



NB: Updates and / or changes are in red.	
DATE	MODIFICATION
22/10/2020	FIRST VERSION
27/10/2020	Changed Tyre Wear in race
01/11/2020	Changed Time of the Day Multiplier

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1. - INTRODUCTION

Simracingleague.it announces and promotes the DTM 2020 SEASON Championship, a Sim Racing competition. All participating parties undertake to apply, as well as observe, the rules governing the championship.

This regulation and its appendix and communications from the organizer are, to all intents and purposes, the only valid texts to comply with. Participation in the Championship shall be implied statement of the Competitor to know this regulation, agreeing to respect and enforce it .

Simracingleague.it (later called SRL) may publish the changes and the instructions it deems appropriate having to give the better application of the Regulations of which they will be considered an integral part.

This Regulation enters into force from the moment of its publication.

2. - ORGANIZER

The organizer of the championship is SIMRACINGLEAGUE, through the online portal simracingleague.it, contact: info@simracingleague.it.

3. - SIMULATOR USED AND TYPE OF COMPETITION

The simulator used for the championship is **RaceRoom** by Sector3 Studios.

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

4 - LIVERY (SKIN)

The race liveries will be awarded by the organizer to the drivers at the end of the registration phase.

Attribution will be based on the following criteria:

- order of registration, preferring the liveries with numbers from the lowest to the highest;
- of belonging to a team, with a maximum of four identical liveries for members of the same participating team.

If the driver does not correctly select the livery in the race sessions, this will be subject to a penalty of 5 points in the classification and a relegation of one position in the case of the final race.

5. - CHAMPIONSHIP CALENDAR

The Championship will be held over eight races which will take place according to the following table:

	DATE	RACE
Race 1	Thursday 05/11/2020	Silverstone Circuit - Grand Prix
Race 2	Thursday 19/11/2020	Monza Circuit - Grand Prix
Race 3	Thursday 11/26/2020	Road America - Grand Prix
Race 4	Thursday 12/12/2020	Imola - Grand Prix
Race 5	Thursday 12/17/2020	Bathurst Circuit - Mount Panorama
Race 6	Thursday 1/7/2021	Red Bull Ring Spielberg - Grand Prix Circuit
AM Final	Wednesday 13/01/2021	Nürburgring - Grand Prix
PRO Final	Thursday 14/01/2021	Nürburgring - Grand Prix

The organizer reserves the right to modify this Calendar and the duration of the races at its sole discretion.

6. - PROGRAM

The DTM 2020 SEASON Championship will take place from 5 November 2020 to 14 January 2021. The organizer reserves the right to make changes to the Program due to organizational needs and / or based on the number of members.

The championship includes a total of 8 races divided as follows:

- CHAMPIONSHIP (6 RACES)

- Race 1: Qualifying session lasting 15' + race lasting 45' with grid based on the previous qualifying session.



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- from Race 2 to Race 6: sprint race lasting 15' with grid based on the general standings, inverted only for the competitors who have totaled at least 20% of the points of the first in standings, without assignment of valid points to the championship + main race lasting 45' with grid based on the order of arrival of the sprint race.

- FINALS (1 race per category)

Two simultaneous races on two separate servers with drivers divided into two categories, based on the following criterion:

- PRO Final from 1st to 16th of the general classification: grid based on the general classification + race lasting 1h.
- AM Final from 17th to 32nd of the general classification, with 15' qualifying session + race lasting 45'.

The championship can be postponed or canceled at the discretion of the organizer.

7. - COMPETITORS, DRIVERS

The DTM 2020 SEASON Championship is open to everyone.

The fundamental requirement is to have hardware with the [minimum requirements indicated by Sector3](#) and a valid account on the RaceRoom simulator.

Participants must scrupulously adhere to all the rules dictated by these Regulations and its attachments which are understood to be fully reported here and to all the instructions given by the Race Direction.

8. - CARS ADMITTED TO THE

DTM 2020 SEASON Championship The following cars from the Secto3 Studios RaceRoom simulator will be admitted:

DTM 2020
AUDI RS 5 DTM 2020
BMW M4 DTM 2020

9. - REGISTRATION TO THE CHAMPIONSHIP AND NUMBER OF PARTICIPANTS

Registration to the 2020 DTM Championship SEASON is free.

Registration for the championship will open at the same time as the publication of these Regulations and will close at 23:59 on 2/11/2020.

Registration for the Championship will be formalized by filling in the form that will be made available on the organizer's portal at the following LINK [URL].

A number of 36 cars will be admitted to the start.

Competitors enrolled in the championship who exceed the above number will be placed in reserve list and will be able to take part in the championship only in the event of withdrawal or disqualification of a competitor.

The entry of the reserves will be allowed only up to and including race 3.

10. - COMMUNICATION CHANNELS

All the communications of the organizer with the competitors will take place through the official Discord channel and via email. 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).

During the championship, will be mandatory connecting to the Simracingleague.it DISCORD ([discordapp.com](#)) server. Competitors will be enabled to read the dedicated channel.

11. - ABSENCES

Only two absences are allowed during the whole championship course. The third absence will determine the disqualification from the championship.

However, the absence from the first two races of the championship will still result in disqualification.

It is mandatory to confirm presence at each race at least 24 hours before the start of the race itself by electronically communicating to the Race Direction at direzione.sportiva@simracingleague.it.

Failure to notify the absence will always result in disqualification from the championship.

12. - SESSION TIMES 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).

12.1 - RACE SESSIONS

Every race day the sessions will start at 20.30 with a free practice session lasting 60 '. The sessions indicated in paragraph 6 will follow, with a Warmup session lasting 5' which always anticipates the sprint race or in any case the first race. The following are server specifications common to all sessions.

Virtual Time	Time of day multiplier 1 NO Time of day: NOON
Car Classes	DTM 2020
Starting Type	Standing
Difficulty	Get Real
Flag Rules	Complete
Cut Rules	Slow-down
Allow Join in Qualifying	Off
Fuel Usage	Normal
Tire Wear	x2 Normal
Mandatory Pit-stop	No
Visual Damage	Realistic
Mechanical Damage	On
Race Finish Duration	240"
Kick no ready client time	Off
Wreck Prevention	On
Not Ready Pitlane Start Delay	15"
Checkered After Time	240"
Max Ping	500 (default)
Fixed Setup	Off
Max Incident Points	Off
Min and Max Reputation	Anyone

13. - REFUELING AND REPAIRS

Not there are restrictions on repairs and refueling.

14. - PIT LANE SPEED LIMIT

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

15. - RANKINGS AND SCORES ALLOCATION

The championship foresees that the following rankings are drawn up:

- **General drivers standings**

The drivers classification is based on the sum of the points of the first 6 championship races net of any penalties by the Race Direction.

The final classification will finally be defined as follows:

- the drivers will be classified in order of arrival of the Finals with any absent classified in the order of the general classification,
- the drivers from 32nd place onwards will be classified in the order of the general classification.

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 RaceRoom.

The drivers indicated as RIT (retired), DIS (disconnected) and DNF will be classified according to the completed laps and will receive the relative points only if they have completed at least 50% of the laps completed by the leader at the end of the race.

Drivers indicated as DQ (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 Direction after the race may affect the final positions.

15.2 - CHAMPIONSHIP SCORES

Scores will be assigned to each competitor of each class according to the following table.

CLASS.	POINTS
1°	50
2°	45
3°	40
4°	36
5°	33
6°	30
7°	28
8°	26
9°	24
10°	22
11°	20
12°	19
13°	18
14°	17
15°	16
16°	15
17°	14
18°	13
19°	12
20°	11
21°	10
22°	9
23°	8
24°	7
25°	6
26°	5
27°	4
28°	3
29°	2
30°	1

2 (two) points will also be awarded to the competitor who has completed the fastest lap in the main race.

15.3 - EX AEQUO

In case of ex aequo in any of the rankings and prizes to be awarded, 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 competitors is determined.

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

16. - PRIZES

At the end of the championship the following prizes will be awarded in relation to the final position in the drivers standings:

- 1st Class. cat. PRO: 50% discount coupon on a product of your choice from [Sim Race Components](#) catalog.
- 2nd Class. cat. PRO: Handbrake with load cell for simracing (commercial value €250.00) offered by [BJSimRacing](#).
- 3rd Class. cat. PRO: Voucher valid for 2 hours of coaching on driving simulator offered by [IEDA Italian Esport Driver Academy](#).
- 1st Class. cat. AM: 25% discount coupon on a product of your choice from [Sim Race Components](#) catalog
- 2nd Class. cat. AM: 5,000 RaceRoom Virtualrace Points offered by the organizer.
- 3rd Class. cat. AM: Voucher valid for 1 hour of coaching on driving simulator offered by [IEDA Italian Esport Driver Academy](#).

17. - RACE DIRECTION

The Championship Race Direction is made up of the staff of the organizing portal.

18. - PROTEST, APPEALS AND PENALTIES

The penalties will be applied in accordance with the provisions of the Regulations.

The methods of imposing and paying penalties, the methods of reporting to the Race Direction, the conditions for displaying the red flag and the related communication systems are listed in Appendix 1 to these Regulations, which is hereby assumed transcribed.

18.1. - PROTEST

The criteria for the requests presented in the race by a competitor to the Race Direction are regulated in Appendix n. 1 of these Regulations.

The competitor, in the event that an interest or right has been infringed, can send a protest after the race.

The protest must be submitted **within the following 24 hours of the day of competition and must contain the name and surname of the competitors involved, a brief description of the facts, the simulator timestamp and the replay file corresponding to the claimed event.**

The replay file must necessarily contain an action taken at least 30 seconds before and 30 seconds after the claimed event.

Protest must be sent electronically to the email address race.commission@simracingleague.it.

A competitor who intends to file a protest concerning more than one competitor must file as many protest as there are claimed competitors.

Situations and replay files that show even only a partial alteration of the physics, movements and trajectories of the cars due to missing or incorrect client / server synchronization (cc.dd. lag) can never be evaluated by the Race Direction.

18.2. - APPEAL

In the event that the Race Direction, after evaluating an episode, deems it appropriate to penalize a competitor, the latter will have the right to lodge an appeal within and no later than 24 hours from the publication of the report.

To request the review / verification of an episode it is necessary to send an email to race.commission@simracingleague.it indicating the reference code assigned to the report and the reasons for requesting the review / verification.

The reformulated judgment of the Race Direction is unquestionable.

In the event that no protest are received in the manner or within the established times, the Race Direction will formalize the result.

Any protest presented after the official announcement will not be taken into consideration under any circumstances.

18.3 - PENALTIES

The Race Direction will have the right to impose the following types of penalties:

- in time (5', 10', Drive Through, Stop & Go)
- in positions (in the final classification and / or in the starting grid, starting from the pitlane)
- in points

18.4. - PENALTY IN TIME

The time penalty is to add seconds or minutes at the final time of the race

18.5. - DRIVE THROUGH

The DT penalty is imposed in the event that a competitor who behaves in the race that violates the sporting rules. Sanction will be imposed after the race and will include substitution with a time penalty of 20 seconds.

18.6. - STOP AND GO

The S&G penalty is imposed in the event that a competitor behaves in a race that violates sporting rules. sanction will be imposed after the race will include the substitution with a penalty of not less than 25 seconds.

18.7. - PENALTIES IN POSITIONS, RETROCESSION IN GRID, START FROM THE PIT LANE

The penalty in positions, relegation in grid / start from the pit lane is imposed in the event that a driver behaves in the race that violates sporting rules.

The penalty in positions foresees the withdrawal of the competitor of one or more positions with respect to the final finishing order.

The penalty for retrocession in grid / starting from the pit lane provides that the competitor is deployed at the start in a position further back than those assigned to him or not have to line up on the grid before the start of the race and will be able to exit through the pitlane after the relative seconds set by the server.

If it is impossible to impose the penalty for starting from the pit lane during the race, the Race Direction has the right to apply a penalty of 15 seconds at the end of the race as a replacement.

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

18.8. - PENALTY IN POINTS

The point penalty is imposed in the event that a driver behaves in the race that violates the sporting rules.

This penalty involves the deduction of one or more points in the standings.

19. - OTHER PENALTIES - “WARNING”, “DISQUALIFICATION”

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

19.1. - WARNING

The Warning penalty (white / black flag equivalent) corresponds to the first degree of warning in case of violation of the Regulations deemed not particularly serious. In the event of a further violation, a penalty other than a warning will be immediately applied regardless of the seriousness of the violation. Warning is deemed to be extinguished upon the imposition of a further sanction and, in any case, at the end of the race.

19.2. - DISQUALIFICATION

The penalty of disqualification entails immediate disqualification from the race and the impossibility of continuing any other sessions / events

20. - SERIOUS INFRINGEMENTS TO THE SPORTS REGULATIONS

An infringement of the driving code of conduct reported in Appendix no. 1 of these Regulations may also lead to disqualification from the competition.