuneration provided for the race officials - established as follows:

- € 35 (thirty-five) for each car admitted in the PRO category.
- € 15 (fifteen) for each car admitted in category AM.

The payment of the entry fee must be made either entirely by the Competitor or by each pre-qualified driver by the date and in the manner that will be indicated in a subsequent communication.

Failure to pay the entry fee will result in the competitor not being admitted to the Event.

**In case of withdrawal from the entire championship, registration fee will be refunded only if the withdrawal notification is made no later than 23:59 on 26/09/2021.**

### 9.5 - MODIFICATION TO THE FORMAT BASED ON THE NUMBER OF ENTRIES

The competition format will undergo the following changes based on the number of pre-registered drivers:

- In the case of less than 50 pre-registered drivers, **the AMATEUR category is ABOLISHED. The number of admitted to the PRO category is extended to 35**, remaining the limit of 3 members for each team as per art. 9.2.
- In the case of a number of pre-registered drivers equal to or greater than 50, but less than 60, **for the AMATEUR category only, the limitations for the number of members belonging to the same team will NOT be applied.**
- In the case of members equal to or greater than 60 there will be no changes, remaining the limit of 3 members for each team in each category.

### 10. - COMMUNICATION CHANNELS, TEAM MANAGER / SPOTTER

All admitted competitors will be included, for the duration of the event, in a special [iRacing league called ACI ESport Campionato Formula](#), through which they will be able to access the competition sessions.

All the communications of the organizer with the competitors will take place both through the dedicated DISCORD channel of [discordapp.com](#) by connecting to the Simracingleague.it server, and by sending emails. The organizer assumes no responsibility for non-delivery due to technical disruptions and / or full e-mail boxes, deactivated and / or cataloged by the recipient as junk mail (spam).

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Competitors and drivers are the only persons authorized to speak with the Race Officials.

The competitor Sports Director of the Team is subject to strict liability in the event of violations of the Regulations and the code of sporting conduct by the drivers entered by him.

The use of one or more spotters who access as a spectator any session of the event is free, without the need for any communication to the organizer.

In the briefing phase preceding each race, the use of the DISCORD software will be mandatory.

## 11. - TIMETABLE OF SESSIONS AND SERVER SETTINGS

The program of each race includes the following times and server settings.

Times are always to be understood as Local Time (Italy).

### 11.1 - PREQUALIFICATIONS

Below are the specifications of the prequalification server.

Server location iRacing	DE-Fra
Tank capacity	100%
Type of session	Practice + Lone qualifier
Date and virtual time	2021/04/01 - 12.00
Weather conditions	iRacing Default (Party Cloudy, 78 ° F (26 ° C), 55% Humidity, Wind 2MPH N), Dynamic Sky and Dynamic Weather <b>DISABLED</b>
Conditions	Track Usage 100%
Setup	Free
Qualifying Conduct Scrutiny	MODERATE
Fast Repair	0
Driving aids	Disallow all driving aids (but clutch assist On)
Tire consumption	Yes
Damages	Yes
Automatic penalties	No
Automatic disqualification	No

### 11.2 - BRIEFING, FREE PRACTICE, QUALIFYING, RACE

The following program will follow on the day of the race:

BRIEFING RACE DIRECTION	
TIME	21:00
DURATION	15'
LIMITATIONS	Voice channel DISCORD SRL MANDATORY - No entry to the track.
FREE PRACTICE	
TYPE	Open practice
TIME	20:45
DURATION	45'
QUALIFYING	
TYPE	Lone qualifier
TIME	21:30

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<b>DURATION</b>	10' (3 laps)
<b>MANCHE 1</b>	
<b>TIME</b>	21:40
<b>DURATION</b>	20'
<b>FREE PRACTICE 2</b>	
<b>TIME</b>	22:10
<b>DURATION</b>	15'
<b>MANCHE 2</b>	
<b>TIME</b>	22:25
<b>DURATION</b>	30'

The specifications of the race are shown below.

serverServer location iRacing	DE-Fra
Tank capacity	100%
Type of session Manche 1	Open practice + Lone qualifier + Race
Type of session Manche 2	Open practice + Lone qualifier + Race
Day and virtual time Manche 1	View Round
Day and virtual time Manche 1	View Round
Weather conditions	Dynamic Sky and Dynamic Weather ENABLED
Conditions track	MARBLES: Clean Marbles OPEN PRACTICE: Track State 50% LONE QUALIFIER: Automatically generated from prev. session RACE: Automatically generated from prev. session
Setup	Free
Qualifying Conduct Scrutiny	MODERATE
Start type	Standing
Fast Repair	0
Driving aid	Disallow all driving aids (but clutch assist On)
Tire consumption	Yes
Damage	Yes
Automatic penalties Manche 1	Penalty for first <del>47</del> 10 incidents (penalty STOP AND GO). Then penalize drivers for each additional <del>40</del> 5 incidents
Automatic penalties Manche 2	Penalty for first <del>47</del> 15 incidents (penalty STOP AND GO). Then penalize drivers for each additional <del>40</del> 5 incidents
Automatic disqualification	No

## 12. - STARTING GRID, START OF THE RACES

The starting grid of Manche 1 will be determined by a qualifying session preceding the race itself. Drivers without a valid time will be placed at the bottom of the grid according to the report provided by iRacing.

The starting grid of Manche 2 will be determined by the fastest lap scored in Manche 1, from fastest to slowest. Drivers without a valid Fast Lap will be placed at the bottom of the grid according to the report provided by iRacing.

The starting procedure will be standing, entirely managed by the iRacing simulator.



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The start of the race will take place at the time indicated in the program.

## 13. - REFUELING AND REPAIRS

There are no restrictions on repairs and refueling other than those provided for in the event of penalties regulated in Annex 1 of these Regulations.

## 14. - PIT LANE SPEED LIMIT

The pit lane speed limit is governed automatically by the simulator.

## 15. - RANKINGS AND SCORES SYSTEM

This championship requires the following rankings to be drawn up:

- Italian ESport FX2000 Championship 2021 Drivers Standing Cat. PRO
- Italian ESport FX2000 Championship 2021 Drivers Standing Cat. AMATORI

### 15.1 - FINAL POSITION OF THE COMPETITORS IN THE RACE

At the end of each race the relative race ranking will be drawn up based on the official report provided by iRacing.com.

The drivers indicated as RUNNING and DISCONNECTED will be classified according to the completed laps and will receive the relative points only if they have completed at least 50% of the race time/laps.

Drivers indicated as DISQUALIFIED in the race report provided by the server will be ranked at the bottom of the ranking in order of completed laps, but will not receive points.

Any sanctions imposed by the Race Officials after the race may affect the final positions.

### 15.2 - SCORING

The following scores will be assigned to each conductor for the Ranks above:

#### MANCHE 1

RANKING	POINTS	RANKING	POINTS
1°	25	14°	6
2°	22	15°	5
3°	20	16°	4
4°	18	17°	3
5°	16	18°	2
6°	14	19°	1
7°	13	20°	0
8°	12	21°	0
9°	11	22°	0
10°	10	23°	0
11°	9	24°	0
12°	8	25°	0
13°	7	Pole: 2 points	

#### MANCHE 2

RANKING	POINTS	RANKING	POINTS
1°	50	14°	12
2°	45	15°	11
3°	40	16°	10
4°	36	17°	9
5°	32	18°	8
6°	29	19°	7
7°	26	20°	6

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8°	24	21°	5
9°	22	22°	4
10°	20	23°	3
11°	18	24°	2
12°	16	25°	1
13°	14	Best Lap: 1 point	

### 16. - PRIZES

16.1. - The first Driver in the PRO category ranking at the end of the Championship will receive the title of Italian ESport FX2000 2021 iRacing Champion and will be invited to the ACI 2021 champions award ceremony for the delivery of the title.

16.2. - The first driver in the PRO category classification at the end of the Championship will receive as a prize:

- A day of testing on track aboard [Fx3](#) (comm. Value € 1,600), offered by [Formula X Italian Series](#)
- Free renewal of the ACI ESport license for the year 2022

16.3. - The second driver second in the PRO category classification at the end of the Championship will receive as a prize:

- Pro-level driving station [SRC-SPORT Blackcode](#) (comm. Value € 699.00) offered by [Sim Race Components snc](#)
- Free renewal of the ACI ESport license for the year 2022

16.4. - The third driver in the PRO category classification at the end of the Championship will receive as a prize:

- New pedals [nGasa Formula](#) (comm. value € 578.00 - launch August 2021) produced and offered by [3DRap srl](#)
- Free renewal of the ACI ESport license for the year 2022

16.5. - The fourth driver in the PRO category classification at the end of the Championship will receive as a prize:

- 30% discount for the purchase of n. 1 [Wave Impact steering wheel](#) (list price € 1.955 + VAT), offered by [WAVE ITALY Immersive Racing by Marty & Nelly Srl](#)

16.6. - The fifth Driver in the PRO category classification at the end of the Championship will receive as a prize:

- 30% discount for the purchase of n. 1 sim racing pedals ([IMPETUS MONZA](#) comm. Value € 1.646,00 + VAT or [IMPETUS IMOLA](#) 1690.00 + VAT), offered by [WAVE ITALY Immersive Racing of Marty & Nelly Srl](#)

16.7. - The first driver in the AMATEURS category classification at the end of the Championship will receive as a prize:

- an exclusive experience on the new GT simulator, Ghepard Maranello, at one of the Wave Italy, Maranello or Verona offices with the assistance of the professional coach for Driver Training, offered by [WAVE ITALY Immersive Racing by Marty & Nelly Srl](#) (commercial value € 1,300 + VAT).
- Free renewal of the ACI ESport license for the year 2022

16.7. - The second driver in the AMATEUR category classification at the end of the Championship will receive as a prize:

- A package of 5 hours of On Line Coaching with Coach Marco Zipoli, (comm. Value € 300 + VAT) offered by [WAVE ITALY Immersive Racing by Marty & Nelly Srl](#).
- 10% discount for the purchase of n. 1 product from the e-commerce site [WAVE ITALY Immersive Racing by Marty & Nelly Srl](#).

16.7. - The third driver in the AMATEUR category classification at the end of the Championship will receive as a prize:

- 20% discount for the purchase of n. 1 product from the 3DRap e-commerce site, offered by [3DRap srl](https://www.3drap.it/).

## 17. - RACE OFFICIALS

TYPE	NAME
RACE OFFICIALS	COMMUNICATE WITH RPG
ASSISTANTS	Luca Guatteri Paolo Bassi Luca Lezzi

## 18. - PROTEST, APPEALS AND PENALTIES

The penalties will be applied in accordance with the provisions of the Sector Regulations and of the RSN that we report below.

**The methods for imposing and paying penalties, the methods of reporting in race to the Race Officials, the conditions for displaying the red flag and the related communication systems are set out in Annex 1 to these Regulations which are hereby assumed transcribed.**

The intervention of the Race Officials will be both Direct and Post-race.

### 18.1. - PROTEST

It is the competitor / driver's right, in the event that an interest or right has been infringed, to send a protest during the phases following the race.

**The competitor / driver must communicate his motivated request for protest to the Race Official within 30 minutes of the publication of the arrival order. From this communication the competitor has 24 (twenty four) hours to complete the protest.**

The transmission of the first communication and the document must be sent electronically to the email address [reclami.aciesport@simracingleague.it](mailto:reclami.aciesport@simracingleague.it).

A Driver who intends to lodge a protest concerning more than one Driver must submit as many protests as there are claimed Drivers.

**Situations that show even only a partial alteration of the physics, movements and trajectories of the cars due to missing or incorrect client / server synchronization (so-called lag) will never be subject to evaluation by the Race Officials.**

**Protests that do not have the characteristics referred to in this paragraph will be considered null and void.**

### 18.2. - APPEAL

All the decisions of the Officials issued after the race are appealable. A competitor / driver who believes that he has suffered unfair damage from a decision of the Race Officials can lodge an appeal within and no later than 24 (twenty-four) hours from the publication of the decision.

To request the review / verification of an episode, it is necessary to send an email to [reclami.aciesport@simracingleague.it](mailto:reclami.aciesport@simracingleague.it) indicating the reference code assigned to the report and the reasons for requesting the review / verification.

The judgment of the reformulated Race Official is unquestionable.

In the event that no protests are received in the manner or within the established times, the Race Official will formalize the result. Any protest presented after the official announcement will not be taken into consideration under any circumstances.

### 18.3. - PENALTIES IN TIME ON IN LAPS

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For this event, penalties in time or in laps will also be applied. The time penalty consists in adding seconds or minutes to the final race time. The penalty in laps must be expressed in laps to be added to those completed by the driver at the end of the race.

### 18.4. - DRIVE THROUGH

The Drive Through penalty is imposed in the event that a driver behaves in a race that violates sporting regulations. This penalty must be served by driving through the pit lane at limiter speed and must be served within 4 laps (default setting of the simulator) from the moment it is communicated by the Race Official.

In case of impossibility to impose Drive Through penalty in the race, the Race Officials have the right to apply a penalty of 20 seconds at the end of the race as a replacement.

### 18.5. - STOP AND GO

The Stop & Go penalty is imposed in the event that a driver behaves in the race that violates sporting rules and must be discounted by returning to the pit lane and stopping on his own pitch for the prescribed time within 4 laps (default setting of the simulator) from the moment it is communicated by the Race Official.

In the event that it is impossible to impose the Stop & Go sanction in the race, the Race Officials have the right to apply a penalty at the end of the race in place of no less than 25 seconds.

### 18.6. - RETROCESSION IN GRID, STARTING FROM THE PIT LANE

The penalty of retrocession in grid / start from the pit lane is imposed in the event that a driver behaves in the race that violates sporting rules. This penalty foresees that at the deployment before the start of the race (GRIDDING) the competitor must not take the grid and will be able to go out on the track only when the last driver has crossed the demarcation line of the end of the pit lane.

In the event that it is impossible to impose the penalty for starting from the pit lane in the race, the Race Officials have the right to apply a penalty of 15 seconds at the end of the race as a replacement.

The penalty for starting from the pit lane can also be applied as to be discounted at the first subsequent participation.

## 19. - OTHER PENALTIES - "WARNING", "DISQUALIFICATION"

In the context of this event the following sanctions will also be used.

### 19.1. - WARNING

The Warning is a reprimand for a violation of the conduct of the conductors deemed of no particular gravity.

The second Warning received by a driver in the same race entails the penalty of adding 10 seconds to the final time of the race by the Stewards of the Meeting or by the Single Judge.

The second Warning received by the same driver in a race subsequent to the one in which he received the first Warning involves the departure from the pit lane in the next race in which the driver will participate.

If it is not possible to apply the penalty for starting from the pit lane (e.g. last race of the event), the penalty of 3 points in the ranking will be applied.

The imposition of a sanction following the reiteration of a Warning (both in the same race and in subsequent ones) results in the zeroing of the count.

### 19.2. - DISQUALIFICATION

The penalty of disqualification entails immediate exclusion from the race and the impossibility of continuing any other sessions and the loss of the points acquired in that race which will be deducted from those accrued or accruing in the ranking.

### 19.3. - DISQUALIFICATION RESULTING FROM THE LOSS OF LICENSE POINTS

In the event that the driver, as a result of a penalty, loses the entire amount of the driving license points (as regulated by the press release no. 1.3 of 11/08/2021 referred to here in full), he will be excluded from participating in both manches of the subsequent round. In the event that the loss of the entire amount of driving license points occurs due to a penalty received in the last round of the championship, regardless of whether in manche 1 or manche 2, this will result in exclusion from both manches of that same race and the consequent loss of acquired points.

## 20. - SERIOUS REGULATIONS INFRINGEMENTS

The infringement of the sporting regulations can also lead to exclusion from the entire Event and the loss of the points acquired in all the races held in the same Event which will be deducted from those accrued or maturing in the standings.

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### 20.1 - USE OF EXPLOIT AND GLITCH

It is strictly forbidden to use exploits and glitches that exploit errors or programming limits of the simulator (so-called bug) to obtain an illegal advantage.

These practices will be considered as unsportsmanlike conduct, punishable, in the opinion of the stewards, even with the exclusion from the race, from subsequent races or from the championship.

### 21. – AWARDING TITLES

The score for the assignment of the titles will be that provided for in art. 16.

### 22. - ITALIAN CHAMPION ESPORT FX2000 2021 IRACING

The final classification for the assignment of the 2021 iRacing Italian ESport Prototype Champion Title will be obtained by adding the scores related to the 7 results obtained during the races of the Italian ESport FX2000 2021 Championship iRacing in the PRO category.

### 23. - EX AEQUO

In case of ex aequo in any of the Titles to be assigned, the highest number of first places will be considered, followed by second places, third places, and so on until the priority of one of the drivers is determined.

In case of further tie, the competitor who was in front of the previous race or races will be preferred.

N° approvazione ACI SPORT: CV – \_\_\_\_\_ - Data di approvazione: \_\_\_\_\_