



GENERAL SPORTING REGULATIONS

2021

E-BaTCC Sim Racing Championship

October 2020

1. General Conditions

1.1. The championship is organized and coordinated by MB „World Sim Series” and the Baltic Touring Car Championship(SIA Venta Event).

1.2. The official website of the championship:

- <https://worldsimseries.com/>
- <http://batcc.eu/>

1.3. The links of the official championship’s media representatives and social media accounts:

- Facebook: <https://www.facebook.com/baltictouring/> and <https://www.facebook.com/WorldSimSeries/>
- Instagram: <https://www.instagram.com/baltictouringcars/> and <https://www.instagram.com/worldsimseries/>

1.4. The cars for the series are:

BMW 325 CUP E90 BaTCC

2. E-BaTCC CHAMPIONSHIP ROUNDS

Round 1, Kaunas Grand Prix, Nemuno Ziedas Fast Lap, 15.11.2020

Round 2, Finland Grand Prix, Ahvenisto 22.11.2020

Round 3, Parnu Summer Race, Audruring, 29.11.2020

Round 4, Motul Grand Prix, Bikernieki Ring of Speed, 06.12.2020

3. REGISTRATION

3.1. The championship requires its participants to be no younger than 12 years old at the time of registration. Violation of this rule will result in disqualification.

3.2. Participation of all the rounds of the championship is only allowed to the individuals who are confirmed to be familiar with the championship’s regulations.

3.3. Registration is only allowed on the official championship’s platform worldsimseries.com.

3.4 The registration fee for every round is set to be 10 EUR. The fee must be paid using the worldsimseries.com system. The fee is set to be one time payment with 60 minutes track time in the Pre Q to set the fastest laps.

3.4.1 Every participant has a chance to improve his Pre Q time by registering for the event again and paying the same fee.

3.5. Drivers real name and surname must be used in the registration form. Nicknames are not allowed. Violation of this rule will result in disqualification.

3.6. By registering to the championship, the participants agree that their personal data is permitted to be shared with the sponsors and partners of the championship, who may use it for the purposes of public relations and marketing.

3.7. The participants who have failed to provide all the required information, or have provided false information, may be disqualified by the decision of the organizer.

4. PRE QUALIFYING

4.1. Pre Qualifying stage will be run Online via worldsimseries.com platform before each of the championship rounds. Help and guidelines on using the platform: <https://worldsimseries.com/faq>

4.2. During the qualifying stage the participants need to use their personal simulation equipment and Assetto Corsa software or dedicated simulators in rental shops.

4.3. The price for a single PRE-Q run is set to be 10 EUR that includes also a race event.

- 4.4. The Pre Q round for Round 1 starts on October 26th.
- 4.4.1 Pre Q round for the next round starts right after the last round, and ends on Saturday at 20:00.
- 4.4.2 Racers after Pre Q ends are invited to join the race server on Sunday. Racers must join the server until the official Free Practice starts.
- 4.5. The official Pre Q result is the average time of 3 (three) fastest, consecutive laps. The result is only considered official if the three laps are completed in a correct manner, without exceeding the track limits or cutting its corners. As soon as the track limits are exceeded in any way, the result is cancelled, and the driver must start again from lap 1.
- 4.6. The Pre Qualifying will determine the 96 best drivers that will take part in the respective round of the series.
- 4.7. The overall Top 24 drivers of Pre Qualifying will be moved to Division 1(Elite division) for the Round 1. Drivers taking places from 25 to 48 during pre Qualifying will be moved to Division 2, 49 to 72 to Division 3, 73-96 to Division 4.
- 4.8. The car setups are fixed during the Pre Qualifying.
- 4.9. If a driver who has qualified in Top 24 has no intention to participate in a round, the next driver from PRE-Q results will be promoted to higher division. The same applies to other divisions as well.

5. Race Events Regulations

- 5.1. Official Practice session in the event is set to be 10 minutes long.
- 5.2. The duration of the Qualifying session for the race is set to be 15 minutes.
- 5.2.1. The starting grid for Race 1 is determined by the results of the Qualifying session.
- 5.2.2. The starting grid for Race 2 is determined by the results of Race 1. TOP10 positions are reversed. Example Race 1 Position 10 will start Race 2 from 1st position.
- 5.3. The championship's event race duration is set to be 20 minutes.
- 5.3.1 The break between Race 1 and Race 2 sessions is set to be thirty (30 minutes).
- 5.3.2 The break between the end of the Qualifying and Race 1 is set to be 5 min.
- 5.4. Special conditions for the Race:
- 5.4.1. Standing start procedure.
- 5.4.2. Tyre wear for the race is set to be 200%.
- 5.4.3. Fuel consumption for the race is set to be 200%.
- 5.4.4. Tyre Blankets are disabled.
- 5.4.5. The setup of the cars is free for the race events.
- 5.4.6. The usage of the Electronic aids if the car has any, is allowed.
- 5.4.7. The track grip levels are set to be 97-98% for the start of each session of the race.
- 5.4.8. In case of a „False start”, the software will teleport you to pitlane with time penalty.
- 5.4.9. Car damage is set to be 100%.
- 5.5. All racers can use their custom made livery (skin) in the race events.
- 5.5.1. Mandatory stickers on the car with sponsor logos will be added to the template. Templates for liveries can be found [HERE](#).
- 5.5.2. The livery must be in ZIP format and not exceed the 8 mb size limit.
- 5.6. The organizers hold the rights to add special guests and wild cards to Division 1 races.
- 5.7. In the occurrence of the accident on the track, the participant will have a right to fill in the protest form appealing and naming the opponent's maneuver by providing video footage to the organizers from the perspective of each car involved in the accident. The protest forms will be allowed to fill in only after the race.
- 5.8. The racing incident protests will be reviewed by the judges after each race. Time

penalties will be imposed after the confirmation of the participant's fault of the racing incident. The penalty could result as a warning or Five, Ten or Twenty seconds penalty time could be added to the final result.

The penalty size will depend on the damage caused to the appellant during the racing incident and its impact overall to the race.

5.9. Every Division 1 event is streamed on the WEB and TV.

5.10. Every driver is responsible for a stable Internet connection on his side. Drivers with ping higher than 150 ms or unstable, stuttering connections may be kicked out of the server.

5.11. Respect all drivers in the qualification session. Let other drivers through on their flying laps if you are not in one yourself.

5.12. Maximum incident points per race for 1 driver are 15.

5.13. Incident points are calculated depending on crash impact speed ranging 1-4 for single contact.

6. Overall classification, points and prize.

6.1 The point system is set to be:

Division 1

Position	1	2	3	4	5	6	7	8	9	10	11-20
Points	25	18	15	12	10	8	6	4	2	1	0

Division 2

Position	1	2	3	4	5	6	7	8	9	10-20
Points	20	13	10	7	5	4	3	2	1	0

Division 3

Position	1	2	3	4	5	6	7	8	9	10-20
Points	15	10	8	7	5	4	3	2	1	0

Division 4

Position	1	2	3	4	5	6	7	8	9	10-20
Points	10	9	8	7	5	4	3	2	1	0

6.1.1. DNS = 0 points.

6.2. Every race counts in the overall classification.

6.3. Points accumulated in all divisions count towards overall classification of the drivers.

Only drivers who have raced in Division 1 in no less than two events are eligible to win the price.

6.3.1. The official overall classification will be published after each E-BaTCC event in the official web page of <https://worldsimseries.com/>. Results published in the official web page are the only valid results subject to any amendments which may be made under these Regulations.

6.3.2. The driver classification of the Round's overall standings are determined by the Race 1 and Race 2 results points according to the 6.1. table. The driver with most points from both Races is the winner. Each race of each event counts in overall standings.

6.4. The winner of the overall standings will be the E-BaTCC Drivers champion 2021 and the winner of the main prize. Only drivers who have raced in Division 1 in no less than two events are eligible to win the price.

6.4.1 If two or more participants finish the season with the same number of points, the higher place in the Championship standings shall be awarded to:

- a) Participant who gets the greatest number of the highest places in the rounds;
- b) If the above procedures fail to produce a result, the higher place in the overall standings will be the holder of the highest overall place in the round with the highest number of registered participants of the certain category;
- c) If all the above fail to produce a result, the higher place in the overall standings will be the holder of the higher place in the last actually held round;

6.5. The Top 3 drivers of the overall classification will get the trophies during the BaTCC DeWALT Grand Prix 2021 event.

6.6. The main prize for E-BaTCC Drivers champion(overall winner) is set to be a fully paid tests (3 x 15 min sessions) in a BMW 325 CUP car in Parnu Audruring race track. Tests will take place during June, July or August 2021. Specific date and time will be announced at least one month before.

6.6.1. **The winner of EACH Division 1 round will get a fully paid 15 min session in the same tests.**

6.6.2. One participant can't get a prize for winning a round multiple times. There should be a different participant winning the fully paid tests in each round: Example: If Driver A wins Round 1 and then Round 2. The fully paid test prize in Round 2 goes to the Driver B who was second in Round 2. Driver A and Driver B are no longer eligible to get the prize for winning the Round. Driver A gets full points for the Round

6.6.3 If the same driver is the winner of one of the rounds and also in the overall standings, the driver gets 4 x 15(3x15 min for overall victory and 1x15 min for round win) min test sessions in the tests.

6.6.4 The prize includes:

Rent of a race ready BMW 325 CUP car for the test session;

A mechanic for the tests;

6.6.5 The prize does not include:

Drivers full racing equipment according to the series regulations;

Driver's transportation to the track;

Health insurance for the driver;

Full insurance of the race car;

6.6.6 Racing license is not mandatory in the tests.

7. Racing rules

7.1 General Rules

7.1.1 Visual, audio game patches and plug-ins are allowed as long as they do not affect the functions of the simulation and create an unfair advantage or affect other drivers. Cheating will result in permanent ban.

7.2. Passing

7.2.1. The passing driver is responsible for making a safe pass at a safe time. It is the responsibility of both drivers to make sure that a safe pass is made. Failure to do so may result in a penalty.

7.2.2. Entering a turn, the passing driver must at least get their front wheels even with the rear wheels of the car they are passing before the point of turn-in, to have earned the right to a racing lane. At this point the driver being passed is responsible to leave a lane open.

7.2.3. Bump-passing is not allowed and may be subject to penalty unless the offending driver gives back the pass, even if it occurred accidentally. Bump-passing is defined as the passing driver nudging the car ahead to make it unstable, then passing it while the passed driver is recovering control.

7.2.4. Blocking is not allowed for any reason. Blocking is defined as altering the race line more than once in reaction to another driver in an attempt to prevent a pass. Blocking will be penalized.

7.3. Defending

7.3.1. The one-move rule. When one driver is completely ahead of another on a straight, they are allowed to make only one move in one direction. This move can be of any size, within the track limits, and the move can be made as slowly or as quickly as the driver likes.

More than one change of direction on a straight is called weaving and is NOT permitted.

7.3.2 Racing alongside another car. If two cars have any parts alongside one another, each driver must respect the space occupied by the other car. It does not matter who is ahead, not how far they are ahead, they may not initiate a move into the other car. Both drivers have the right to continue driving in a straight line unimpeded.

7.3.3. Entering the braking zone. On a straight, a defending driver has the right to suddenly change direction, even using the entire track width if they are fully ahead of the attacking driver. Sudden changes of direction just before or within the braking zone are not permitted

7.3.4. Brake testing is not permitted. Brake-testing (i.e., braking hard earlier than normal to cause the driver behind to take evasive action or crash) is also highly dangerous and frowned upon, but not explicitly mentioned in the FIA sporting regulations.

7.4 Incidents

7.4.1 The driver, who based on the judge's opinion is the responsible for the incident in which the contact was determined with another participant's car, thereby damaging him or winning a position, will be warned or penalized.

7.4.2 Conscious contact. Intentional conscious contact with another car will be penalized

7.4.3. Recovery

If a driver spins while on track, they should immediately lock their brakes until completely stopped, (even if still on the track), and hold brakes on until they can assess the situation (waiting for a clear track to resume). When a driver doesn't lock his brakes, the car is prone to spin or roll in a far more unpredictable fashion and cause a further incident. A driver involved in an incident while spinning on track and not locking their brakes completely will be held responsible for that incident.

Drivers who are off-track and cars which have spun on the track itself must resume the race in a safe manner. This may mean driving forwards and/or reversing to a safe area to first get turned in the direction of travel, then merging safely into the flow of traffic away from the racing line.

If for any reason a car becomes permanently disabled, either in pitlane, on track, or in a run-off area, the driver should get back to pits manually. A parked car will cause a yellow flag in that area for the remainder of the race.

7.5. Flag Rules

7.5.1. Drivers that are being lapped must help the passing driver make a complete and safe pass within 4 corners maximum.

7.5.2 If a blue flagged driver is able to pull away from the blue flag condition, they may continue. However, if the blue flag condition occurs again, they must give way within 4 corners.

7.5.3. Drivers being lapped must maintain their current and predictable racing line. Any incidents that occur due to unexpectedly changing their line will be penalized.

7.5.4. Drivers are not allowed to create yellow flags zones by staying stationary on track, or by creating a dangerous environment for other drivers.

7.5.6. Drivers are to be careful under local yellow flag. Be prepared for slow, damaged or not moving car(s) on track.

7.6. Headlight and horn usage. Drivers are allowed to flash their headlights – but it must be appropriate. Flashing is not required, and should not be overused.

7.7. Pit stop

Drivers cannot cross the white line entering the pits.

Minimum fuel add is 1 liter.

Drivers cannot cross the white line exiting the pits.

7.8. Track usage

Drivers must keep a minimum of 2 wheels inside the solid white lines on the race track at all times. Tracks will determine track cuts.

Drivers are allowed to go off more than 2 wheels to avoid an accident or to avoid another car. Drivers are not allowed to go off improving their lap time.

If drivers cut the track or go 4 wheels off, they will need to slow down and give back the time gained or make a penalty which should occur on the top of the screen. If the penalty will not be done until the end of the lap driver will be disqualified.

7.9. Chat

Drivers are allowed to use in-car text chat during Practice, Warm-up, post-Qualifying, and post-Race.

Trash talking and berating other drivers for any reason will not be tolerated and may lead to penalty.

7.10. Driver responsibility

Drivers are responsible for following all rules as specified in this document.

Cheating in any form will not be tolerated in any way. Failure to report a bug/glitch/game issue that gives you an unfair advantage can result in ban

8. Commitments of the organizers:

8.1. To fully accommodate the registered championship contestants in the previously described championship-running venues in the timely manner.

9. Commitments of contestants.

9.1. The contestant taking part in Pre Qualifying or any race event must:

9.2. Strictly adhere to all the verbal and written instructions from the organizers and event coordinators. Participants who refuse to follow the agreed rules will be asked to leave the venue of the event.

9.3. By registering to the championship, the participants agree that all photographic and video media captured during the event, including material featuring the participants, could be used for the purposes of the championship publicity without any further permission from the participant.

9.4. The winner of the championship and each round must sign the document that confirms the act of collection of the prize.