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## RULEBOOK

RaceRoom Ranked Championship

2024 - Season 1

VERSION 1.0.4



# RULEBOOK VERSION 1.0.4



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## General Information

### Introduction

Welcome to the RaceRoom Ranked Championship 2024 - Season 1!

If you're looking for a quick overview for details on the three series, check [Appendix B](#).

### How it works

The Ranked Championship consists of 2 elements:

- global leaderboards
- regional races leading up to a global final

#### Global leaderboard

Each series has its own in-game Time Attack Championship which can be found under Competitions.

A leaderboard is open for each round until the Sunday before the race for that round. During this time everyone can set their fastest lap time. You do not have to own the content to participate on the leaderboard.

At the end of the season, the top drivers on the leaderboard standings will receive vRP rewards.

#### Regional races

Everyone is invited to race, regardless of skill level or region. To be specific: we organize the races for 3 regions: America, Europe and Asia/Oceania.

The Friday before the leaderboard closes, a confirmation widget for that round will be announced on the [Official RaceRoom Discord](#). There you can click a button to register (or cancel) your participation in a region. See the next page (Register for races) for instructions.

The three regional rounds lead to round 4 where the best drivers of all regions (based on their race standings) are invited to the global finale.



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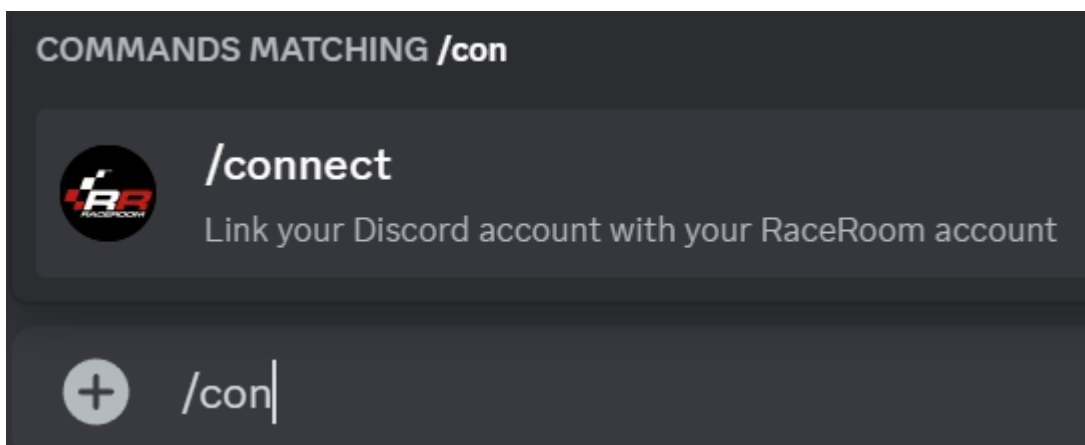


## Register for races

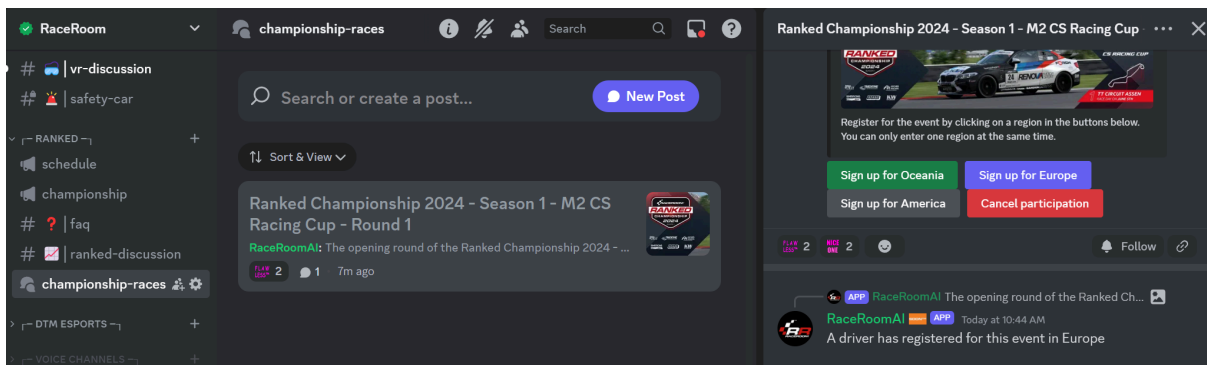
With the help of the RaceRoomAI Discord Bot, you can link your RaceRoom profile with your Discord account.

You need to have Steam linked to your Discord account, but you can set this to private. In Discord, go to User Settings, then Connections and add your Steam account.

On the [Official RaceRoom Discord](#) you can type the command /connect. You'll receive a link and when you click it, you'll get redirected to Discord. (The link is not posted here, as the bot needs to be able to send you a Direct Message)



**After you have connected your RaceRoom Account on Discord, you can click on the widget to confirm or cancel your participation in races in the channel #championship-races**



You need to own the content (car and tracks) in order to participate in the races.



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## Regions and timezones

When confirming your participation for the race, you are asked for your region based on your ping and timezone. Everyone is encouraged to test their ping using the in-game Multiplayer Server Browser and filter for “Ranked Servers”. Your ping should be below 250 ms for Europe and 350 ms for America and Asia/Oceania. If you only see a - instead of a number, it means your ping could be higher than 350 ms.

Important note: You are allowed to join multiple series. You are also allowed to join series A in region X and series B in region Y. To prevent 1 driver from winning the same series in all regions, you are not allowed to join the same series in multiple regions.

## Race confirmation deadline

You can confirm or cancel your participation for each round from the Friday before race day until the race day on Wednesday. The deadline for each region on Wednesdays are 18:50 / 6:50 PM local time:

	Oceania (AEST)	Europe (CEST)	America (EDT)
Confirmation deadline on Wednesdays	18:50 AEST	18:50 CEST	18:50 EDT

Once the deadline for a region is passed, the grids are automatically created and the registered participants will receive a DM from RaceRoomAI with the server info.

## Race days on Wednesdays

Each series within the Ranked Championship will have a race day on Wednesday. The full calendar for each series is described later.

## Race formats

Each series will have the same practice duration of 60 minutes. The qualification duration is 30 minutes and will be open (starting from the pits). The race format is different for each series.

### Series 1: M2 CS Racing Cup

2 x 20 minutes races, top 10 reversed grid, fixed setup

### Series 2: M4 GT4 Trophy

1 x 25 minutes + 1 x 15 minutes, top 5 reversed grid, open setup



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### Series 3: GTE Masters

60 minutes with mandatory pitstop, open setup, rolling start

### Grids/servers and splitting

On each race day when the confirmation deadline for a region closes, the Ratings and Reputations of all confirmed drivers within that region are fetched.

The confirmed drivers are then sorted by a simple formula to determine the grids:

$\text{rating} * (\text{reputation}/100)$

Example for a driver with 1850 rating and 90 reputation:  $1850 * (90/100) = 1665$

Example for a driver with 1850 rating and 80 reputation:  $1850 * (80/100) = 1480$

Example for a driver with 1650 rating and 90 reputation:  $1650 * (90/100) = 1485$

Each grid has a maximum of 30 drivers. Participants that have not raced on Ranked Multiplayer yet will be given the “default/starter” Rating (1500) and Reputation (70).

The confirmed participants will receive a DM from RaceRoomAI with the server information.

### Broadcast

Each race day will have one official broadcast on the official RaceRoom channels and highlights video on YouTube for the first European server. Live timings for that server will be available on <https://spotter.raceroomracing.com/> during qualification and races.

All drivers are allowed to stream their race. Assets that can be used for Social Media and streams are available on Discord.

Streamers/Broadcasters are encouraged to stream the other servers as community streams; they can **request access to a server by sending an email to [esports@raceroom.com](mailto:esports@raceroom.com) up until 24 hours before the qualification starts**. Please make sure to include the following in your mail:

- Stream URL
- Which server/grid
- Link to the RaceRoom profile used for the broadcast

## Calendars for Season 1

Each leaderboard in the tables below opens at 17:00:00 CEST and closes at 23:59:59 CEST.

### Series 1: M2 CS Racing Cup

Race: 2 x 20 minutes races, top 10 reversed grid, fixed setup

Round	Track & layout	Leaderboard open	Leaderboard close	Confirmation & Race day
1	TT Assen GP	24-05-2024	10-06-2024	12-06-2024
2	Red Bull Ring GP	24-05-2024	17-06-2024	19-06-2024
3	Circuit Zolder	24-05-2024	24-06-2024	26-06-2024
Finale	Secret			03-07-2024

### Series 2: M4 GT4 Trophy

Race: 1 x 25 minutes + 1 x 15 minutes, top 5 reversed grid, open setup

Round	Track & layout	Leaderboard open	Leaderboard close	Confirmation & Race day
1	Hockenheimring GP	27-06-2024	08-07-2024	10-07-2024
2	Lausitzring GP (Oval T1)	27-06-2024	15-07-2024	17-07-2024
3	Nordschleife 24H	27-06-2024	21-07-2024	24-07-2024
Finale	Secret			31-07-2024

### Series 3: GTE Masters

Race: 1 x 60 minutes with mandatory pitstop, open setup, rolling start

Round	Track & layout	Leaderboard open	Leaderboard close	Confirmation & Race day
1	Daytona Road Course	25-07-2024	05-08-2024	07-08-2024
2	Interlagos	25-07-2024	12-08-2024	14-08-2024
3	Imola	25-07-2024	19-08-2024	21-08-2024
Finale	Secret			28-08-2024

### Timetable for race days for each region

Race Day (Wednesday)	Oceania (AEDT)	Europe (CEST)	America (ET)
Confirmation deadline	18:50	18:50	18:50
Server information through Discord	18:55 - 19:00	18:55 - 19:15	18:50 - 19:00
Practice start (server is open)	19:00	19:00	19:00
Qualification start	20:00	20:00	20:00
Race start (server is closed)	20:30	20:30	20:30

### Point allocation for Championship Standings

Each round, the race results for each region will be used to create the Championship Standings. We will use the following points system to create the final race results. For the second race of the BMW M4 Cup, 60% of the points will be used.

Pos	Points
1	40
2	34
3	30
4	27
5	24
6	22
7	20
8	18

Pos	Points
9	16
10	14
11	12
12	11
13	10
14	9
15	8
16	7

Pos	Points
17	6
18	5
19	4
20	3
21	2
22	1
..	1
32	1

Based on the race results, the Championship standings is calculated using the points below. Drivers with a DNF will receive 0 points and drivers that did not join the server are omitted. Note: only 5 servers are shown in the table, there is no maximum number of servers or drivers.

The top drivers from each region are invited to the global finale. They receive additional points in their regional standings.





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Server 1 (1.0)

Pos	Points
1	50
2	44
3	40
4	37
5	34
6	32
7	30
8	28
9	26
10	25
11	24
12	23
13	22
14	21
15	20
16	19
17	18
18	17
19	16
20	15
21	14
22	13
23	12
24	11
25	10
26	9
27	8
28	7
29	6
30	5
31	4
32	3
33	2
34	1

Server 2 (0.4)

Pos	Points
1	20
2	17.6
3	16
4	14.8
5	13.6
6	12.8
7	12
8	11.2
9	10.4
10	10
11	9.6
12	9.2
13	8.8
14	8.4
15	8
16	7.6
17	7.2
18	6.8
19	6.4
20	6
21	5.6
22	5.2
23	4.8
24	4.4
25	4
26	3.6
27	3.2
28	2.8
29	2.4
30	2
31	1.6
32	1.2
33	0.8
34	0.4

Server 3 (0.2)

Pos	Points
1	10
2	8.8
3	8
4	7.4
5	6.8
6	6.4
7	6
8	5.6
9	5.2
10	5
11	4.8
12	4.6
13	4.4
14	4.2
15	4
16	3.8
17	3.6
18	3.4
19	3.2
20	3
21	2.8
22	2.6
23	2.4
24	2.2
25	2
26	1.8
27	1.6
28	1.4
29	1.2
30	1
31	0.8
32	0.6
33	0.4
34	0.2

Server 4 (0.1)

Pos	Points
1	5
2	4.4
3	4
4	3.7
5	3.4
6	3.2
7	3
8	2.8
9	2.6
10	2.5
11	2.4
12	2.3
13	2.2
14	2.1
15	2
16	1.9
17	1.8
18	1.7
19	1.6
20	1.5
21	1.4
22	1.3
23	1.2
24	1.1
25	1
26	0.9
27	0.8
28	0.7
29	0.6
30	0.5
31	0.4
32	0.3
33	0.2
34	0.1

Server 5 (0.05)

Pos	Points
1	2.5
2	2.2
3	2
4	1.85
5	1.7
6	1.6
7	1.5
8	1.4
9	1.3
10	1.25
11	1.2
12	1.15
13	1.1
14	1.05
15	1
16	0.95
17	0.9
18	0.85
19	0.8
20	0.75
21	0.7
22	0.65
23	0.6
24	0.55
25	0.5
26	0.45
27	0.4
28	0.35
29	0.3
30	0.25
31	0.2
32	0.15
33	0.1
34	0.05



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## Prizes

### Regional Championship Standings per series

For each series, the prize pool starts at 49.500 vRP and is divided over the 3 regions.

Position	Payout
1	5.000 vRP
2	3.500 vRP
3	2.500 vRP
4	1.500 vRP
5	1.000 vRP
6	750 vRP
7	750 vRP
8	500 vRP
9	500 vRP
10	500 vRP

Community goals: unlock additional prizes

The prize pool grows based on the number of drivers participating in the races for each region. In order to count as a valid participant, a driver must show up on the race results.

100 participants		250 participants		500 participants	
Position	Payout	Position	Payout	Position	Payout
1	5.000 vRP	1	5.000 vRP	1	5.000 vRP
2	3.500 vRP	2	3.500 vRP	2	3.500 vRP
3	2.500 vRP	3	2.500 vRP	3	2.500 vRP
4	1.500 vRP	4	1.500 vRP	4	1.500 vRP
5	1.000 vRP	5	1.250 vRP	5	1.250 vRP
6	750 vRP	6	1.000 vRP	6	1.000 vRP
..	750 vRP	7	750 vRP	..	1.000 vRP
9	750 vRP	..	750 vRP	10	1.000 vRP
10	750 vRP	14	750 vRP	11	750 vRP
11	500 vRP	15	750 vRP	..	750 vRP
12	500 vRP	16	500 vRP	20	750 vRP
13	500 vRP	..	500 vRP	21	500 vRP
14	500 vRP	24	500 vRP	..	500 vRP
15	500 vRP	25	500 vRP	30	500 vRP



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## Trophies

The top drivers from each region are invited to the global finale. The winner of the global finale will win a trophy. Trophy winners will be contacted for shipping details to send the Trophy by postal service once the season is over. Shipping can take between 3-10 weeks (depending on the winner’s country) after receiving the required shipping information.

## Participation bonus

An additional bonus of 500 vRP can be earned by participants who finish the races in all 3 rounds of all 3 series of the RaceRoom Ranked Championship. There is a limit of 1 bonus per account.

## Global Leaderboard Standings

The prize pool for the global leaderboard standings depends on the number of participants:

1.000+ participants		2.500+ participants		5.000+ participants	
Position	Payout	Position	Payout	Position	Payout
1	1.500 vRP	1	2.000 vRP	1	3.000 vRP
2	1.000 vRP	2	1.500 vRP	2	2.000 vRP
3	750 vRP	3	1.000 vRP	3	1.500 vRP
4	500 vRP	4	750 vRP	4	1.000 vRP
5	500 vRP	5	750 vRP	5	1.000 vRP
6	500 vRP	6	500 vRP	6	1.000 vRP
..	500 vRP	..	500 vRP	..	1.000 vRP
9	500 vRP	9	500 vRP	10	1.000 vRP
10	500 vRP	10	500 vRP	11	750 vRP
11	500 vRP	11	500 vRP	..	750 vRP
12	500 vRP	12	500 vRP	20	750 vRP
13	500 vRP	..	500 vRP	21	500 vRP
14	500 vRP	24	500 vRP	..	500 vRP
15	500 vRP	25	500 vRP	50	500 vRP

All vRP prizes will be sent as soon as possible after the season has ended.



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## Leaderboard settings

<b>Driving Assists</b>	Free choice (TC/ABS optional)
<b>Automatic Clutch</b>	Allowed
<b>Automatic Gears</b>	Allowed
<b>Tyre Wear</b>	Off
<b>Fuel Usage</b>	Off
<b>Damage</b>	Off
<b>Cut Rules</b>	Enabled, invalidates the lap
<b>Game Time</b>	Noon
<b>Fixed Setup</b>	Only for M2 CS Racing Cup

## Server settings

### General server settings

<b>Driving Assists</b>	Free choice (TC/ABS optional)
<b>Automatic Clutch</b>	Allowed
<b>Automatic Gears</b>	Allowed
<b>Tyre Wear</b>	Normal
<b>Fuel Usage</b>	Normal
<b>Damage</b>	On
<b>Flag Rules</b>	Visual Only
<b>Cut Rules</b>	In-Game Cut Detection (slowdown)
<b>Max ping allowed</b>	350ms
<b>Game Time</b>	Noon
<b>Formation Lap</b>	No
<b>Type of Start</b>	Standing for M2 / M4, Rolling for GTE Masters
<b>Practice Duration</b>	60 minutes
<b>Qualification Duration</b>	30 minutes
<b>Qualification Type</b>	Open qualification (start from pits)
<b>Warm-up</b>	1 minute

### Series 1: M2 CS Racing Cup

<b>Race Duration</b>	2 x 20 minutes
<b>Max Incident Points</b>	30
<b>Fixed Setup</b>	Yes
<b>Mandatory Pit</b>	No
<b>Reversed Grid</b>	Race 2: Top 10 reversed grid
<b>Grid size</b>	30



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## Series 2: M4 GT4 Trophy

<b>Race Duration</b>	1 x 25 minutes + 1 x 15 minutes
<b>Max Incident Points</b>	30
<b>Fixed Setup</b>	No
<b>Mandatory Pit</b>	No
<b>Reversed Grid</b>	Race 2: Top 5 reversed grid
<b>Grid size</b>	30

## Series 3: GTE Masters

<b>Race Duration</b>	60 minutes
<b>Max Incident Points</b>	30
<b>Fixed Setup</b>	No
<b>Mandatory Pit</b>	Yes, 2 tires
<b>Start type</b>	Rolling
<b>Grid size</b>	34

## Regulations

### Rules

#### Reading and understanding the rules

Every driver participating in any event of the RaceRoom Ranked Championship agrees to the rules by entering the event and agrees to obey to the rules. If you have questions about certain rules, feel free to ask the staff via email at [esports@raceroom.com](mailto:esports@raceroom.com).

Additionally, every driver participating in the Championship agrees to the rules and agrees to obey to the rules as written in the General Competition Rules:

<https://www.raceroom.com/wp-content/uploads/2022/05/RaceRoom-General-Competition-Rules-v1.02.pdf>

#### Behavior and appearance

Every driver participating in any event of the RaceRoom Ranked Championship must always show good behavior, both in-game and outside. Any discriminatory or offending actions, words, posts or contents are forbidden and can lead to exclusion from the events and (Ranked) servers without notification.



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### Cheating and use of external software

It is not allowed to use external programs or data that alter the functions of the simulation to gain a competitive advantage. Drivers caught cheating in any part of the event will receive a game-wide ban.

If there is no direct proof of software usage, but video evidence clearly indicates that the car's driving behavior cannot be attributed to standard game functions, a ban supported by the video evidence may also be considered.

If you are unsure about a program, make sure you ask the staff via email at [esports@raceroom.com](mailto:esports@raceroom.com) or create a topic on [the official Discord server](#) in #help

For clarification, programs that are allowed:

- CrewChief (Recommended)
- Wheel/pedal drivers/software (Logitech Profiler/LGS/Ghub, Fanatec/Thrustmaster Control Panel etc)
- Stream Deck, Button boxes
- Dashboard apps, both internal (web hud) and external (SimHub, ReHUD)
- Setup and telemetry tools, such as Motec or Second Monitor

### Accounts

To ensure your eligibility for participation in RaceRoom events, you must use your actual, legitimate firstname and lastname in your RaceRoom account. Additionally, any team names that include offensive language or clearly fictitious names may result in disqualification from participation, and no prior notification will be given.

Drivers are not allowed to share an IP address. If you live in the same household, practice in an Esports training center or have another valid reason that leads to multiple accounts using the same IP, you have to inform us **in advance** via mail to [esports@raceroom.com](mailto:esports@raceroom.com) with the location, IP address and usernames of the drivers.

Using multiple accounts in order to participate in multiple regions is not allowed.

Registration is randomly checked for duplicate IP's. Scenarios that raise questions can lead to more serious fact-checking. All cases not registered in advance will be considered as attempted fraud, in which case they will be excluded from the standings and future events.



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### Server settings and results

If the server has incorrect settings, please notify us as soon as possible by sending an email to [esports@raceroom.com](mailto:esports@raceroom.com) or joining the official Discord and send a message in #ranked-discussion.

In case a server does not have a correct setting and there is no more time to restart the server with the correct settings, the server settings will be leading and the race results will not be adjusted.

In case a server crashes during a race, the race will count if the server has generated race results. If there are no race results, there will be no points for that round.

### Staff decisions

The decisions made by the RaceRoom staff are binding and final.

For any situation that is not explicitly covered by the rules, the RaceRoom staff will have the final decision on it. Any statements made by the RaceRoom staff on the Forums or on Discord, also count as rules and are considered to be accepted by all drivers.

## Incidents and Penalties

### Etiquette

The etiquette follows the rules from the RaceRoom General Competition Rules in sections 11, 12 and 13 and can be read here:

<https://www.raceroom.com/wp-content/uploads/2022/05/RaceRoom-General-Competition-Rules-v1.02.pdf>

### Flag rules

The flag rules follow the rules from the RaceRoom General Competition Rules in section 14.

### Reporting Incidents

Incidents can not be reported, but obvious malicious driving can still be penalized.



## Legal

### Organisation

The competition is organized by:

RaceRoom Entertainment GmbH  
Aspachweg 14  
74427 Fichtenberg  
Germany

### Changes and Premature Termination

RaceRoom explicitly reserves the right to amend or modify the Rulebook and conditions at any time, with effect for the future. The version number of the Rulebook is specified in the header and footer.

The latest version of the Rulebook can always be found in-game on the Championship page for each series and [on the forum](#).

Additionally, RaceRoom reserves the right to change or terminate/cancel the Championship in total or for any participant at its discretion at any time. No claims can be derived from any premature termination.

### Declaration of Consent

The drivers agree that their names will appear in live streams and press releases handled by all partners of the RaceRoom Ranked Championship.

The drivers agree that RaceRoom can make and broadcast photographs and video recordings (e.g. internet stream), on which drivers are identifiable as well as statements, interviews and similar, captured on audio and video. RaceRoom is entitled to use these recordings.

### Data Privacy

All personal data is collected and processed in accordance with the statutory provisions governing data protection in Germany. Only the personal data that is required to handle the competition, communication and prize is collected and forwarded onto partners of RaceRoom. All employees and partners of RaceRoom are obliged by RaceRoom to maintain





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data secrecy. Data is only transferred to state agencies or authorities within the framework of legal regulations.

### Legal Disclaimer

There is no legal recourse. The law of the Federal Republic of Germany applies exclusively and the jurisdiction of RaceRoom applies in the event of a dispute. If any of the above mentioned provisions in these conditions of entry should be ineffective or contain a loophole, the other provisions shall remain unaffected by this. Ineffective or incomplete provisions shall be maintained with effective content which comes as close as possible to reflecting the sense of the ineffective content.

By participating, the driver automatically accepts the conditions of entry.

## Appendix A - Safety on track

### Avoidable incidents

"Incident" means any occurrence or series of occurrences involving one or more drivers, or any action by any driver, which is reported to the stewards by other drivers which includes (but is not limited to):

- Causing a collision which disadvantages competitors.
- Forcing a driver off the track.
- Illegitimately preventing a legitimate overtaking maneuver by another driver.
- Illegitimately impeding another driver during overtaking.
- Dangerous driving.
- Using in-game text chat during qualifying or race sessions.
- Lack of respect, foul language or bad attitude towards other drivers, Staff, or the spectators.
- Violations of track boundaries.
- Unsafe track entry.

### Unsafe rejoin

An unsafe rejoin is defined as any return to the racing surface or racing line in an unsafe manner causing contact or further incidents with other drivers.

### Dangerous rejoins may be subject to additional strikes

For example, but not limited to "T-boning", "side-swiping" or "blocking the racing line with no momentum". The onus is on the rejoining driver to make a safe re-entry to the racing surface without affecting the oncoming traffic.

### Joining or rejoining in or from pit lane exit

The drivers can cross the white line whilst entering the pitlanes. They must make sure that there is no contact made with other drivers or others are affected.

When rejoining the track, they are not allowed to cross the white line. They can touch the white line with one tyre but no tyre should fully move over the line. An early Re-Entry to the racing surface will be penalized, any additional incidents caused by crossing the white line early will be considered a dangerous re-join.



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### Moving under Braking

Moving under braking is defined as the act of changing direction in a braking zone as a reaction to another driver pulling alongside or as an attempt to block a committed passing maneuver. The defending driver has to offer racing room and not make any reactive changes of direction. However proactive moves are allowed i.e. closing the door before the attacking drivers commits to going for the gap, not after. Braking on a diagonal trajectory is acceptable if contact isn't made or if it is not a reactive move. In some cases, diagonal or curved braking zones are the racing line; these are special cases and will be looked at as such.

### Contact boosting

Contact boosting is the act of using collision models to affect the momentum of yourself or other drivers. For example, leaning into another car on a straight in an attempt to either gain momentum or halt the momentum of another driver in order to get a run or cancel their run out. However, these situations are not limited to straights, pushing another driver into the braking zone to force them to overshoot the corner also may be considered as contact boosting.

### Contact to pass

Contact to pass is a very broad term that covers many different situations, for example where the attacking driver hits the back/ side of another driver forcing them wide and resulting in a direct undefendable pass.

### Forcing off track

Forcing off track means to use your car to move an opponent's car outside of the circuit. This could mean on the outside (i.e. under braking or corner exit), on the inside (i.e. forcing to cut an apex and risk a slowdown), or on a straight.

### Deliberate Destabilization

Deliberate Destabilization is the act of making contact with an opponent in order to unsettle their car. This could include into a fast section of corners or into/ during a braking zone.

### Deliberate blocking (weaving with intend to block)

Deliberate blocking is the attempt to repeatedly block an attacking car's momentum by changing direction multiple times. The defending car is allowed one defensive direction change and may return to its ideal line if racing room is given or the attacking car has not



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enough momentum to draw level. However, attempting to break the slipstream is considered legal if done proactively and not as a reactive movement.

### Track limits

Track limits are defined as having two wheels on or within the circuit markings (usually, but not limited to, white or yellow lines) kerb/ curb count as track. This does not override the in-game automatic track limits detection system by RaceRoom.

### Overtaking outside of tracklimits

Overtaking outside of track limits means to gain a position whilst being outside of tracklimits.

### Repeated Contact

Repeated contact is defined as multiple instances of contact, without causing damage or position loss to the opponent, but causing time loss and distraction from focusing on the race.

### Serving of slow down penalties

When handed a slowdown penalty by the in-game system the driver receiving the slow down penalty should ensure that they serve the slow down in a safe manner, where other cars are unaffected.

### Pit Speed Limit

The Pit Speed Limit is enforced by the game. Drivers can choose to manually use the speed limiter, or let AI take over in the pitlane through the in-game settings.

## Appendix B - Calendar & summaries



On the next pages you can find a summary for each series.



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## Series 1: M2 CS Racing Cup

### Leaderboard calendar

Join the leaderboards each round for free and earn vRP rewards if you're in the top xx!

Round	Track & layout	Leaderboard open	Leaderboard close
1	TT Assen GP	24-05-2024 17:00 CEST	10-06-2024 23:59 CEST
2	Red Bull Ring	24-05-2024 17:00 CEST	17-06-2024 23:59 CEST
3	Circuit Zolder	24-05-2024 17:00 CEST	24-06-2024 23:59 CEST

### Race calendar

Confirm you want to race by clicking on the widget in Discord. [See Register for Races.](#)

Round	Track & layout	Confirmation open (friday)	Confirmation close & race day (wednesday)
1	TT Assen GP	07-06-2024	12-06-2024
2	Red Bull Ring	14-06-2024	19-06-2024
3	Circuit Zolder	21-06-2024	26-06-2024
Finale	Secret	28-06-2024	03-07-2024

You need to own the car and track in order to participate in the race.

### Timetable for race days for each region

30 minutes (open) qualification, 2 x 20 minutes races, top 10 reversed grid, fixed setup, grids of 30 drivers

Race Day (Wednesday)	Oceania ( <b>AEDT</b> )	Europe ( <b>CEST</b> )	America ( <b>ET</b> )
Confirmation deadline	18:50	18:50	18:50
Server information through Discord	18:50 - 19:00	18:50 - 19:15	18:50 - 19:00
Practice start (server is open)	19:00	19:00	19:00
Qualification start	20:00	20:00	20:00
Race start (server is closed)	20:30	20:30	20:30

The global finale will take place at European time on an American server.



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## Series 2: M4 GT4 Trophy

### Leaderboard calendar

Join the leaderboards each round for free and earn vRP rewards if you're in the top xx!

Round	Track & layout	Leaderboard open	Leaderboard close
1	Hockenheimring (GP)	27-06-2024 17:00 CEST	08-07-2024 23:59 CEST
2	Lausitzring GP (Oval T1)	27-06-2024 17:00 CEST	15-07-2024 23:59 CEST
3	Nordschleife 24H	27-06-2024 17:00 CEST	21-07-2024 23:59 CEST

### Race calendar

Confirm you want to race by clicking on the widget in Discord. [See Register for Races.](#)

Round	Track & layout	Confirmation open	Confirmation close & race day
1	Lausitzring GP (Oval T1)	05-07-2024	10-07-2024
2	Nordschleife 24H	12-07-2024	17-07-2024
3	Lausitzring GP (Oval T1)	19-07-2024	24-07-2024
4	Final	26-07-2024	31-07-2024

You need to own the car and track in order to participate in the race.

### Timetable for race days for each region

30 minutes (open) qualification, 25 minutes race + 15 minutes race, open setup, top 5 reversed grid, grids of 30 drivers

Race Day (Wednesday)	Oceania ( <b>AEDT</b> )	Europe ( <b>CEST</b> )	America ( <b>ET</b> )
Confirmation deadline	18:50	18:50	18:50
Server information through Discord	18:50 - 19:00	18:50 - 19:15	18:50 - 19:00
Practice start (server is open)	19:00	19:00	19:00
Qualification start	20:00	20:00	20:00
Race start (server is closed)	20:30	20:30	20:30

The global finale will take place at European time on an American server.



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## Series 3: GTE Masters

### Leaderboard calendar

Join the leaderboards each round for free and earn vRP rewards if you're in the top xx!

Round	Track & layout	Leaderboard open	Leaderboard close
1	Daytona Road Course	25-07-2024 17:00 CEST	05-08-2024 23:59 CEST
2	Interlagos	25-07-2024 17:00 CEST	12-08-2024 23:59 CEST
3	Imola	25-07-2024 17:00 CEST	19-08-2024 23:59 CEST

### Race calendar

Confirm you want to race by clicking on the widget in Discord. [See Register for Races.](#)

Round	Track & layout	Confirmation open	Confirmation close & race day
1	Daytona Road Course	02-08-2024	07-08-2024
2	Interlagos	09-08-2024	14-08-2024
3	Imola	16-08-2024	21-08-2024
Finale	Secret	23-08-2024	28-08-2024

You need to own the car and track in order to participate in the race.

### Timetable for race days for each region

30 minutes (open) qualification, 2 x 30 minutes race, mandatory pitstop, top 10 reversed grid, open setup, grids of 20

Race Day (Wednesday)	Oceania ( <b>AEDT</b> )	Europe ( <b>CEST</b> )	America ( <b>ET</b> )
Confirmation deadline	18:50	18:50	18:50
Server information through Discord	18:50 - 19:00	18:50 - 19:15	18:50 - 19:00
Practice start (server is open)	19:00	19:00	19:00
Qualification start	20:00	20:00	20:00
Race start (server is closed)	20:30	20:30	20:30

The global finale will take place at European time on an American server.





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### Appendix C - Changelog

#### Wednesday 10/07/2024 - Version 1.0.4

- Updated mistake in Race Formats reversed grid; Top 10 for M2, top 5 for M4
- Clarified the global finale format; top drivers from each region are invited and will race at European time on an American server

#### Friday 07/06/2024 - Version 1.0.3

- Updated time zone for Europe to CEST
- Moved all race dates with one week

#### Monday 27/05/2024 - Version 1.0.2

- Included text/explanation for round 4; local races lead to global finale where the best drivers of all regions race together
- Updated the text for trophies; the winner of the global finale wins a trophy
- Added screenshots for /connect and how to register for a race
- Added details regarding server info; when the deadline for a region is closed, the grids are automatically created and the server info will be sent by DM from RaceRoomAI on Discord

#### Friday 24/05/2024 - Version 1.0.1

- Updated incorrect start dates of Series 1
- Updated incorrect Series names in Calendar
- Added Appendix C - Changelog
- Updated Overview with correct page numbers
- Updated track names with layouts

#### Wednesday 22/05/2024 - Version 1.0.0

Initial release of the Rulebook