

2020

Porsche Esports Sprint Challenge

Regulations

Version 1.51
13.05.2020

Changelog

Version	Date	Changes
1.4	16 April 2020	Initial Release
1.5	08 May 2020	Added section 2.7.2 Penalties
1.51	13 May 2020	Changed round 4 date to 20 th June 2020 Updated livery template and added download link

Introduction

iRacing.com and Porsche are excited to present the **Porsche Esports Sprint Challenge**. This series is free for all iRacing members (above License Level D 4.0) and will feature special rounds concluding each respective week utilizing iRacing's **Super Sessions**. Those sessions are aligned with the Porsche Esports Supercup.

This guide, together with the [Official Sporting Code](#), [Terms of Use and End User License Agreement](#), [iRacing.com Motorsport Simulations, LLC Privacy Policy](#) and [Online Competitions and Contests Official Contest Rules](#) form the body of rules and procedures applicable to all iRacing members and all iRacing events, including the **Porsche Esports Sprint Challenge** (collectively, the »iRacing Rules«).

Each member is required to read, understand and agree to all iRacing Rules prior to participation in any **Porsche Esports Sprint Challenge** event. The iRacing Rules form a contract between each iRacing member and iRacing.com Motorsport Simulations, LLC. An iRacing member may accept the iRacing Rules by accepting the click-through terms on iRacing.com, or registering to participate (or participating) in any **Porsche Esports Sprint Challenge** event.

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2 Porsche Esports Sprint Challenge

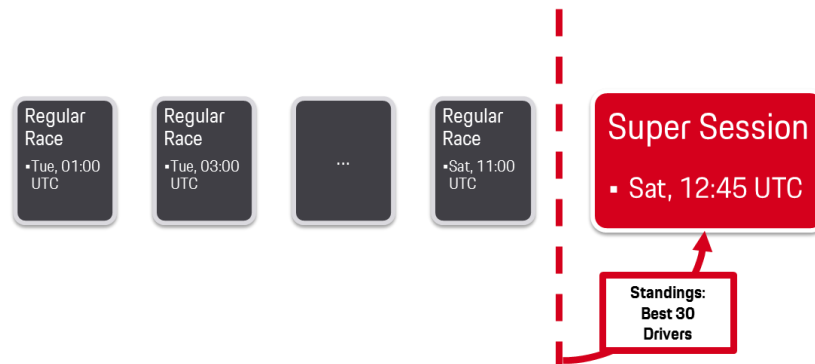
The **Porsche Esports Sprint Challenge** is a 10-week iRacing series with races running every two hours. Races are scheduled on **Porsche Esports Supercup** raceweeks, as the **Porsche Esports Sprint Challenge** will accompany the **Porsche Esports Supercup**. Additionally the **Super Session** format will be used to form a single race before the **Porsche Esports Supercup** races on its respective race weekends.

This rulebook will outline the Porsche Esports Sprint Challenge and serves as a guideline for all its participants.

Changes or updates to this document will be published via bulletin or series regulations update. This includes all appendixes or related documents if referred.

2.1 Race Format

Each race week of the **Porsche Esports Sprint Challenge**, starting Tuesdays 01:00 UTC, up to Saturday, 11:00 UTC, drivers will be able to qualify for the respective **Super Session**. Races are scheduled every two hours. The best 30 drivers from the series standings leading up to the **Super Session** (signed up at the time) are allowed into the **Super Session**. The standings are taken after the last race (Saturday, 11:00 UTC) of the **Porsche Esports Sprint Challenge**, before the respective **Super Session**. Drivers must qualify independently for every round using only the aforementioned way to be eligible for **Porsche Esports Sprint Challenge** participation.



2.1.1 Super Sessions

iRacing's **Super Sessions** System will be utilized to form a **single race**, consisting of the top 30 best scoring drivers from the respective week of the **Porsche Esports Sprint Challenge**. The **Porsche Esports Sprint Challenge** races are held directly prior to the Porsche Esports Supercup races (See 2.2 for Event Timetable).

While the regular Porsche Esport Sprint Challenge features races every two hours with the iRacing splits and points system, the **Porsche Esports Sprint Challenge** will feature a special points system (see 2.4) for the **Super Session** in alignment with the Porsche Esports Supercup points system. **Only these special results and standings are taken into account for the official Porsche Esports Sprint Challenge championship, and prize pool distribution.** All other races in the Porsche Esports Sprint Challenge are counted towards the regular 10-week iRacing season and do not affect the Super Sessions results or standings.

Drivers with a license level above D 4.0 may participate. There is no special license (i.e. Pro License) necessary for this series. The driver scoring the highest amount of points in the **Porsche Esports Sprint Challenge** will be crowned **Porsche Esports Sprint Challenge champion**.

The following format applies to all **Porsche Esports Sprint Challenge** races:

- 30 car grid, one split, no drop results
- **Porsche Esports Sprint Challenge** Races are held daily, every two hours, starting Tuesday (01:00 UTC) up to Saturday (11:00 UTC)
- All **Super Sessions** races are held on Saturdays with the session launching at **12:45 UTC**
- Free Practice: 20 Minutes
- Qualifying
 - 2 laps (maximum), 10 minutes single car qualifying
- Main Race
 - 20 Minutes
 - Grid determined by Qualifying results
 - Points will be awarded for finishing order (see points table below)

2.2 Event Timetable

The following table shows the event timetable. All times are UTC. The race end times may vary slightly depending on the track. **The session always launches at 12:45:00 UTC.**

Event Timetable		
Start	End	Session
12:45:00	13:05:00	Free Practice (20 Minutes)
13:05:00	13:17:00	Closed Qualifying (2 Laps, 12 Minutes)
13:20:00	13:40:00	Main Race (20 Minutes)
13:40:00	14:05:00	Post Race Highlights (15-25 Minutes)
14:05:00	End	

2.3 Schedule

Event	Weekly Races (every 2h)	Super Session	Location
Round 1	April 28 (01:00 UTC) - May 2 (11:00 UTC)	May 2, 12:45 UTC	Circuit Park Zandvoort
Round 2	May 5 (01:00 UTC) - May 09 (11:00 UTC)	May 9, 12:45 UTC	Circuit de Barcelona-Catalunya
Round 3	May 19 (01:00 UTC) - May 25 (11:00 UTC)	May 23, 12:45 UTC	Donington Park Circuit
Round 4	June 9 (01:00 UTC) - June 15 (11:00 UTC)	June 20, 12:45 UTC	Circuit de la Sarthe
Round 5	June 30 (01:00 UTC) - July 6 (11:00 UTC)	July 4, 12:45 UTC	Nürburgring Nordschleife – 24h Gesamtstrecke
Round 6	July 14 (01:00 UTC) - July 20 (11:00 UTC)	July 18, 12:45 UTC	Silverstone Circuit
Round 7	July 28 (01:00 UTC) - August 3 (11:00 UTC)	August 1, 12:45 UTC	Road Atlanta
Round 8	August 11 (01:00 UTC) - August 17 (11:00 UTC)	August 15, 12:45 UTC	Brands Hatch Circuit
Round 9	August 25 (01:00 UTC) - August 31 (11:00 UTC)	August 29, 12:45 UTC	Circuit de Spa-Francorchamps
Round 10	September 15 (01:00 UTC) - September 21 (11:00 UTC)	September 19, 12:45 UTC	Autodromo Nazionale Monza

2.4 Points System

2.4.1 Main Race

The standings of the **Porsche Esports Sprint Challenge Super Sessions** will be featured separately on iRacing.com.

Pos.	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th
Pts.	50	45	40	37	34	31	28	26	24	22	20	18	16	14	12

Pos.	16th	17th	18th	19th	20th	21st	22nd	23rd	24th	25th	26th	27th	28th	29th	30th
Pts.	10	9	8	7	6	5	4	3	2	1	-	-	-	-	-

2.5 Race and Season Prizes

2.5.1 Total Prize Package

A total of \$25,000 will be on offer: \$15,000 in race winnings and \$10,000 in season winnings, Additionally, CR 13.700 iRacing credits will be on offer: CR 5.500 in race winnings and CR 8.200 in season winnings.

2.5.2 Season Participation Award

A driver who qualifies and takes part in all super sessions will receive a special participation award of 50 iRacing Credits.

2.5.3 Race Winnings and Race iRacing Credits

Season Rank	Prize Money	iRacing Credits
1st	\$ 500	-
2nd	\$ 400	-
3rd	\$ 300	-
4th	\$ 200	-
5th	\$ 100	-
6th	-	CR 25
7th	-	CR 20
8th	-	CR 15
9th	-	CR 10
10th	-	CR 5

2.5.4 Season Winnings and Season iRacing Credits

Season Rank	Prize Money	iRacing Credits
1st	\$ 2.400	CR 100
2nd	\$ 1.875	CR 90
3rd	\$ 1.500	CR 80
4th	\$ 1.250	CR 70
5th	\$ 1.000	CR 60
6th	\$ 750	CR 50
7th	\$ 500	CR 40
8th	\$ 375	CR 30
9th	\$ 250	CR 30
10th	\$ 100	CR 30

Season Rank	iRacing Credits
11th	CR 20
12th	CR 20
13th	CR 20
14th	CR 20
15th	CR 20
16th	CR 10
17th	CR 10
18th	CR 10
19th	CR 10
20th	CR 10

2.6 Livery Guidelines

All team liveries shown on official race broadcasts are subject to iRacing's approval and can be rejected for any reason. Vehicle liveries are optional and in case no livery is provided, the user's standard iRacing livery (set in the iRacing paints menu) will be used.

The vehicle livery template is provided by iRacing. It is available under the "Customize Car" section under "Download Car Template" as a special PSD file. **PESpC Series Regulations - Appendix A** features the Porsche Esports Sprint Challenge Livery Guidelines 2020.

The livery template provided features a fixed decal layer that includes the series sponsors. It **may not be altered in any way** (size, position, coloring, etc.) and must remain the top layer of the livery. The layer includes all default stickers as well as the series main sponsor and may include further sponsor logos.

The vehicle liveries may not contain any graphics, logos, brands or other images conflicting with the series sponsors, especially TAG Heuer, Vodafone, Michelin or Mobil 1. This includes logos, signets and other forms of representation from conflicting series, including own Porsche-branded series, also including other Porsche one-make cups. All Porsche-related branding must be coordinated and explicitly allowed by Porsche directly and is otherwise forbidden.

Vehicle liveries must be **submitted to RaceSpot directly via the following link** (<https://www.dropbox.com/request/PxFnDRSdFygeWRJ7cygo>) at least **24 hours prior to every super session** using the correct format (i.e. car_12345.tga).

Vehicle liveries may be updated throughout the season but will face the same of the above-mentioned regulations. Permissions for the aforementioned liveries must be sent in to RaceSpot via (<https://www.dropbox.com/request/KcUU3bBUC8fapmBKCCWm>).

2.7 Officiating

2.7.1 Race Review

iRacing may take action against a driver for rules infractions or any action deemed detrimental to the series including but not limited to points adjustments, suspension, or other penalties. iRacing reserves the right to exclude drivers (permanently) from the series or the service.

If it is determined by iRacing that a driver who finishes in a prize paying position was deemed at fault for an egregious incident, that driver may forfeit his race winnings. In case a change for a prize paying position is made, drivers positively affected by this will inherit the prize money for the respective prize paying position. In case of a suspension, larger penalty or season-wide penalty, race winnings are not distributed otherwise.

A driver who is suspended from the series or is not in good standing may forfeit all of the earned prize money.

For further information please consult section 14("World Championship, Pro and eSports Series) of the Sporting Code.

2.7.2 Penalties

The following penalties can apply if a protest is reviewed and a driver / multiple drivers is / are deemed at fault. The race will not be reviewed by iRacing officials, only protests submitted in the correct way will be processed and evaluated (see PESpC Series Regulations, Art. 2.7.3). Official iRacing stewards and officials will perform the review to maintain the same quality in decision making as in the Porsche Esports Supercup.

The following penalties may apply:

1. Intentional or Malicious behavior
 - a. iRacing may take immediate action including but not limited to suspensions, forfeiture of race winnings or points.
2. Egregious – A racing move that is outstandingly or shockingly bad, but not intentional or with malice.
 - a. First offense – Warning
 - b. Second offense – Timed Penalty (5 / 15 / 30 seconds depending on the severity)
 - c. Third offense and so on
 - iRacing will use judgement to determine whether an additional warning, timed penalty, race or series suspension is applicable.
3. If the egregious move is for a money paying position.
 - a. iRacing may take immediate action such as forfeiture of race winnings or timed penalty.
4. Normal racing incidents or light contact would not involve penalties or warnings.
5. Everything is done through protests. The deadline to submit protests is set to 120 minutes after the checkered flag in the main race of the respective race weekend.

2.7.3 Protests

Drivers may file a protest to the Race Director (**porsche.director@iracing.com**) with a concise detailed description, and cut replay for review if one suspects intentional wrecking, retaliation, or violations to conduct rules of the sporting code. Replays will need to be cut to be 25 megabytes or less.

The deadline to submit protests is set to 24 hours after the checkered flag in the main race of the respective race weekend. By participating in this series, every driver agrees to accept the decisions of iRacing.com. A driver who is suspended based on incidents in this series may or may not also be suspended from iRacing. The race director will only communicate with impacted drivers about incidents, race rules and any series related competition questions.

2.7.4 Appeals

Only a driver that has been penalized may appeal a decision. A driver may appeal a protest decision by e-mailing (**porsche.director@iracing.com**) with details on why they think the wrong decision has been made.

The appeal board reviews appeals independently of the race director. All decisions are final.

2.8 Prize Regulations

2.8.1 Payment of Championship Prizes

Unless otherwise agreed between an iRacing member and his/her team, all championship earnings will be paid directly to the iRacing member who won the championship prize at the end of the season. Upon request by a team that employs an iRacing member, and with the consent of the iRacing member, iRacing may at its discretion pay championship earnings directly to such team, but only if the team (a) provides documentary evidence to iRacing that unambiguously authorizes such payment, (b) indemnifies, defends and holds harmless iRacing from competing claims for championship prizes, (c) submits the affidavit of eligibility and other documentation specified below and (d) provides any specific documents and materials iRacing deems needed or appropriate for iRacing.com to comply with all tax reporting and withholding requirements, which for non-U.S. members or teams, may include an affidavit from the member or team, as applicable, that confirms such person or team is not a U.S. person and that such prize is not related to commercial activity in the United States.

Each prize winner will receive confirmation of his/her prize, with instructions on how to claim the prize, via email sent to the email address associated with his/ her membership within ten days after the season ends. Each winner (or a team acting on behalf of a winner) may be required to sign and return an affidavit of eligibility, liability waiver and publicity/intellectual property release within ten days of the date of winning notification. If a winner (or a team acting on behalf of a winner) is found to have violated any of the iRacing Rules, is otherwise disqualified, cannot be reached, or fails to take all actions required to claim the prize within the times specified, that winner will forfeit the prize and an alternate winner may be selected by iRacing. Winners will be announced as soon as feasible after all winners have been qualified.

A driver must be in good standing at the season end to be eligible for any prizes (i.e., not suspended).

2.8.2 Driver Expectations

Drivers are required to represent the series in a positive fashion. There is a very high level of competition and high community profile in this series; consequently, there are multiple additional conduct rules above and beyond the normal that exist only at this level. It is expected that each driver in this series will treat other drivers, iRacing officials, sponsors, employees and the community, with respect on and off the race track and will not bring the sport or iRacing into disrepute via their actions. The iRacing.com FIRST Sporting Code is in full effect for these series as applicable.

2.9 Contest Rules

By participating in this series you agree and have understood that you consent to the following rules and documents outlined in this document.

Notwithstanding the foregoing or anything to the contrary in the EULA or the Privacy Policy, you hereby acknowledge and consent that, if any User information, is submitted or collected in connection with User's use of the Sim (including through a requested account name change or otherwise), and including without limitation the

User's name, image, photograph, likeness, animation, autograph, voice, audiovisual recording, and other information described in the Privacy Policy, all such information may be used and processed by iRacing.com and its parent, subsidiaries, and affiliates, and its and their streaming partners, assigns and licensees (collectively, the »Promoters«) in accordance with the terms of the EULA and the Privacy Policy.

Without limitation of the above, you further hereby grant to the Promoters a non-exclusive, perpetual, royalty-free, worldwide, irrevocable, fully paid, sublicensable (through multiple tiers) and transferable right, license, and permission (but not the obligation), in all forms and media, whether now known or not currently known, to use, adapt, reproduce, distribute, edit, exhibit, publicly display, publicly perform, and publish photographs, videotaped images and recordings, illustrations, reproductions or otherwise, including without limitation all intellectual property rights therein and thereto, of User's likeness, image or appearance, with or without User's name or voice (collectively, the »User's Likeness«) for any lawful purposes whatsoever, including without limitation for promotional purposes, now or at any time in the future.

Agreements

You have agreed to the following agreements, which comprise the iRacing Rules, by being an iRacing member and by participating in this series. Links to copies of the iRacing Rules can be found below:

- [Official Sporting Code](#)
- [Terms of Use and End User License Agreement](#)
- [iRacing.com Motorsport Simulations, LLC Privacy Policy](#)
- [Online Competitions and Contests Official Contest Rules](#)

Alternatively, you can email iRacing.com at race.director@iracing.com for a copy of the rules or to ask any questions.

In the event of a conflict between any of the policies, terms of use, codes or rules listed above, the one that is the most protective of iRacing.com (as determined by iRacing.com) shall govern and control. In order to guarantee impartiality, employees of iRacing or Porsche are ineligible to participate.

This series, and any other series, is subject to change or cancellation at any time for any reason at iRacing's sole discretion.

Series Age Restriction

In order to register for the Sim, you must be an adult according to the laws of the jurisdiction (i.e. state or country, as the case may be) in which you reside. If you are not an adult but at least 13 years old, and if you wish to use the Sim and Race in this Series, you must have a parent or guardian register for the Sim on your behalf and then agree and sign the Parental Consent Release.

We require every member to be at least 13 years old to use iRacing.

If you are at least 13 and not an adult according to the laws of your jurisdiction, your parent must sign the attached Consent and return it to Tyler.Hudson@iracing.com if you race in this Series

The Sim is not designed for minors under the age of 13, so minors under the age of 13 are not permitted to use the Sim or Race in this Series under any condition. Again, If you wish the minor over 13 years of age to use the sim and race in this series, please see the attached Consent.

iRacing.com Parental Consent and Release

https://d3bxz2vegbjddt.cloudfront.net/members/pdfs/iRacing_Parental_Consent_and_Release_v2018_12_19.pdf

Appendix A – PESpC Livery Guidelines

Download Link: <https://www.iracing.com/supercup/sprint-challenge/>

Porsche Esports Sprint Challenge 2020
Painting Regulations
Version 1.31, 13. May 2020

