



SMRC SUMMER ESPORTS CHAMPIONSHIP 2020 RULES

1. Introduction & Information

1.a) The SMRC Summer Esports CHAMPIONSHIP is an online racing league, which is organised and run by the Scottish Motor Racing Club (SMRC) on Project Cars 2. The league utilises the Ginetta G40 GT5 with fixed setups (stable or loose) for every round barring round 4, where the Aston Martin Vantage GTE fixed setups (stable or loose) will be used. The championship features a mix of sprint and endurance races, with events being held at venues all around the world.

1.b) These regulations will apply to all test, practice, warm-up, qualifying and race sessions that are hosted by the series administration. By entering the league, all drivers automatically agree to all rules in this document.

1.c) The document may be edited to add, remove, modify or replace rules whenever the series administration deems it to be necessary. All changes made will be in effect immediately unless otherwise specified.

2. Timetable and Season Schedule

2.a) The series will run a total of 8 events during its season. All session dates are listed below.

27/5/2020 - Qualifying heats - Knockhill - Ginetta G40 GT5
31/5/2020 - Round 1 Finals - Knockhill - Ginetta G40 GT5
10/6/2020 - Qualifying heats - Azure Circuit (Monaco) - Ginetta G40 GT5
14/6/2020 - Round 2 Finals - Azure Circuit (Monaco) - Ginetta G40 GT5
24/6/2020 - Qualifying heats - Silverstone National - Ginetta G40 GT5
28/6/2020 - Round 3 Finals - Silverstone National - Ginetta G40 GT5
8/7/2020 - Qualifying heats - Circuit De 24 Heures Du Mans - 2015 Aston Martin Vantage GTE
12/7/2020 - Round 4 Finals - Circuit De 24 Heures Du Mans - 2015 Aston Martin Vantage GTE
22/7/2020 - Qualifying heats - Nurburgring GP - Ginetta G40 GT5
26/7/2020 - Round 5 Finals - Nurburgring GP - Ginetta G40 GT5
5/8/2020 - Qualifying heats - Circuit of the Americas National - Ginetta G40 GT5
9/8/2020 - Round 6 Finals - Circuit of the Americas National - Ginetta G40 GT5
26/8/2020 - Qualifying heats - Donington National - Ginetta G40 GT5
30/8/2020 - Round 7 Finals - Donington National - Ginetta G40 GT5
16/9/2020 - Qualifying heats - Bathurst Mount Panorama - Ginetta G40 GT5
20/9/2020 - Round 8 Finals - Bathurst Mount Panorama -Ginetta G40 GT5



3. Entry Conditions & Requirements

3.a) The series is open to anyone who has an Xbox or PlayStation Console and Project Cars 2

3.b) The series administration reserves itself the right to prevent drivers from entering the series if it's deemed to be necessary from their point of view.

3.b.1) Decisions like these will typically be made based on a driver's conduct in other leagues in the weeks and months leading up to the entry request, though other reasons may also factor into the decision.

3.b.2) The decision to reject the entry of a driver will be made on a case-by-case basis for each season, meaning that drivers who are prevented from entering may attempt to enter the series again in future.

3.b.3) The series administration's decision to reject the entry of a driver into the current season is final and cannot be appealed.

4. Entry Procedure

4.a) Sign-ups will open on Friday, May 15th, 2020 at 12:00noon. From this point onwards, drivers may register via the SMRC website.

4.a.1) Drivers must list their full name, contact email address and gamer tag on the online registration form.

4.a.2) Drivers will be required to pay their SMRC Summer Esports Membership fee on completion of the form. This fee is £20 for SMRC members and £27.50 for non members

4.b) The sign-up deadline will be on Sunday, May 24th, 2020 at 23:59.

4.b) Should a driver wish to change details about their entry they may do so by contacting the series administration via email.

4.c) Any driver, who misses 2 rounds without notifying the series administration of their absence before that event's (first) warm-up session starts, as well as any driver that misses 3 rounds in a row, will be removed from the series by the series administration.

4.d) Drivers, who withdraw from the series or are removed from the series due to missing too many events in a row, will not have their entry fee refunded to them.



5. Qualifying Heats

5.a) Qualifying heats will be held prior to every event to determine which drivers will graduate through to the final. Qualifying heats will consist of one qualifying session and one race for each driver, which will be run in line with 6 & 7 below.

5.b) The specific timings of qualifying heats and their duration will be communicated to drivers prior to each specific event.

5.c) The number of drivers who can progress from the qualifying heats to the final will vary from round to round (depending on track capacities).

6. Qualifying Sessions

6.a) The results of qualifying will set the grid for the (first) race of the event.

6.b) All drivers without a qualifying time will start behind all drivers with a qualifying time

6.c) The series administration may not allow a driver to take the start, if they're deemed to be a potential danger to other cars on-track during the race or if they haven't set a fast enough lap time in qualifying.

7. Race Sessions

7.a) All races will utilise the standard standing start procedure that Project Cars 2 provides.

7.b) To make sure drivers don't take too many liberties with the track limits and car contacts, an incident limit will be enforced during all races in the season.

7.b.1) Automatic track limit slow downs will be enabled

8. General Driving Conduct

8.a) All drives are required to save their replays from every session, these may be required in response of a protest

8.b) All drivers must pass in a safe manner and respect their opponents. Both drivers must also take into account leaving room for lag. This applies to lapping manoeuvres just as much as to overtakes for race positions.

8.c) Drivers will not be allowed to block and must choose their line ahead of a corner without moving under braking to cover off any attacks from their opponents (blocking meaning that you're reacting to line changes of the car behind to fend off any attempts of the car behind to get alongside).

8.d) Lapping cars must at all times be aware of the fact that they are the ones who have to make the passes since they're the faster cars. They can't expect to always have the racing line when doing so and will have to be just that little bit more cautious every now and then to make sure they don't ruin another driver's race along with their own.



8.e) On the other side, all lapped drivers must make sure to always behave in a predictable manner. They should stick to the racing line where needed, but that doesn't at all mean that they can't cooperate should they find themselves in a situation where moving slightly off-line or braking slightly earlier will help a lapping car get by just that little bit sooner and faster, helping both cars in the process by losing less time on the race track.

8.f) Should someone go off the track, they have to make sure that the track is clear before re-joining the racing surface. Dangerous track re-entries or even causing an incident while you try to re-join will result in penalties when reported to the series administration.

9. Race Stoppages

9.a) If the service fails during a race resulting in drivers being unable to join or stay connected to the racing server or if the server becomes unstable enough to potentially cause problems for drivers, the race will be stopped.

9.b) The series administration will decide on how to treat the race stoppage on an individual basis, depending on how much of the scheduled race time passed since the start of the race and also on whether there's still usable timing data left over to create a race result.

9.b.1) If a race has run for at least 75% of its advertised duration, the series administration may award full championship points based on the results of that race.

9.b.2) If a race has run for at least 50% of its advertised duration, the series administration may award half championship points based on the results of that race.

9.b.3) If less than 50% of the advertised duration has passed before the race was stopped via the red flag, the result will not count towards any championships.

8.c) Whether an abandoned race that didn't run for at least 50% of its advertised duration is rescheduled, will be decided by the series administration, also taking into account the feedback from all drivers competing in the current season.

10. Protests

10.a) Driving standard protests will all be reviewed by an accredited Motorsport UK Clerk of the Course to ensure a fair result in all protest.

10.b) Drivers may protest any incidents they were involved in or affected by. The only way to do so is by filing a protest via the series protest form at any point after the start of an event to a maximum of 2 hours after the end of the event.

10.c) The verdicts of all protested incidents will be published within 72 hours of the event's conclusion.

10.d) Frivolous protests will be ignored. Should a driver be found to repeatedly file such protests, they may be warned or even penalised for their actions.



10.e) After the outcomes of all protests have been published, the events results are official.

10.f) All protest verdicts are judgements of fact and cannot be appealed under any circumstances.

10.g) Any Driver that is unable to provide their replay footage on request within 72 hours will automatically be found at fault if there is no additional footage to show the incident.

11. Penalties

11.a) There are several types of penalties that can be assigned following an investigation by the series administration. The list of possible penalties can be found below.

- Warning
- Time Penalty
- Lap Deductions
- Points Deductions
- Disqualifications
- Qualifying Bans for the future round(s)
- Exclusions from Multiple Events or Remainder of the Season

11.b) Repeat offenders will receive harsher penalties, should they be penalised for the same type of misbehaviour multiple times.

12. Race Classification & Championship

12.a) Points will be awarded to drivers in the Finals of each event as outlined in 12.c. The Qualifying Heat races do not count for championship points.

12.b) - Points will be awarded down to 15th position as follows: 25 - 20 - 16 - 14 - 12 - 10 - 9 - 8 - 7 - 6 - 5 - 4 - 3 - 2 - 1. - In the event of any points ties, the Competitions Director will make a judgement based on aggregated fastest laps and finishing positions across the events.

16. Contact Details and Communication

16.a) Should any questions arise, drivers and other persons can contact the series administration using the email address below. Responses to any questions about the regulations, changes to a driver's registration details or other inquiries will usually be sent within 24 hours of us receiving the original message.

Contact Email Address: admin@smrc.co.uk