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**TAG HEUER
ESPORTS SUPERCUP
BY IRACING**

MAIN PARTNER



2022 Regulations

Porsche TAG Heuer Esports Supercup Qualifying Series

Porsche TAG Heuer Esports Supercup Contender Series

Version 1.0
July 14, 2021

Changelog

Version	Date	Changes
1.0	14 July 2021	Initial Release

Preamble

iRacing.com, Porsche, and TAG Heuer are excited to partner for the premier virtual one-make racing eSports series in the world, the Porsche TAG Heuer Esports Supercup. This series is limited to iRacing members who have qualified through the Porsche TAG Heuer Esports Supercup Qualifying Series and Porsche TAG Heuer Esports Supercup Contender Series or have retained their license from the prior year's Porsche TAG Heuer Esports Supercup.

This document forms the comprehensive rules compendium for the and Porsche TAG Heuer Esports Supercup 2022 including the Porsche TAG Heuer Esports Supercup Qualifying Series and Porsche TAG Heuer Esports Supercup Contender Series for the 2022 season. It should be read together with other iRacing rules and regulations applicable to all members, such as the iRacing Sporting Code., Terms of Use and End User License Agreement, Privacy Policy and Online Competitions and Contests Official Contest Rules. Each member is required to ensure familiarity with all rules prior to participation in any Porsche TAG Heuer Esports Supercup 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 TAG Heuer Esports Supercup event.

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

All times used in this document are UTC.

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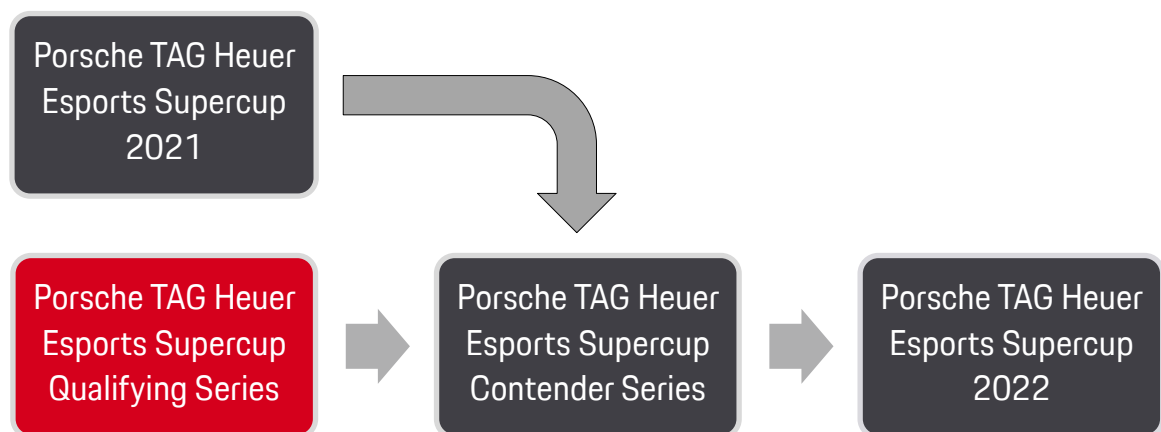
2022 Regulations

Porsche TAG Heuer Esports Supercup Qualifying Series

1 Porsche TAG Heuer Esports Supercup Qualifying Series

1.1 Introduction

The Porsche TAG Heuer Esports Supercup Qualifying Series is a standalone series open for all iRacing members above road license level B 4.00. It serves as the entry method into the Porsche TAG Heuer Esports Supercup Contender Series for new series participants. The Porsche 911 GT3 Cup vehicle will be used.



1.2 Championship Details

1.2.1 Rules of Communication

Official sporting communication will be done solely via email between the drivers and the director of competition, chief steward or stewards appointed.

1.2.2 Admission to the Qualifying Series

Every iRacing member in good standing with a road license level above Class B / 4.00 is allowed to participate.

Existing Porsche TAG Heuer Esports Supercup License Holders or drivers who qualify for participation in the Porsche TAG Heuer Esports Supercup Contender Series are also allowed to participate.

However, if they participate in any official race session, they forfeit their license and theirfor are not eligible for automatic admission for the Contender Series or Supercup respectively but will have to requalify as well.

The grid is set to a maximum of 35 cars per split for each round of the season.

1.2.3 Competition License

There is no dedicated competition license required. A road license above Class B / 4.00 is sufficient.

1.2.4 Series Hosting

All championship sessions are held in the official series "Porsche TAG Heuer Esports Supercup Qualifying Series".

1.2.4.1 Splits

The number of splits is not limited. Points will be awarded according to the Strength of Field formula (see 1.6).

1.2.4.2 Drop Round

One drop round will be available for all drivers. The lowest scoring points results from all series results will be dropped automatically so that the highest 5 out of 6 scoring results are taken to determine the final series standings.

1.2.5 Gaining entry to the Contender Series

The Porsche TAG Heuer Esports Supercup Qualifying Series serves as way for new participants to qualify for the Porsche TAG Heuer Esports Supercup Contender Series.

The 15 highest scoring drivers at the end of the season after finalization of the results will be admitted entry to the Porsche TAG Heuer Esports Supercup Contender Series.

Please consider the regulatory steps required to gain admission (as described in Art. 2.2.2)

1.3 Season Schedule

The series features 6 races, each held on a Saturday, starting on 31 July 2021, and finishing on 4 September 2021. This table shows the date, location, and duration (sprint / main) for each race. The in-game date is listed in cursive below the date and may differ from the actual race date.

Event	Date	Location
Round 1	31 July 2021 <i>In-game: 31 July 2021 / 08:10</i>	Hockenheimring Baden-Württemberg - Grand Prix (18 Laps)
Round 2	07 August 2021 <i>In-game: 07 August 2021 / 12:25</i>	Circuit de Barcelona Catalunya - Grand Prix (18 Laps)
Round 3	14 August 2021 <i>In-game: 14 August 2021 / 13:15</i>	Red Bull Ring - Grand Prix (20 Laps)
Round 4	21 August 2021 <i>In-game: 21 August 2021 / 08:40</i>	Road Atlanta - Full Course (18 laps)
Round 5	28 August 2021 <i>In-game: 28 August 2021 / 08:05</i>	Long Beach Street Circuit (26 Laps)
Round 6	04 September 2021 <i>In-game: 04 September 2021 / 18:30</i>	Nürburgring Grand-Prix-Strecke - BES/WEC (14 Laps)

1.3.1 Session Settings

1.3.1.1 Weather Parameters

The weather is set to dynamic skies / ongoing weather progression. The sun acceleration multiplier is set to 1x.

1.3.1.2 Time Parameters

Session start time for the free practice session will be set as described in Art. 1.3. Each session afterwards follows accordingly in real-time progression with the next session rounded up to the nearest 5-minutes in-game time.

1.3.1.3 Track Parameters

The track state will be set to generate for the start of the free practice session and carries over for each session. Marbles will be cleared between each session.

1.4 Event Format

An event will consist of (in order) 1 free practice, 1 qualifying and 1 race. They will all be held in a single session, starting with the free practice, and ending with the main race.

A standing start will be used for all race sessions.

Please refer to the season schedule (Art. 1.3) for more details on dates, race durations, tracks and conditions used.

1.4.1 Free Practice

The free practice session is an open session set at a duration of 3 minutes. It allows drivers to enter the event and gain familiarity with the track conditions.

1.4.2 Qualifying

The qualifying session will be utilizing the lone-qualifying format. The duration is set at a maximum of 2 laps in a duration of 8 minutes. They may enter or leave the track at any time during the qualifying session. The qualifying scrutiny will be set to strict.

1.4.3 Race

The race will start in order of the qualifying finish with the quickest driver on pole-position and the slowest driver furthest down the order. Drivers having not scored a time will be filling the grid at the back in order of their iRating.

The race will last approx. 80km depending on the track. The duration will be set to a whole number of laps (see 1.3). Points will be awarded according to the default iRacing points system in finishing order (after penalties).

1.5 Event Timetable

The following table shows a typical rundown for series race days. All races are held on Saturdays. The event timetable remains for the entire season.

The session launch time (and thus start of Free Practice) is fixed at 18:45:00. The following session start, and end times may vary slightly depending on the track. The race finishes approx. at 19:30:00.

Start	End	Session
18:45:00	18:48:00	Free Practice (3 Minutes)
18:48:15	18:56:15	Qualifying (2 Laps, 8 Minutes)
18:58:30	19:30:00	Race (~80km, lap based)

1.6 Points System

The iRacing points system applies. Races are valued by the Strength of Field (SOF), which is based on the iRating of the drivers in the field for the event. The higher the SOF, the more points are available for each finishing position. Points are also adjusted for field size. The larger the field, the smaller the difference in points awarded for each finishing position.

For more information on the iRacing points system please refer to the iRacing Sporting Code.

1.7 Officiating

The officiating is done solely through the means described in the iRacing sporting code.

For more information on the iRacing officiating system please refer to the iRacing Sporting Code.

1.7.1 Protests

A Protest must be made in writing, specifying which sections of the iRacing Official Sporting Code, Racing Rules, Club Rules, Series Rules, or other official iRacing.com rules have been violated. Protests may only be filed using the Official Protest Form. This is located at the File Protest link within the Help menu dropdown of the iRacing.com Members Website or in the Session Results page. This is the only method to formally lodge a protest.

iRacing.com shall review a protest as soon as practical after the protest is lodged and during normal business hours. Affected parties may be notified about the protest and judgment of the protest. iRacing.com shall review all evidence and be entitled to discuss the incident with other witnesses or parties involved or to gather additional evidence. All parties concerned shall be bound by the decision given, subject only to a formal appeal.

1.7.2 Appeals

Any member assessed a penalty shall have the right to appeal any decision or penalty imposed by iRacing.com unless otherwise stated in the penalty notice itself, or in the iRacing Official Sporting Code. To be considered, an appeal must be well founded. An appeal shall be reasonable, logical, and based on sound evidence. Regardless of the outcome, iRacing.com may deem an appeal to be frivolous if it is found not to be reasonable, logical, and based on sound evidence. iRacing.com reserves the right to assess a penalty to any member filing a frivolous appeal.

Appeals must be made in writing, specifically asking for an appeal, specifying the exact nature of the appeal and why it is believed an appeal is warranted, along with all evidence to support the appeal. Written appeals must be addressed to "Appeals Committee-iRacing" and submitted to appeal@iracing.com. This is the only place to formally make an appeal. Appeals must be submitted within seven days of the penalty or decision being appealed. Any evidence,

data, recordings, or third-party accounts are welcome and encouraged to be submitted with appeal. "Intent to Appeal" or other informal appeals of any kind will not be accepted.

1.7.3 Incident Limit

The incident limit for all races will be set at 17 incidents. Upon reaching or when surpassing 17 incidents, the driver in question will receive a drive-through penalty.

Upon reaching or when surpassing 25 incidents, the driver in question will be disqualified.



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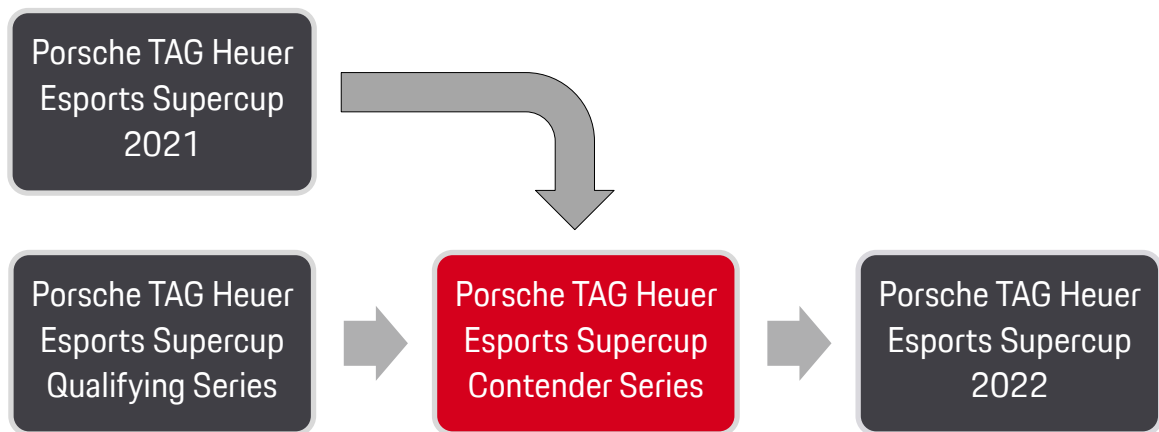
2022 Regulations

Porsche TAG Heuer Esports Supercup Contender Series

2 Porsche TAG Heuer Esports Supercup Contender Series

2.1 Introduction

The Porsche TAG Heuer Esports Supercup Contender Series is a standalone series limited to iRacing members who have qualified through the Porsche TAG Heuer Esports Supercup Qualifying Series or have finished the previous year's Porsche TAG Heuer Esports Supercup in 21st to 40th. The Porsche 911 GT3 Cup vehicle will be used.



2.1.1 Roles and Personnel

Director of Competition: tyler.hudson@iracing.com

Director of Marketing and Communications: kevin.bobbitt@iracing.com

Broadcast Director: drew.adamson@iracing.com

2.2 Championship Details

2.2.1 Rules of Communication

Official sporting communication will be done solely via email between the drivers and the director of competition, chief steward or stewards appointed. For easier casual communication and quick contact to race officials, media / press representatives and each other, each driver is mandated to join the official series discord (drivers will be contacted with an invite link upon qualifying for the series). Should drivers wish to add team personnel such

as a team manager or media representative they may contact one of the staff members on discord to request an additional invite.

2.2.2 Admission to the Contender Series

A series entry can be made in two ways:

- Competing successfully in the Porsche TAG Heuer Esports Supercup Qualifying Series, by finishing in the top 15 of highest points scoring drivers at the end of the season after finalization of the results.
- Finishing 21st through 40th in the Porsche TAG Heuer Esports Supercup 2021.

The grid is set to a single split of a maximum of 35 cars for each round of the season.

2.2.2.1 Confirmation of Entry

All drivers must confirm their participation in writing utilizing the Driver Sign-Up Form from Art. 4 by the admission date of 08 September 2021, 23:59 UTC via the director of competition.

2.2.2.2 Late Entry / Open Spots

Should any competitor choose to not compete or miss the sign-up deadline, the next best points-scoring driver from the Qualifying Series will move up. In that case this driver will be contacted immediately to confirm his series participation. In case of open slots during the season the next best points-scoring driver from the Qualifying Series may or may not be considered for participation. In that case he will be contacted to confirm his participation as well.

2.2.2.3 Voluntary Opt-Out

Drivers can voluntarily opt out of the series at any time. In that case their entry is dropped from the series and the points earned up to that point will remain. Re-Entry to the series will not be admitted.

An opt-out must be submitted in writing to the director or competition.

2.2.2.4 Substitute Drivers

Substitute drivers are not permitted.

2.2.3 Competition License

The series participants will be awarded a "Pro" license. **All series participants must be above Class A / 1.00 by the admission date of 08 September 2021, 23:59 UTC to be automatically upgraded to a Pro license and must maintain this license to compete.** Should drivers drop below license level Pro / 1.00, they will drop to a regular Class A license and must regain safety rating to restore the Pro license.

2.2.4 Series Hosting

All championship races are being held in the iRacing league system. Invites to all drivers will be sent out prior to the season. It is the driver's responsibility to accept these invites and familiarize themselves with the iRacing league system.

2.2.4.1 Drop Round

One drop round will be available for all drivers. The lowest scoring points results from all series results will be dropped automatically so that the highest 5 out of 6 scoring results are taken to determine the final series standings.

2.2.5 Drivers Briefing

Prior to every round a drivers briefing will be sent out to the drivers via email. It contains vital information such as session and event details, weather forecast, or connection details for audio / video services and therefor must be read and understood by every driver.

2.2.6 Starting Numbers

All drivers may select a starting number of their choosing.

The starting number must be entered in the driver sign-up form (see Art. 4). Should a number not be available, the nearest free higher number will be assigned in order of incoming mail.

2.2.7 Gaining entry to the Supercup

Gaining an entry to the Porsche TAG Heuer Esports Supercup can be done in two ways:

By competing successfully in the Porsche TAG Heuer Esports Supercup Contender series or by maintaining the license from the Porsche TAG Heuer Esports Supercup 2021.

- The 15 highest points-scoring drivers after results finalization from the Porsche TAG Heuer Esports Supercup Contender Series will be admitted entry to the series.
- The 20 highest points-scoring drivers after results finalization from the Porsche TAG Heuer Esports Supercup 2021 will be admitted entry to the series.

Please consider the regulatory steps required to gain admission (as described in Art. 2.2.2)

2.3 Season Schedule

The series features 6 events, starting on 25 September 2021 and finishing on 30 October 2021. This table shows the date, location, and duration (sprint / main) for each race. The in-game date is listed in cursive below the date and may differ from the actual race date. All races are held on Saturdays.

Event	Date	Location
Round 1	25 September 2021 <i>In-game Date: 25 September 2021</i>	Hockenheimring Baden-Württemberg - Grand Prix (9 Laps / 18 Laps)
Round 2	02 October 2021 <i>In-game Date: 02 October 2021</i>	Circuit de Barcelona Catalunya - Grand Prix (9 Laps / 18 Laps)
Round 3	09 October 2021 <i>In-game Date: 09 October 2021</i>	Red Bull Ring - Grand Prix (10 Laps / 20 Laps)

Round 4	16 October 2021 <i>In-game Date: 16 October 2021</i>	Road Atlanta - Full Course (9 Laps / 18 laps)
Round 5	23 October 2021 <i>In-game Date: 23 October 2021</i>	Long Beach Street Circuit (13 Laps / 26 Laps)
Round 6	30 October 2021 <i>In-game Date: 30 October 2021</i>	Nürburgring Grand-Prix-Strecke - BES/WEC (7 Laps / 14 Laps)

2.3.1 Session Settings

2.3.1.1 Weather Parameters

The weather is based on a weather forecast and will be using dynamic skies / ongoing weather progression. The weather forecast will be shared with the drivers in the drivers briefing prior to every event. The sun acceleration multiplier is set to 1x.

2.3.1.2 Time Parameters

In-Game session start time for the free practice session will be set at 11:45 in-game. Each session afterwards follows accordingly in real-time progression with the next session rounded up to the nearest 5-minutes in-game time.

2.3.1.3 Track Parameters

The track state will be set to generate for the start of the free practice session and carries over from each session. Marbles will be cleared between each session.

2.4 Event Format

An event will consist of (in order) 1 free practice, 1 qualifying, 1 sprint race, 1 warm-up and 1 main race. They will all be held in a single session, starting with the free practice, and ending with the main race. A standing start will be used for all race sessions.

2.4.1 Free Practice

The free practice session is an open session set at a duration of 18 minutes. It allows drivers to enter the event and gain familiarity with the track conditions.

2.4.2 Qualifying

The qualifying session will be utilizing the lone-qualifying format. The duration is set at a maximum of 3 laps in a duration of 12 minutes. Drivers are required to set valid lap times in order to be scored. They may enter or leave the track at any time during the qualifying session. The qualifying scrutiny will be set to strict.

2.4.3 Sprint Race

The sprint race will start in order of the qualifying finish with the quickest driver on pole-position and the slowest driver furthest down the order. Drivers having not scored a time will be filling the grid at the back in order of their iRating.

The sprint race will last approx. 40km depending on the track. The duration will be set to a whole number of laps. Points will be awarded in finishing order (after penalties).

2.4.4 Warmup

Between the sprint- and the main race, a 10-minute open warmup session will take place to allow drivers to accommodate for different conditions during the main race and allow them a chance to leave / re-enter the session should any problems occur.

2.4.5 Main Race

The main race starting grid will be made up of the Top 8 drivers in finishing order from the sprint race inverted. This leads to the 8th placed finisher from the sprint race taking pole position in the main race, the 7th placed finisher taking 2nd, etc. The winner of the sprint race will start on 8th place accordingly. All positions from 9th will be resumed, so that the 9th

positioned finisher from the sprint race will also start the main race in 9th position, etc. Drivers not having finished the sprint race are allowed to start the main race at the back of the field in order.

The main race will last approx. 80km depending on the track. The duration will be set to a whole number of laps. Points will be awarded in finishing order (after penalties).

2.5 Event Timetable

The following table shows the rundown for series race days. All races are held on Saturdays.

The event timetable remains for the entire season.

The session launch time (and thus start of Free Practice) is fixed at 18:45:00. The following session start, and end times may vary slightly depending on the track. The sprint race finishes approx. at 19:32:15 and the main race finishes approx. at 20:15:00 UTC. The races may be followed up by post-race interviews, which conclude the race weekend at approx. 20:30:00 UTC.

Start	End	Session
18:45:00	19:03:00	Free Practice (18 Minutes)
19:03:00	19:15:15	Qualifying (3 Laps, 12 Minutes)
19:17:15	19:32:15	Sprint Race (15 Minutes)
19:34:45	19:44:45	Warmup (10 Minutes)
19:45:00	20:15:00	Main Race (30 Minutes)
20:15:00	20:30:00	Post-Race Interviews (15 Minutes)
20:30:00		End of Event

2.6 Points System

Points are available in the qualifying session, sprint race, and main race. They will be awarded after penalties. The maximum points a driver can score is 85 points. The minimum points a

driver can achieve is 0 points. There are no negative points (<0) in the race or season standings.

2.6.1 Qualifying

Points will be awarded to the five highest finishing drivers from the qualifying session (after the results have been finalized) in the following distribution:

Pos.	1st	2nd	3rd	4th	5th
Pts.	10	8	6	4	2

2.6.2 Sprint Race

Points will be awarded to the 20 highest finishing drivers in the sprint race (after the results have been finalized) in the following distribution:

Pos.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Pts.	25	22	20	18	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

Pos.	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35
Pts.	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

2.6.3 Main Race

Points will be awarded to the 25 highest finishing drivers in the main race (after the results have been finalized) in the following distribution:

Pos.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Pts.	50	45	40	37	34	31	28	26	24	22	20	18	16	14	12	10	9	8	7	6

Pos.	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35
Pts.	5	4	3	2	1	-	-	-	-	-	-	-	-	-	-

2.7 Driver Media Regulations

Races and media activities during the season will be enhanced by featuring drivers from a more personal point of view through video streams and audio feeds.

All drivers must ensure a stable connection throughout the entire event for especially their in-game connection as well as the audio feed / video stream connection. The audio feed / video stream may not at any time impair the in-game connection performance. Drivers who suffer from connection issues or are already aware of any issues before the respective events must reach out to the director of competition to resolve said issues immediately. Unavailability of the audio feed / video stream or any kind of connection issues in either the in-game or the audio feed / video stream connection may lead to a penalty up to the disqualification from the event or series. Drivers must ensure availability for interviews by the official broadcast crew, commentators, directors, or other series personnel.

Drivers may request to stream their own point-of-view after confirmation by the broadcast director. They must make sure that the official broadcast requirements are met first. Official series broadcast elements and regulations take priority in any case.

Requests must be made in writing to the broadcast director.

In any case of a point-of-view stream the streamer must provide a report of viewership and detailed statistics of their broadcast.

Details on how to join the video call and audio feed will be shared with the drivers prior to each race in the drivers briefing.

2.7.1 Video Regulations

All drivers are required to be connected to a specified video streaming conference call (e.g. "Zoom"). Drivers are mandated to join at 17:00 for a connection test each round. They must be available for the entire event from 18:00 until 21:00 or until the show has finished and no more media enquiries are made. While no regulations are in place for the specific video hardware used, drivers must be utilizing either their PC, a mobile device or other streaming device / camera setup of their choosing offering at least HD quality.

During all sessions, starting with the free practice and leading up to the finish of the main race, at least the drivers face, hands and steering wheel must be clearly visible in one scene (not cropped, edited, or cut together from multiple sources). Should a driver be using a virtual reality headset, then they must contact the series administration ahead of their first event.

All participants will be muted in the video streaming call and may receive a request to unmute their microphone for interviews. You should always be prepared for an interview if you are in the top 3 of qualifying, sprint or main race. Please frame your video nicely, in landscape and make sure you are clearly visible.

2.7.2 Audio Regulations

All drivers are required to be connected to an audio feed in a specified voice-over-IP software (e.g. "Teamspeak"). Drivers are mandated to join at 17:00 for a connection test each round. They must be available for the entire event from 18:00 until 21:00 or until the show has finished and no more media enquiries are made. While no regulations are in place for the audio hardware used, drivers must ensure the audio is at least HD quality.

2.8 General Streaming Regulations

Any kind of broadcasts other than officially sanctioned or hosted by the series or their respective broadcast partner must be **explicitly allowed in written form by the series administration and otherwise are not permitted.**

Requests must be made in writing to the broadcast director.

In any case of a broadcast / stream the streamer must provide a report of viewership and detailed statistics of their broadcast.

2.9 Team Regulations

The importance of teams, especially on a professional level, is recognized as drivers collaborate in preparation for each race event and produce a more exciting and competitive show. No assignments from teams to drivers or vice versa will be made.

For the Porsche TAG Heuer Esports Supercup, Qualifying and Contender Series, teams will be limited to a set of **up to four cars**. A team is defined by name, insignia, or primary sponsorship. Only a single team may carry this name, insignia or primary sponsorship or any close relation to these elements. It is up to the series administration to define on a case-by-case basis if sufficient distinction between teams is made. Should the cars of a single team may carry similar or identical base liveries, each car must feature identifying characteristics (e.g. colored and mirrors) to differentiate it from other cars in the same team carrying the same base livery. Sponsors looking to be involved with more than four cars may contact iRacing and/or Porsche to discuss further series sponsorship options.

2.10 Officiating Process

The details of the full officiating process are still being determined. Full information will be published at as soon as possible.

2.10.1 Incident Limit

The incident limit for all races will be set at 17 incidents. Upon reaching or when surpassing 17 incidents, the driver in question will receive a drive-through penalty.

Upon reaching or when surpassing 25 incidents, the driver in question will be disqualified.

2.11 Livery Regulations

All drivers are encouraged to use custom liveries representing their teams, sponsors, and partners in compliance with the iRacing rules. The base vehicle template is available for download through the iRacing Paint Shop.

For this series specifically, mandatory livery additions are made. They are provided as separate files or layers and may include different options (e.g. light / dark) to ensure readability of all features. These files or layers may not be altered in any way (size, position, coloring, etc.) and must remain on the top layer of the livery. All mandatory features are closer described in Art. 4.2.

Driver helmets and / or suits may be painted to drivers liking in compliance with the iRacing Rules. All liveries are subject to iRacing's approval and can be rejected for any reason.

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 related branding must be coordinated and explicitly allowed by iRacing and/or Porsche directly and is otherwise forbidden.

The driver - respectively the team - submitting a livery must reserve all rights.

2.11.1 Livery Submission

Liveries, suit, and helmet designs must be submitted via E-Mail as an archive file (e.g. ".zip") to the broadcast director by Sunday, 12 September 2021, 23:59 UTC. In case there are changes after this point, the continuous deadline for the season is set to Sunday before each race, 23:59 UTC. For example, the deadline for the season opener is set to Sunday, 19 September 2022, 23:59 UTC.

3 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.

You have agreed to the following agreements, which comprise the iRacing Rules, by being an iRacing member and by participating in this series.

- 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 the director of competition 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, Porsche or any series Partner or Sponsor are ineligible to participate.

3.1 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) indemnities, 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).

3.2 Series Age Restriction

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 parental consent and release form (https://d3bxz2vegbjddt.cloudfront.net/members/pdfs/iRacing_Parental_Consent_and_Release_v2018_12_19.pdf) and return it to the director of competition.

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.

4 Appendixes

4.1 Driver Sign-Up Form

<input type="checkbox"/> Contender Series <small>Please only check if you wish to sign up for the Porsche TAG Heuer Esports Supercup Contender Series after you have either qualified through the Qualifying Series or qualify for participation from the previous year's Supercup.</small>	<input type="checkbox"/> Supercup <small>Please only check if you wish to sign up for the Porsche TAG Heuer Esports Supercup after you have either qualified through the Contender Series or are an existing Supercup license holder.</small>
Returning from previous years Supercup	Existing Supercup license holder

iRacing User ID	Date of Birth (DD.MM.YYYY)
Last Name	First Name
Address 1	Address 2
ZIP Code	City / State
Country	Nationality
E-Mail Address	Discord User ID

Preferred Car Number <small>Selectable Numbers: 2-99, see Art. 2.2.6 / 3.2.6</small>	
Team	
Achievements	

I hereby confirm I have read and understood the series regulations and confirm my participation.

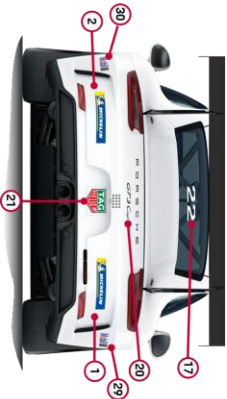
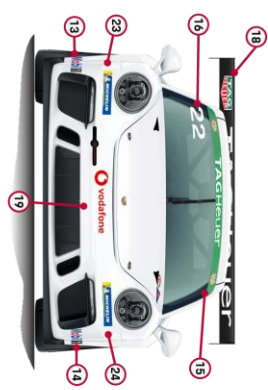
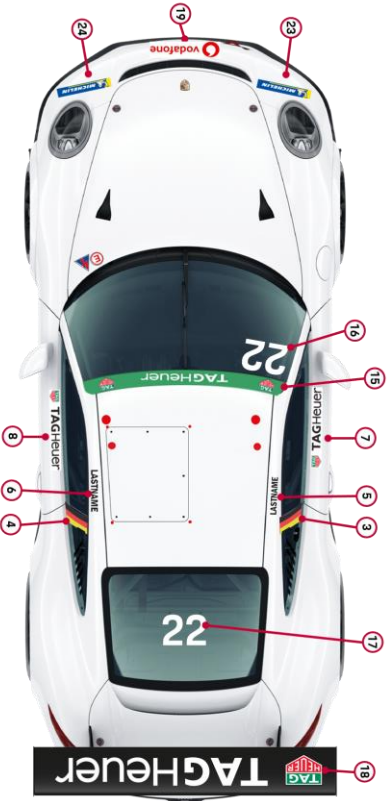
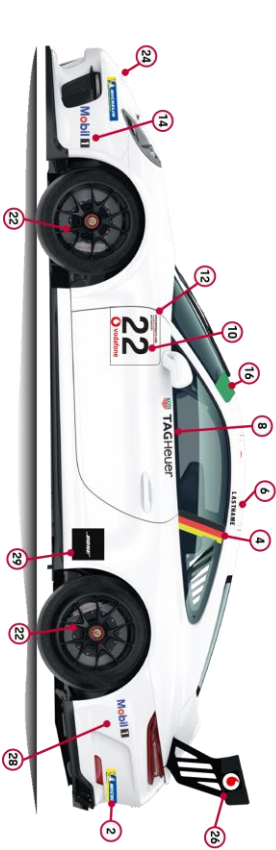
Date (DD.MM.YYYY) / Full Name

4.2 Livery Visualization



Porsche TAG Heuer Esports Supercup Contender Series Porsche TAG Heuer Esports Supercup

Livery Guidelines
Version 0.96, July 07, 2021



Number	Details	Area / Description	Permissions Info
1/2	Vehicle	Head bumper, left / right of manufacturer area	Fixed decal layer
3/4	Country flag	Next to driver / passenger window	Auto-created by racing profile
5/8	Driver name	Above driver / passenger door	Editable text layer
7/8	TAG Heuer	Below driver / passenger window	Fixed decal layer
9/10	Starting Number	Door below wing mirrors	Selectable via livery vehicle
11/12	Numberplate	Door below wing mirrors	Fixed decal layer
13/14	Mobil 1	Front bumper left / right corners	Fixed decal layer
15	TAG Heuer	Front undercross to bumper	Fixed decal layer
16	Starting Number	Front window left-top corner	Selectable via livery vehicle
17	Starting Number	Rear window centered	Selectable via livery vehicle
18	TAG Heuer	Top side rear wing (full area)	Fixed decal layer
19	Vodafone	Front fender center below hood vent	Fixed decal layer
20	GTS Cup	Rear fender centered below PRODRIVE livery	Fixed decal layer
21	TAG Heuer	Rear fender centered numberplate area	Fixed decal layer
22	Team	Items on all four wheels	Selectable via livery vehicle
23/24	Wheels	Front fender below left / right headlights	Fixed decal layer
25/26	Vodafone	Rear wing left / right sideplates (full area)	Fixed decal layer
27/28	Mobil 1	Rear fender left / right center wheels	Fixed decal layer
29/30	Rear	On box side panel below rear wheel	Fixed decal layer