

# VIRTUAL COMPETITION ORGANISATION (VCO) TERMS & REGULATIONS

## NAME OF SERIES: VCO ProSIM SERIES

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### Content

1.	ORGANISATION	2
2.	SERIES STIPULATIONS	2
3.	ENTRIES	2
4.	EVENTS	4
5.	RACE	5
6.	PENALTIES	7
7.	CLASSIFICATION	8
8.	REWARDS	9
9.	GENERAL REGULATIONS	10
10.	DRIVING STANDARDS	11
11.	RIGHTS	12
12.	EXCLUSION OF LEGAL ACTION AND LIMITATION OF LIABILITY	12



# I. SPORTING REGULATIONS

## 1. ORGANISATION

### 1.1 Details of competitions

Virtual Competition Organisation (VCO) GmbH, hereinafter referred to as the organizing party for the series, is staging the VCO ProSIM SERIES 2020/2021. Three separate competitions will take place:

VCO ProSIM SERIES PRO CHAMPIONSHIP  
VCO ProSIM SERIES ESPORTS RACER CHAMPIONSHIP  
VCO ProSIM SERIES FUN CUP

### 1.2 Series Staff

Events will be administered/marshaled by several permanent VCO Marshals. Names will be listed in event emails.

### 1.3 Software needed

- iRacing Simulation
- VCO Esports Paddock Discord Server ([www.v-c-o.info/Discord](http://www.v-c-o.info/Discord))
- Zoom Call Server

By joining a VCO ProSIM SERIES session on iRacing each driver accepts the underlying VCO Terms & Regulations set out below in this document.

## 2. SERIES STIPULATIONS

### 2.1 Official Language

The official series language is English. Only the English regulations text is binding.

### 2.2 Responsibility

The participants take part in the event at their own risk. They shall be fully liable under civil and criminal law for all damage caused by them, unless exclusion of liability is agreed as stated in this document.

### 2.3 Changes to Regulations

Only VCO may make changes to these Terms & Regulations.

### 2.4 Cancellation of Event

VCO reserves the right to cancel an event or individual competitions or to postpone an event. Claims for damages or performance are excluded in this case.

### 2.5 Code of Conduct

The VCO Code of Conduct as published at <https://vco-esports.com/results-center/> complements the Terms&Regulations.

## 3. ENTRIES

### 3.1 Participants / Drivers / Racers

44 real-world pro drivers (hereafter PD) and 44 Esports racers (hereafter ER) will take part in the VCO ProSIM SERIES: They enter the series either after being invited by the organizer or by successfully taking part in an open online qualification held on the 29<sup>th</sup> and the 30<sup>th</sup> of October 2020.

The distinction between the categories PD and ER is fully at the discretion of VCO. In general, a PD needs to have completed races in relevant national or international real-world racing series. PD eligibility is decided at VCO's discretion.

VCO may refuse to accept an entry without giving a reason and is entitled to exclude every driver from an individual event or the complete series without giving a reason.

It is mandatory for each driver to join the VCO Esports Paddock Discord Server ([www.v-c-o.info/Discord](http://www.v-c-o.info/Discord)).

It is mandatory that the driver stated on the entry list of the respective VCO ProSIM SERIES event uses the iRacing account in his own name to compete in the event. Should a different driver use the account of the driver shown on the entry list to compete in the event, there will be immediate exclusion from the event and the VCO ProSIM SERIES of both the entered driver and the driver actually using the account.

It is mandatory to compete in the FUN RACE according to the schedule under 4.3. PD have two "Jokers", meaning that they may miss two FUN RACES over the course of the season. Should a PD miss more than three FUN RACES, 15 points will be deducted from his CHAMPIONSHIP POINTS points standings per FUN RACE missed.

### 3.2 Teams

A team consists of one PD and one ER as specified in the VCO ProSIM SERIES Entry List (<https://vco-esports.com/results-center>). Teams competing in the CHAMPIONSHIP RACE with only one driver will be disqualified.

Either the PD or the ER will compete in the VCO ProSIM SERIES FUN RACE race prior to each CHAMPIONSHIP RACE. Please see 4.3 for the detailed allocation.

### 3.3 Car / Vehicle Numbers

The car numbers will be allocated to each driver (FUN RACE) and team (CHAMPIONSHIP RACE) by VCO.

### 3.4 Incapability

Should a driver not be able to participate at one of the eight events of the VCO ProSIM SERIES, she or he needs to notify the organizer at the latest 72 hours prior to the event by posting a message in the #availabilities channel in the VCO ProSIM SERIES category on the VCO Esports Paddock Discord Server ([www.v-c-o.info/Discord](http://www.v-c-o.info/Discord)).

### 3.5 Substitution

Should a driver not be available to take part in a VCO ProSIM SERIES event, she or he will be substituted at VCO's sole discretion. It is mandatory that at least one driver from the original full-season entry lists drives in each event. The iRating of the substituting driver is irrelevant and could be higher or lower than the one from the driver she or he is substituting.

The decision and approval of substitutions solely lies at the discretion of VCO. Approval can be denied without explanation.

### 3.6 Draft

In the VCO ProSIM SERIES DRAFT (held from 3 to 6 November 2020), the real-world pro drivers were matched with Esports racers to form teams of two (1 PD/1 ER). The basis for this draft was two separate entry lists, sorted by participants' iRating scores. The iRating is the performance and reliability-based driver score determined by the iRacing simulation service. The highest ranked PD had the first pick followed by the pick of the highest-ranked driver in the list of ERs. This process was repeated until all 44 teams were formed.

### 3.7 Race-by-Race Participation

At each event, additional drivers with their cars to the 44 teams registered for the full season will be allowed to participate on the basis of wild cards. The maximum number of cars permitted for an event is limited to 54. The organizer must have received all necessary details from the wild card drivers at the latest 72 hours prior to the event via email to [info@vco-esports.com](mailto:info@vco-esports.com).

### 3.8 Cancellation

VCO reserves the right to cancel the VCO ProSIM SERIES if the number of confirmed teams does not reach 25.



## 4. EVENTS

### 4.1 Series Calendar\*

18 November 2020	<b>VCO ProSIM SERIES 1</b>		
25 November 2020	<b>VCO ProSIM SERIES 2</b>		
16 December 2020	<b>VCO ProSIM SERIES 3</b>	20 mins	Tracks to be announced at 18:00 CET of each event day
02 January 2021	<b>VCO ProSIM SERIES 4</b>	Fun Race	
20 January 2021	<b>VCO ProSIM SERIES 5</b>		
10 February 2021	<b>VCO ProSIM SERIES 6</b>	40 mins	
03 March 2021	<b>VCO ProSIM SERIES 7</b>	Championship Race	
31 March 2021	<b>VCO ProSIM SERIES 8</b>		

\*subject to change

### 4.2 Tracks

The tracks used for the CHAMPIONSHIP RACE will be voted by the VCO fan community during each event week from Tuesday (10:00 CET) to Wednesday (17:45 CET). The results of the vote will be announced at 18:00 CET of each event day in the #series-announcements Discord channel. The track used for the FUN RACE at each round of the VCO ProSIM SERIES will be announced at 18:00 CET of each event day in the #series-announcements Discord channel. This will change for each of the eight events.

### 4.3 Schedule (all times CET)

Free Practice Championship Race:	18:30 to 19:15
Free Practice Fun Race:	19:15 to 19:30
Briefing:	19:30 to 19:40
Start of live broadcast:	20:00
Qualifying Fun Race:	20:05 to 20:15
Fun Race:	20:20 to 20:40
Qualifying Championship Race:	20:45 to 21:00
Championship Race:	21:10 to 21:50
Post-Race Interviews & Analysis:	21:50 to 22:05
Post-Race Interviews & Analysis:	21:45 to 22:00

### 4.4 Event rundown

The categories of FUN RACE drivers as well as the qualifying drivers, first-stint drivers and second-stint drivers for the CHAMPIONSHIP RACES are determined by this schedule:

Date	Event	Fun Race	Qualification	First stint	Second stint
18 November 2020	VCO ProSIM SERIES 1	ER	PD	ER	PD
25 November 2020	VCO ProSIM SERIES 2	PD	ER	ER	PD
16 December 2020	VCO ProSIM SERIES 3	ER	PD	PD	ER
02 January 2021	VCO ProSIM SERIES 4	PD	ER	ER	PD
20 January 2021	VCO ProSIM SERIES 5	ER	PD	PD	ER
10 February 2021	VCO ProSIM SERIES 6	PD	ER	ER	PD
03 March 2021	VCO ProSIM SERIES 7	ER	PD	PD	ER
31 March 2021	VCO ProSIM SERIES 8	PD	ER	ER	PD

Drivers doing the championship race qualification will also start the championship race.

### 4.5 Qualification process

As soon as the iRacing Race Server advances into the qualification session, all participants may begin their qualifying laps.

- It is an open session which will end automatically after 15 minutes.
- All laps started may be finished and will be classified according to the iRacing procedures.
- Scheduling is subject to delays due to the live broadcast.

There is no minimum qualification requirement. Drivers or teams which fail to complete a lap in qualification will start from the rear of the grid, but are still eligible to compete. In the case that multiple cars fail to qualify, the grid order will be determined by the position in the championship standings.

During qualification, exiting the car is only permitted in the pit lane (with ESC key). Resumption of qualifying (re-entering the live track) is forbidden after exiting or resetting the car outside the pit lane.

It is not allowed to exploit potential software bugs of any kind for gaining a competitive advantage, using unrealistic methods as such as locking up tyres or spinning the car deliberately to warm up the tyres. The "Qualifying Scrutiny" server settings will be active.

The qualification result determines the starting grid.

## 5. RACE

### 5.1 General Remarks

Participants are obliged to behave in a sporting and fair manner. The behaviour or omissions of their assistants (supervisors, team members, etc.) will be ascribed to them.

Due to the format of the event and time sensitivity all race control decisions are final and not appealable.

### 5.2 Briefing (email)

All participants accepted by the organizer in accordance with the entry process will receive a RACE BRIEFING via email by 18:00 CET the day before the event. Stipulations listed in the briefing document or communicated in the driver briefing are binding for all participants and must be strictly adhered to.

### 5.3 Driver Briefing (meeting)

The event briefing prior to the start of the event takes place in the VCO Esports Paddock (Voice Channel: #briefingroom) and is performed by VCO Sporting Management in conjunction with Race Control.

Should non-participation or incomplete attendance at the debriefing be ascertained, Race Control can impose a ten-second time penalty for the respective races.

Driving on the public race server during the driver briefing is forbidden. Race Control can impose a ten-second time penalty for the respective races.

### 5.4 Start type

The CHAMPIONSHIP RACES will start with a standing start with staggered grid (GP start).

The FUN RACES will start with start types corresponding to the respective car as announced in the Race Briefing.

### 5.5 Safety Car

At the discretion of Race Control, a Safety Car (according to iRacing standards) can be deployed during the Championship Race. This can happen after heavy accidents, in case of unforeseen incidents, or in other comparable situations.

Race Control will communicate the start of a Safety Car period and additional information on it via in game chat.

Once the Safety Car returned to the pit lane, it's the current race leader who determines the pace at the front of the field. It will be a single-file Restart.

### 5.6 Race duration

FUN RACE - 20 minutes  
CHAMPIONSHIP RACE - 40 minutes

Teams retiring from the race for no apparent reason may be excluded from the series for the remainder of the season.

The reason for retiring from the race can be reported to Race Control in Discord (#racecontrol channel).

### 5.7 Driving time

If a driver exceeds the 25-minute maximum driving time in the CHAMPIONSHIP RACE, his or her team will be disqualified from the race. Thus, one driver swap must be made by all teams.

### 5.8 Pit stops

Tyre change and refueling in the CHAMPIONSHIP RACE are allowed during the pit stop which underlies iRacing regulations for online driver swaps.

The mandatory pit stop must be completed within the specified time. All pit stops will be monitored by Race Control.

Each team is independently responsible for adherence to the time specification.

Race Control will announce the exact time index (CT) for the opening and the closure of the pit stop window. This announcement will be made via in-game text chat straight after the start of the race.

There will be further announcements 60 seconds before the opening of the pit stop window ("PIT STOP WINDOW OPENS IN 60 SECONDS") and 60 seconds before the closure of the pit stop window ("PIT STOP WINDOW CLOSES IN 60 SECONDS").

A valid pit stop is given under the following conditions.

- Pit entry is passed after the respective time index (CT) for opening the window.
- Online driver change completed.
- Pit exit is passed before the given time index (CT) for closing the window.
- The tolerance is 3 seconds for a valid pit stop.

If a team narrowly misses out on the time limit stated above, this can be compensated with a drive-through penalty in which the team is not allowed to stop in the pit lane.

Disconnects will not be counted or recognized as a pit stop.

### Example In-Game Text Chat

Pit Window Open CT: 15:00 +/- 3 seconds

Pit Window Closed CT: 20:59 +/- 3 seconds



### Show video timer



### Current Time (CT) iRacing

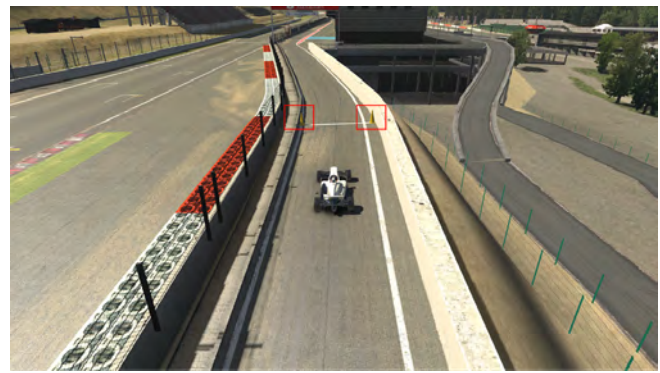
The Current Time is authoritative for all topics such as protests or pit stop windows



### Definition Pit Lane

#### Pit Lane Entry

The pit lane entry is defined by two yellow iRacing pylons.

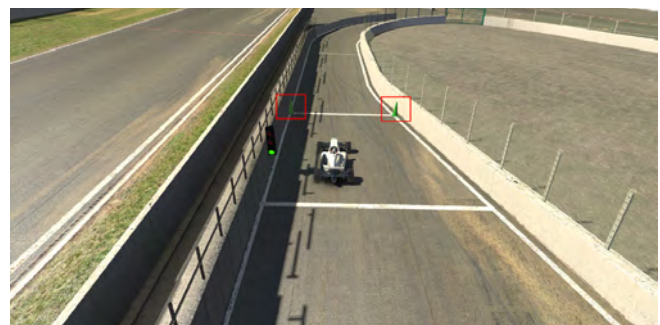


### Current Time (video timer cockpit)



### Pit Lane Exit

The pit lane exit is defined by two green iRacing pylons.



## 5.9 Vehicles / Cars & Paintwork

The vehicle used for the FUN RACE at each round of the VCO ProSIM SERIES will be announced at 18:00 CET of each event day in the #series-announcements Discord channel. This will change for each of the eight events.

The vehicle used for the CHAMPIONSHIP RACE will be the Dallara F3.

## 5.10 Car Setup and Car Settings

For the FUN RACE, participants' cars are fixed to the corresponding iRacing baseline set-up (all cars will be identical).

For the CHAMPIONSHIP RACE, VCO provides the fixed set-up for the Dallara F3 according to the downforce level of each track (low, medium and high downforce). These setup files as well as

a list of potentially used tracks and cars were provided to the participants on 12 November via Discord in the #seriesinformation channel.

## 5.11 Race Control

Race Control consists of the Race Director and a Steward. Incidents are evaluated during the race (live race control).

Race Director: Frank Taller

Steward: Marc Hennerici

## 5.12 Weather

Weather settings are produced dynamically by the VCO Race Control during training, qualifying and race sessions.

### 5.13 Event Day (in-game)

All races will be held on 15 May 2020.

### 5.14 Track Characteristics

Leave marbles on the track: No

Starting Track State: 50%

Carry over track state from previous sessions: Yes

### 5.15 Flag Rules / Blue

This flag being waved informs drivers that they are about to be overtaken or lapped. It has a range of meanings during training / qualification and the race:

- **During Practice / Qualifying:**

The flag informs drivers that a faster car is approaching and about to overtake.

- **During the Race:**

The flag is shown to a car that is about to be lapped. The flag informs the driver that he/she must allow the car behind to pass at the earliest opportunity.

When the blue flag is waved for a driver, he/she must enable lapping within one lap. If there is a gap of less than four car lengths for this lapping, the driver to be lapped must enable lapping within three turns. Penalties may apply at the discretion of Race Control.

### 5.16 Finish Line

The finish line only applies on the circuit, not the pit lane.

### 5.17 Penalties

Only those penalties imposed with a black flag via the in-game function, regardless of whether imposed by Race Control or the in-game incident regulation system, may be combined with a pit stop. Typical iRacing conditions apply.

All other penalties, especially drive-through penalties, must not be combined with a pit stop.

Any penalties remaining after the final race of the season are settled by means of time penalties on the final result or points deductions (Season End) at VCO's discretion.

### 5.18 Incident Limit

The iRacing general conditions and penalties apply.

#### FUN RACE

The first S/H penalty is imposed with the 20<sup>th</sup> INC. The penalty is imposed by the simulation.

Each subsequent S/H penalty is imposed after 5 INC. Race control reserves the right to adjust the INC limits up or down, depending on driving style and behaviour.

#### CHAMPIONSHIP RACE

The first S/H penalty is imposed with the 20<sup>th</sup> INC. The penalty is imposed by the simulation.

Each subsequent S/H penalty is imposed after 5 INC. Race control reserves the right to adjust the INC limits up or down, depending on driving style and behaviour.

### 5.19 Protest

Protests can be lodged during the race and up to 15 minutes after crossing the line in a race by using the #protests channel on the VCO Esports Paddock Discord.

Participants who want to field a protest, need to type !report to launch the VCO Race Control Bot and enter all of the required information.

The protest message must include the following information that must be given completely and correctly:

- Which car(s) are involved in the incident?
- What is the time stamp of the incident?
- Short description of the incident

Protests lodged after this deadline has expired will be regarded as inadmissible.

Protests must be lodged by a driver/team directly involved in the incident.

Protests from drivers who are not involved will not be accepted.



## 5.20 Settings

### iRacing Server Settings – Fun Race

Session Type:	Hosted Session
Lobby Name:	see pre-event briefing notes
Weather:	dynamic
Sky:	dynamic
Time of Day	Start Free Practice: 10:00am on the respective event day (iRacing time) Sessions run until the end of the respective race event.
Set-up:	fixed (iRacing baseline, brake bias can be modified if vehicle permits)
FastRepair:	1 FastRepair
Start:	depending on vehicle and track
Incident	20/5

### iRacing Server Settings – Championship Race

Session Type:	Team Session
Lobby Name:	see pre-event briefing notes
Weather:	dynamic
Sky:	dynamic
Time of Day	Start Free Practice:10:00am on the respective event day (iRacing time) Sessions run until the end of the respective race event.
Set-up:	fixed (brake bias can be modified); configuration for high, medium and low downforce tracks according to Race Briefing (email)
FastRepair:	1 FastRepair
Start:	standing
Incident	20/5



## 6. PENALTIES

### 6.1 Penalties

If Race Control believes that a penalty should be awarded, it will use the following scale to distribute a penalty. Race Control reserves the right to apply a harsher penalty for a second offence, or, an incident that takes a driver out of a prize paying position.



Pen Code	Description
NFA	<b>No Further Action</b>
P01	<p><b>Warning</b> This is for the most minor of infractions. A driver will be allowed to accrue three warnings over the course of the event before receiving a either a PP04 / PR03 Penalty</p>
P02	<p><b>Return Position</b> A driver will be required to give the position gained back at the earliest opportunity (and within one lap of being issued by Race Control).  The driver will also accrue a P01 Warning. If this takes the driver over the warning threshold, a PP04 / PR03 Penalty will be applied in lieu of this penalty.</p>
P03	<p><b>Drive Through Penalty</b> A driver will receive a black flag and be required to drive down pit road at the speed limit. A driver will have to serve this within three laps of being issued.  Should this penalty be issued in the last three laps of the race and the driver choose not to take it, iRacing will automatically calculate the time that a driver will lose.</p>
P04	<p><b>Stop And Hold Penalty (30 seconds)</b> A driver will receive a black flag and be required to drive down pit road at the speed limit. The driver will then need to remain in their pit stall. A driver will have to serve this within three laps of being issued. Race control is able to give out S/H penalties between 0 and 60 seconds.  Should this penalty be issued in the last three laps of the race and the driver choose not to take it, iRacing will automatically calculate the time that a driver will lose.  Because of the severity of this penalty, it will only be issued where a significant transgression has occurred, but not one that would warrant disqualification.</p>
P05	<p><b>Disqualification</b> The driver will be disqualified from the event.</p>
P06	<p><b>Time Penalty</b> Time will be added onto the driver's race time, and any positions that this will take them behind will be lost.</p>

### 6.2 Penalty Points

Race Control can punish infringements of the regulations, in particular incidents on the racetrack caused by negligent or reckless behaviour, by assigning penalty points and other penalties such as starting from the pit lane, or drive-through penalties. These penalty points are deducted from the race result.

Further penalties are taken into account at the next start. All penalty points accumulate on the penalty point account (SPK) for each team. On the official evaluation, these are visible in the Penalties and Account columns (Penalties column = penalty points) (Account column = penalty point account).

The penalty for reaching the max. no. of 10 penalty points is exclusion from the next event. The account is reset to zero once the penalty has been served.

Once 10 penalty points have been accumulated, the team is automatically excluded from the next competitive race.

The Penalty Point Account (SPK) is composed of penalties from the races.

## 7. CLASSIFICATION

### 7.1 Points Table and Scoring System

The winner of a race is the driver (FUN RACE) or the team (CHAMPIONSHIP RACE) that completes the driven distance in the shortest time, taking all penalties into account.

All starting participants are classified, as long as they take the chequered flag to complete the race. If the race distance is shortened or a race is abandoned (and not restarted), the participants are awarded the following points:

At least 50% of the scheduled distance = Full points  
Less than 50% of the scheduled distance = No points

Classification only takes place if a verifiable result exists with replays or results / timing.

The following points system applies for both the FUN RACE and the CHAMPIONSHIP RACE:

Position	Points	Position	Points
1	35	16	15
2	32	17	14
3	30	18	13
4	28	19	12
5	26	20	11
6	25	21	10
7	24	22	9
8	23	23	8
9	22	24	7
10	21	25	6
11	20	26	5
12	19	27	4
13	18	28	3
14	17	29	2
15	16	30	1

In addition, the top 3 qualifying drivers for each CHAMPIONSHIP RACE receive points for the VCO ProSIM SERIES PRO CHAMPIONSHIP or the VCO ProSIM SERIES ESPORTS RACER CHAMPIONSHIP according to the following system:

Position	Points
1	3
2	2
3	1

### 7.2 Equal Points

If multiple drivers are on equal points in the final classifications, the greater number of first places is decisive, followed by the number of second places and then all other positions in all completed races. If there is still a tie, it will be broken in favor of the driver who scored the better result in the latest race.

### 7.3 Drop Results

Only the best six (6) results of eight (8) CHAMPIONSHIP RACES will be counted for each driver. The two worst results from the season's standings will not be counted.

## 8. REWARDS

### 8.1 Titles

The following title will be awarded to the driver with the highest overall points total in the “Pro” standings after all races of the VCO ProSIM SERIES 2020/21:

#### PRO CHAMPION | VCO ProSIM SERIES

The following title will be awarded to the driver with the highest overall points total in the “Esports racer” standings after all races of the VCO ProSIM SERIES 2020/21:

#### ESPORTS RACER CHAMPION | VCO ProSIM SERIES

The following title will be awarded to the driver with the highest overall points total in the “Fun” standings after all races of the VCO ProSIM SERIES 2020/21:

#### FUN CHAMPION | VCO ProSIM SERIES

### 8.2 Prize Money

The Prize money is sponsored by VCO and will be awarded for individual race results, pole positions and for the overall titles in the CHAMPIONSHIP category according to the following prize split:

POS.	PRIZE (PER CHAMPIONSHIP RACE & DRIVER)
1	\$500.00
2	\$400.00
3	\$325.00
4	\$260.00
5	\$205.00
6	\$165.00
7	\$130.00
8	\$110.00
9	\$85.00
10	\$67.50
11	\$50.00
12	\$42.50
13	\$35.00
14	\$30.00
15	\$25.00
16	\$20.00
17	\$17.50
18	\$15.00
19	\$12.50
20	\$10.00

Champions' Bonus	\$5,000.00 (\$2,500.00 each for PRO and ESPORTS RACER champion)
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Pole Position Bonus (per race)	\$625.00 entitled to the bonus is only the driver who has participated in the qualification for the Championship Race pursuant to clause 4.3 above.
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No prize money will be awarded in the FUN category.

The prize money list will be updated after each event. Transfers of the prize money will be completed within 4 weeks after the final round of the VCO ProSIM SERIES. It's mandatory to enter the full data requested for the bank transfer through this form: <https://v-c-o.info/BankDetails>

### 8.3 Trophies

In addition, further non-cash prizes can be awarded to the champions in the PRO, ESPORTS RACER and FUN categories. These prizes will be announced individually.

### 8.4 Claims

All prizes are voluntary. There is no legal claim.



## 9. GENERAL REGULATIONS

### 9.1 Advertising on Cars

#### 9.1.1 Livery

The organisers will provide all car liveries used for the FUN RACES and the CHAMPIONSHIP RACES. Changing the position and size of the series partners contained on the templates is not permitted. The final design of the liveries is solely at the discretion of VCO.

#### 9.1.2 Own Logos / Own Design

Every participant is invited to upload up to 3 personal sponsor logos to her or his personal folder on the VCO Media Cloud at <https://v-c-o.info/prosimdrivercloud>. The deadline is 96 hours before the start of the live broadcast of the respective round.

These logos can then be integrated into the livery design for the CHAMPIONSHIP RACE by the organisers by their own discretion.

By uploading logos to the VCO Media Cloud, the participant declares that all necessary approvals for using the respective logo exist. In the event of claims, the driver is liable. The organisers of the series are not liability for any third-party claims.

Any logo upload making an association with a political party, pornographic, xenophobic, or otherwise similarly problematic content is forbidden and will result in exclusion from the series.

VCO has the right to deny the usage of a logo without explanation.

### 9.2 Communication

Usage of the text and VOIP communication system Discord is mandatory. Presence on the VCO Esports Paddock Discord Server is mandatory from the driver briefing onwards in the respective voice channel of the driver/team.

Text communication will take place solely via the respective relevant channels in the VCO Esports Paddock Server.

It is expected that behaviour over the voice and text chat is professional. If a driver abuses these communication channels, Race Control will remove their ability to use them.

Fans and followers may join the respective voice channel of the driver/team VCO Esports Paddock, but they will only have the right to listen to the channel.

The VCO Broadcasting Team has the right to talk to/listen in to both drivers at any given time during an event. Teams should be prepared for this.

It's mandatory that all drivers join the VCO Race Control Zoom Call from 19:45 CET at all events in order to give proof of their identity. Failure to do so will result in penalties at the discretion of VCO. These Zoom calls will not be used for close-up shots in the live broadcast, but only for showing an overall picture with all drivers in one picture.

Up to 10 drivers per event will receive a separate "Interviews" Zoom link with the Race Briefing. They will be scheduled for interviews during the broadcast and be informed about their slots before the event. Spontaneous requests during the races remain possible.

A third Zoom link will be communicated in the Race Briefing which will be used for post-race interviews. The drivers of the top-3 cars (CHAMPIONSHIP RACE) and the winner of the FUN RACE need to enter this Zoom call directly after the respective race.

Use of the in-game chat function integrated in iRacing is not permitted during all official qualifying and race sessions.

### 9.3 Computer System Requirements

The participant's computer and internet connection specifications must meet the minimum requirements for the simulation in competition mode (54 cars in competition). Teams may be penalized and excluded from the event if their hardware or internet connections do not meet the minimum requirements and disrupt the natural flow of the event.

## 10. DRIVING STANDARDS

### 10.1 General Rules

These rules apply at all times during the event, regardless of session. They provide a general set of expectations of all drivers. These have been created to protect the professionalism of the VCO ProSIM SERIES.

### 10.2 Entering / Exiting Pit Road & Car

Drivers should not drive through pit stalls, and especially not through other drivers. Drivers who drive through multiple pit stalls may be assessed a penalty by Race Control.

### 10.3 Driving On Track - Reasonable Speed

Drivers should maintain a reasonable speed at all times when on track, and not drive in such a way that has the potential to impede other drivers, regardless of if drivers are impeded or not. This includes the following:

- Not moving onto the racing line when manoeuvring onto track from the pitlane, until at a reasonable speed
- Not deliberately slowing down on track to impact upon any other car

For the avoidance of doubt, 'reasonable' is seen as:

- 75% of racing speed in Sectors 2 and 3 of an outlap.
- 75% of racing speed at all other times whilst a driver is on track.
- Returning to 75% of racing speed as soon as possible after a spin / other on track incident, as and when safe to do so.

This will be reviewed based upon a driver's fastest lap time in either practice or qualifying.

Drivers who do not maintain reasonable speed will receive a P01 warning as a minimum penalty, with additional penalties if they are deemed to have impeded other drivers (P02 - P04).

### 10.4 Practice / Qualifying Rules

When the track is 'closed', drivers must not venture onto the track. This includes waiting by the red light at the exit of pit road. Drivers will be informed by Race Control when the track is 'closed',

and when a 'Green Flag' has been waved to open the track up for practice. Drivers may receive between a P01 - P04 penalty for transgressions, increasing in severity during the event.

Drivers must remain in the session whilst the track is closed, and may not leave the session, as this could allow additional practice opportunities. Drivers will receive a P01-P04 penalty for transgressions, increasing in severity during the event.

Drivers who are not at full racing speed must not impede a driver on a fast lap. Drivers should stay off the racing line, and use in-sim controls to ensure that they are not impeding a driver into tighter sections on track. A P02-P05 penalty will be provided to drivers for transgressions, increasing in severity for multiple offences.

Drivers on a qualifying lap should consider the racing rules later in this section. Drivers may receive a P02-P05 penalty for causing a situation which impacts on another driver, and / or causes a collision.

Any procedures that involve unrealistic, but due to limitations of the sim, possible methods are prohibited and will be penalized. Among those are "brake dragging", cooling tyres on the grass or intentional spins.

Drivers who receive a post-race penalty due to an offence of the aforementioned kind have the chance to submit the original replay file of the incident in order to give proof to Race Control that they didn't use any of the procedures described above.

The server for the Championship Race gets a second open practice between 19:45 CET and 20:45 CET. Race control will open and close the track for the practice sessions.

### 10.5 Racing Rules

Drivers are reminded that safe overtaking is the responsibility of both drivers involved. Allow other participants enough space when overtaking (avoiding 'netcode') and do not drive into gaps that do not exist. Even if it does not create a spin or a crash, Race Control reserve the right to review incidents where a driver is placed at a significant disadvantage due to an 'unjustifiable risk'. This would include:

- A late move, forcing a driver to move off the racing line to avoid an incident
- Moving sideways in a corner to move another driver off line
- Not allowing room for a driver to make, run through, or exit a corner.

### 10.6 Off Track Incidents

Drivers are reminded that the white lines around the race track indicate the boundary of the race track.

### 10.7 On Track Incidents

Drivers should slow down for any incident on track, as displayed by an in-sim Yellow Flag. Drivers who attempt to gain an advantage by not slowing down for an incident ahead may receive a P01-P04 penalty. This will depend on the amount of time gained, and the risk to other drivers by failing to slow down appropriately.

In the event that a driver is involved in an incident which forces their car to spin or crash, they are not allowed to rejoin the racing line until such a time that it is safe for them to do so. Even if the

fault for the initial incident rests with another driver, a driver who fails to rejoin the track safely will receive a P02-P04 penalty.

Retaliation of any sort is not accepted. Drivers who attempt to seek revenge on another driver on track will receive a P05 penalty, and will be immediately disqualified from the event.

### 10.8 Damaged Race Cars

Drivers who are unable to maintain an acceptable racing speed may be alerted by Race Control that they are driving too slowly. In this case, drivers will be required to bring their speed up to an acceptable speed within two laps (Typically 107% of the fastest driver on track).

In the event that a driver is unable to meet the necessary, acceptable speed after these two laps, they will be issued with a black flag, and must return back to pit road. Drivers failing to obey this black flag, or who return a damaged car back onto track after the black flag will receive a P05 penalty (disqualification).

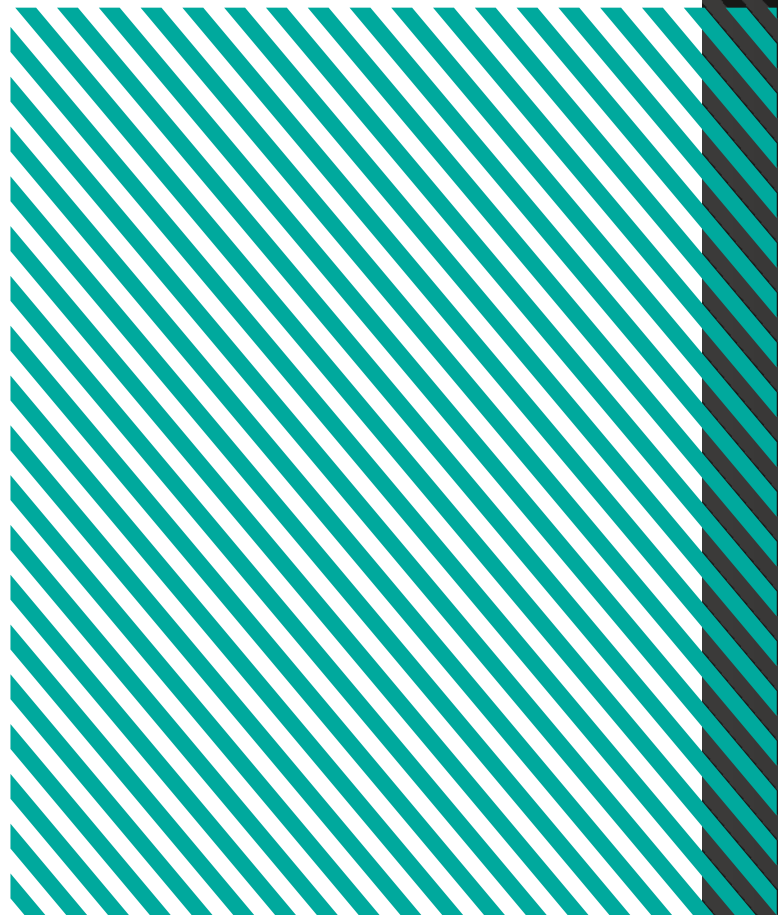
Damaged cars **MUST** return to pit road if they are likely to become lapped traffic on the following lap. Race Control will communicate this information to drivers in this situation.

### 10.9 Cooldown Rules

At the conclusion of each race, drivers must return their car to pit road, unless the session advances before they are able to do so.

Drivers who pull off track and exit the sim instead of returning to pit road may receive a P04/P06 penalty.

Drivers are not allowed to crash into other drivers, even after all others have passed the start/finish line. Drivers who do so will be investigated and may receive a P04/P06 penalty.





## 11. RIGHTS

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## 12. EXCLUSION OF LEGAL ACTION AND LIMITATION OF LIABILITY

Legal action is excluded with regard to decisions made by the tendering party for the series, Race Control or the organiser as adjudicator within the meaning of § 661 BGB (German Civil Code).

No claims for compensation of any sort can be derived from measures or decisions taken by the tendering party for the series, except in the case of intentional or grossly negligent causation of damage.

The participants take part in the events at their own risk. By taking part, competitors and drivers agree to waive any claims for damages occurring in conjunction with the events and against Virtual Competition Organisation (VCO) GmbH, their executive bodies and managing director, the organiser, the members of the Race Control and all other persons connected to the organization of the event, excluding damages arising from injury to life or to health or personal injury and based on intentional or grossly negligent breach of duty, also those on the part of a legal representative or agent of the group of persons excluded from liability and excluding other damages based on intentional or grossly negligent breach of duty, also those on the part of a legal representative or agent of the group of persons excluded from liability.

The exclusion of liability comes into force for all regular participants (as stated on the series' entry lists) and wild car starters. This applies to all claims irrespective of their legal foundation, particularly to claims for damage from contractual or extra-contractual liability and also to claims for unlawful acts. Implied exclusions from liability remain unaffected by the above exclusion from liability.

# II SEVERABILITY CLAUSE

Should individual provisions of these regulations be impossible to implement or become impossible to implement, the effectiveness of the regulations remains unaffected. The existing provision applies accordingly in the event that the regulations be found to be incomplete.