ESPORTS RACING LEAGUE

2020 Esports Racing League RULEBOOK

1. OVERVIEW

a. *The Esports Racing League (ERL) is a structured series of competitive virtual racing events hosted on iRacing Motorsports Simulation. The purpose of the league is to provide opportunity for esports racers to prove themselves on yet another virtual racing circuit. There are two divisions, the ERL Premier Series and the ERL Sportsman Series. The Sportsman class is composed of NASCAR Xfinity Cars competing on Monday nights while the Premier class consists of NASCAR cup cars with events held on Wednesday night. There are two 13-race seasons each year for the league, spring and fall, allowing for multiple champions to be crowned in one year. Both series are fixed setup races with zero fast-repairs and include 32 competitors each.*

b. *The Esports Racing League (ERL) Schedule is listed on the table below. All races will start at 7:30 p.m. ET with practice and qualifying beginning 15 minutes before at 7:15 p.m. ET. All announcements or important event information will be listed on the ERL Discord server (https://discord.gg/Z8Cfhr5), on the ERL social media channels and on the website (https://anthonyalfredo.com/esports-racing-league/).*

2020 Esports Racing League SCHEDULE
All sessions open at 7:15 p.m. ET

Season 1 (Spring 2020) TRACK	ERL Premier Series (Wednesday Night)	ERL Sportsman Series (Monday Night)
Daytona International Speedway	19-Feb	17-Feb
Auto Club Speedway	26-Feb	24-Feb
Phoenix Raceway	4-Mar	2-Mar
Atlanta Motor Speedway	11-Mar	9-Mar
Homestead-Miami Speedway	18-Mar	16-Mar
Texas Motor Speedway	25-Mar	23-Mar
Bristol Motor Speedway	1-Apr	30-Mar
Random (Easter Weekend)	8-Apr	6-Apr
Richmond Raceway	15-Apr	13-Apr
Talladega Super Speedway	22-Apr	20-Apr
Dover	29-Apr	27-Apr
Martinsville	6-May	4-May
Charlotte Motor Speedway	13-May	11-May

Season 2 (Fall 2020) TRACK	ERL Premier Series (Wednesday Night)	ERL Sportsman Series (Monday Night)
Michigan International Speedway	5-Aug	3-Aug
Watkins Glen	12-Aug	10-Aug
World Wide Tech. Raceway (Gateway)	19-Aug	17-Aug
Daytona International Speedway	26-Aug	24-Aug
Darlington Raceway	2-Sep	31-Aug
Richmond Raceway	16-Sep	14-Sep
Las Vegas Motor Speedway	23-Sep	21-Sep
Talladega Super Speedway	30-Sep	28-Sep
Charlotte ROVAL	7-Oct	5-Oct
Kansas Speedway	14-Oct	12-Oct
Texas Motor Speedway	21-Oct	19-Oct
Martinsville Speedway	28-Oct	26-Oct
Phoenix Raceway	6-Nov	4-Nov

2. REGISTRATION

a. To be eligible for the CARS eSport Tour, drivers must compete in the scheduled Time Attack sessions hosted on iRacing Beta IU for 24-hours. Time Attack sessions will be announced on the ERL Discord, social media channels and website.

b. In order to compete in the Esports Racing League, drivers **must** complete the 'Esports Racing League – Time Attack' session. Each division of the ERL is currently free to compete in.

c. **Upon completing the time attack session, all drivers must be registered as part of the "ERL Premier Series" or "ERL Sportsman Series" leagues within the iRacing members site.** The league homepages can be found at:

Premier: https://members.iracing.com/membersite/member/LeagueView.do?league=3924
Sportsman: https://members.iracing.com/membersite/member/LeagueView.do?league=3925

Because all race sessions for the ERL will be set up under the "ERL Premier Series" and "ERL Sportsman Series" league, drivers will not be able to compete in any ERL races unless they are first members of their respective ERL leagues on the iRacing members site.

d. Drivers will be asked to submit their preferred car numbers for the CARS eSport Tour upon registration. Though these preferences will be considered, **a driver's car number will ultimately be assigned at Esports Racing League's discretion**.

3. PAINT SCHEME REQUIREMENTS

a. If teams and/or drivers wish to have custom paint schemes appear on the broadcast, drivers and/or teams may submit their *.tga file(s) directly to Esports Racing League. Esports Racing League will **NOT use Trading Paints** to pull custom paint schemes. The form to submit paint schemes to Esports Racing League can be found here: (link)

b. Drivers may run schemes and branding that they own the rights to or have obtained the rights to run. If drivers have any corporate sponsors on their cars outside of those included in the iRacing Paint Booth, drivers **must be able to provide written documentation** that they have the right to display trademarked logos and sponsors that are not their own intellectual property.

c. All sponsors **MUST** be appropriate for broadcast and only feature goods and services that may be legally purchased in the United States of America. They must not include any derogatory or hateful statements toward protected groups and entities as defined by United States federal law, nor include any messaging that Esports Racing League deems inappropriate. **All paint schemes are subject to the Twitch™ Terms of Service** (see Appendix A).

d. Numbers on drivers' cars **MUST** be kept visible and easily readable, preferably in highly contrasting colors.

e. If Esports Racing League deems a driver's paint scheme to be outside of the guidelines listed above, that driver's default iRacing Paint Booth scheme will be shown on the broadcast. Drivers whose paint schemes are disallowed under these grounds are subject to further penalties upon review from Esports Racing League.

4. RACE NIGHT PROCEDURES

a. *Esports Racing League will announce the any changes of procedures or expectations internally to drivers and teams on its Discord server (https://discord.gg/Z8Cfhr5) before each race night. Sessions will be set to the same in-sim time, and will use dynamic weather and skies. The starting track state for both practice will be 30%. Track state will carry over within each server from practice to qualifying and from qualifying to the race.*

b. *The schedule for each race night of the Esports Racing League is as follows. All times listed are in Eastern Time (ET):*

Time	Session
7:15	Practice
N/A	Drivers' Meeting
7:25	Qualifying
7:30	Race

c. *All sessions will be guaranteed at least **10 minutes** of practice time.*

d. *All drivers are expected to treat practice as if it were an official race server on iRacing. No intentional wrecking or spinning will be allowed during practice. Drifters and drivers resetting in the racing groove will be warned and then removed if they continue.*

e. *Drivers **MUST** be connected to the server for the Drivers' Meeting. Race Control will take attendance at the beginning of each Drivers' Meeting. Failure to attend the Drivers' Meeting will result in **one strike** and an automatic **End-of-Line (EOL) penalty** to start the race (see Section 5.f). Time is TBD.*

f. *If a driver cannot attend the Drivers' Meeting, but will be able to make the race, they **MUST** notify **Race Control** before the Drivers' Meeting starts. Failure to notify **Race Control** in these circumstances will result in **one strike** and an automatic **End-of-Line (EOL) penalty** to start the race (see Section 5.f).*

g. *Drivers may not use nefarious tactics to gain an advantage in qualifying sessions. This includes anything that could reasonably be considered an exploit in the simulation software.*

5. COMPETITION RULES

a. All cautions and lucky dogs will be controlled by iRacing.

b. Each Esports Racing League event will have three attempts at a Green-White-Checker finish.

c. The initial start will be on the iRacing green flag. The leader will control all restarts. The leader will also have lane choice on all restarts but must inform **Race Control** of their lane choice before the one-to-go command.

d. Drivers may not change their lane on the initial start or any restarts before the start/finish line.

e. With all on-track incidents, **Race Control** has the right to assign fault to one driver, multiple drivers, or no drivers (and subsequently declare the incident a "racing incident"). **However, Race Control may ONLY assign fault if they deem the fault in an on-track incident to be 100% clear and obvious.** During races, the assignment of fault will be at Race Control's discretion, but all Race Control decisions **will be reviewed by ERL administrators** at the conclusion of each race night. If there are discrepancies between Race Control's rulings and those of ERL administrators upon review, ERL administrators will subsequently determine the appropriate course of action and act accordingly.

f. The Podium eSports strike system will be used for both ERL Premier and Sportsman Series'. **Race Control** will penalize drivers with strikes which will be tracked throughout each individual race. The strike system is defined as follows:

One Strike	End-of-Line penalty
Two Strikes	One-lap penalty
Three Strikes	Disqualification

g. If **Race Control** deems a driver/ drivers to be **"At Fault"** for causing a caution, that driver/ drivers automatically receive **one strike.**

h. If a driver/ drivers are deemed **"At Fault"** for a caution that occurs **within the first lap of the initial start or restart,** they will be given **one strike** and a **one-lap penalty** in addition to the penalties listed above. Any driver/ drivers that are deemed **"At Fault"** in this case **and** are already carrying one strike are automatically disqualified from the race, and may not participate for the remainder of the race night. This clause will not be in effect for the final 25% of a race.

i. When speaking on the radio or in chat, drivers are expected to show respect to both their fellow competitors and to **Race Control**. If drivers choose to engage with **another driver** or **Race Control** during the race, they must do so in a **polite and respectful manner**. If a driver says anything over chat or radio that **Race Control** deems not polite or respectful, that driver will be **muted,** and **Race Control** will immediately give an explanation to that driver. The driver may be unmuted later in the race at **Race Control**'s discretion.

j. If **Race Control** mutes a driver for disrespectful communication, they will receive a **strike** and a penalty in accordance with the table in **Section 5.f.** Drivers who are muted multiple times during a race will also receive penalties in accordance with the table in **Section 5.f.** Any driver muted three times during a race will be disqualified and may not participate in the remainder of the race night. They will also be subject to further penalties upon review from ERL.

k. Drivers who receive three strikes and are subsequently disqualified are **automatically suspended** from the next ERL race night. These drivers are also subject to further penalties upon review from Podium eSports.

l. Drivers who receive **three strikes** in at least **two races** over the course of the ERL Premier and Sportsman Series seasons are subject to further penalties upon review from ERL.

m. Drivers who receive a penalty from **Race Control** but do not serve the penalty within a reasonable amount of time (as per **Race Control's** discretion) will be **removed from the server**. Drivers will receive **one warning** from **Race Control** before being removed from the server. Drivers who are removed from the server under these grounds are subject to further penalties upon review from ERL.

n. Drivers are responsible for their cars, regardless of the condition their cars are in. If a driver is able to drive safely with a damaged car, **Race Control** will allow that driver to continue. However, **Race Control** will park drivers who pose a hazard to other vehicles. **Race Control** will have discretion over decisions to park drivers.

o. *******If a driver intentionally wrecks another driver or does anything else that **Race Control** deems to be intentional and outside the bounds of fair competition **at any time in the server** (i.e. wrecking other drivers in practice, intentionally causing a caution during a race, or **making intentional contact with other drivers after the race has concluded**), **Race Control** reserves the right to **disqualify** that driver and **remove them from the server**. Drivers who are removed from the server under these grounds are subject to further penalties upon review from ERL. This rule is in effect for all on-track activities from the time the server opens, including all **pre-race and post-race activity. *****

p. Drivers may be asked to report to **Race Control** following the race to discuss any penalties. **Race Control** will notify a driver if their presence is required in Discord following the race. Drivers who fail to appear without explanation will be subject to further penalties upon review from Podium eSports.

q. All penalties may be appealed to the Gaming Council. The Gaming Council will decide whether to hear a driver's case based on the evidence that driver provides (i.e. the replay file of the race in question). Drivers are encouraged to send the full replay files of races when making appeals. See **Appendix B** for a list of Gaming Council members.

r. The appeals process will be as follows:

   a. When making an appeal, drivers **MUST** include their name, attached evidence, the rule broken in question, the penalty that race control gave and their reasons for the appeal. Appeals must be submitted within 48 hours after the completion of a race. Only appeals made directly to antalfredo5@gmail.com will be heard.
   b. A minimum of three Gaming Council members must agree to hear a driver's appeal. If the Gaming Council does not agree to hear an appeal, then **Race Control**'s decision will be final, and the driver will be notified by ERL of the decision within 24 hours.
   c. If an appeal hearing is granted, the appeal will be heard within five business days.
   d. The Gaming Council has **FULL** authority to decrease, uphold or increase the penalty that has been appealed.
   e. The Gaming Council's ruling on an appeal is final. Once the Gaming Council makes a decision, the driver that made the appeal will be notified by Podium eSports within 24 hours.

s. Drivers are responsible for the actions of anyone who may enter as a crew member, spotter, or team member.

t. ERL reserves the right to issue additional penalties for items not covered in these rules for actions deemed detrimental to the brand. This power will be used with the utmost restraint and discretion. Podium eSports expects everyone racing in good faith to understand why this clause must exist.

6.   POINTS SYSTEM

a. *Esports Racing League will award points to drivers based upon their finishing position at the end of each race. iRacing's general 'Oval Racing' style points system will be used. This means the winner receives 43 points, second-place receives 42 points, and so on.*

b. *No bonus points will be awarded.*

7. *PRIZE FUNDS*

a. *Esports Racing League will award prize funds to drivers based upon their position in the final points standings at the end of the season when sponsorship is acquired for the league. The following payout structure will be used for both ERL series:*

1st	*N/A*
2nd	*N/A*
3rd	*N/A*
4th	*N/A*
5th	*N/A*
6th	*N/A*
7th	*N/A*
8th	*N/A*
9th	*N/A*
10th	*N/A*
11th	*N/A*
12th	*N/A*
13th	*N/A*
14th	*N/A*
15th	*N/A*
16th	*N/A*
17th	*N/A*
18th	*N/A*
19th	*N/A*
20th	*N/A*
21st	*N/A*

22nd	*N/A*
23rd	*N/A*
24th	*N/A*
25th	*N/A*
26th	*N/A*
27th	*N/A*
28th	*N/A*

8.   *RULES INTERPRETATION*

a. *All rules and regulations in this rulebook are subject to interpretation by Esports Racing League (ERL). ERL also reserves the right to update the rulebook at any time. Any rulings made during the event are final and non-appealable and will be made in the sole discretion and opinion of ERL and/or its designated agents.*

9. APPENDIX

a. *Below are the Twitch™ Terms of Service mentioned in rule 3-c. A full version of these Terms of Service can be found here:* *https://www.twitch.tv/p/legal/terms-of-service/*

YOU AGREE NOT TO violate any law, contract, intellectual property or other third-party right or commit a tort, and that you are solely responsible for your conduct while on the Twitch Services. You agree that you will comply with these Terms of Service and Twitch's Community Guidelines and will not: i. create, upload, transmit, distribute, or store any content that is inaccurate, unlawful, infringing, defamatory, obscene, pornographic, invasive of privacy or publicity rights, harassing, threatening, abusive, inflammatory, or otherwise objectionable; ii. impersonate any person or entity, falsely claim an affiliation with any person or entity, or access the Twitch Services accounts of others without permission, forge another person's digital signature, misrepresent the source, identity, or content of information transmitted via the Twitch Services, or perform any other similar fraudulent activity; iii. make unsolicited offers, advertisements, proposals, or send junk mail or spam to users of the Twitch Services, including, without limitation, unsolicited advertising, promotional materials, or other solicitation material, bulk mailing of commercial advertising, chain mail, informational announcements, charity requests, petitions for signatures, or any of the preceding things related to promotional giveaways (such as raffles and contests), and other similar activities; iv. harvest or collect the email addresses or other contact information of other users from the Twitch Services; v. defame, harass, abuse, threaten or defraud users of the Twitch Services, or collect, or attempt to collect, personal information about users or third parties without their consent; vi. remove, circumvent, disable, damage or otherwise interfere with security-related features of the Twitch Services or User Content, features that prevent or restrict use or copying of any content accessible through the Twitch Services, features that enforce limitations on the use of the Twitch Services or User Content, or delete the copyright or other proprietary rights notices on the Twitch Services or User Content; vii. reverse engineer, decompile, disassemble or otherwise attempt to discover the source code of the Twitch Services or any part thereof, except and only to the extent that this activity is expressly permitted by the law of your jurisdiction of residence; viii. modify, adapt, translate or create derivative works based upon the Twitch Services or any part thereof, except and only to the extent that such activity is expressly permitted by applicable law notwithstanding this limitation; ix. interfere with or damage operation of the Twitch Services or any user's enjoyment of them, by any means, including uploading or otherwise disseminating viruses, adware, spyware, worms, or other malicious code; x. relay email from a third party's mail servers without the permission of that third party; xi. access any website, server, software application, or other computer resource owned, used and/or licensed by Twitch, including but not limited to the Twitch Services, by means of any robot, spider, scraper, crawler or other automated means for any purpose, or bypass any measures Twitch may use to prevent or restrict access to any website, server, software application, or other computer resource owned, used and/or licensed Twitch, including but not limited to the Twitch Services; xii. manipulate identifiers in order to disguise the origin of any User Content transmitted through the Twitch Services; xiii. interfere with or disrupt the Twitch Services or servers or networks connected to the Twitch Services, or disobey any requirements, procedures, policies or regulations of

networks connected to the Twitch Services; use the Twitch Services in any manner that could interfere with, disrupt, negatively affect or inhibit other users from fully enjoying the Twitch Services, or that could damage, disable, overburden or impair the functioning of the Twitch Services in any manner; xiv. use or attempt to use another user's account without authorization from that user and Twitch; xv. attempt to circumvent any content filtering techniques we employ, or attempt to access any service or area of the Twitch Services that you are not authorized to access; xvi. attempt to indicate in any manner that you have a relationship with us or that we have endorsed you or any products or services for any purpose; and xvii. use the Twitch Services for any illegal purpose, or in violation of any local, state, national, or international law or regulation, including, without limitation, laws governing intellectual property and other proprietary rights, data protection and privacy. Twitch takes no responsibility and assumes no liability for any User Content or for any loss or damage resulting therefrom, nor is Twitch liable for any mistakes, defamation, slander, libel, omissions, falsehoods, obscenity, pornography or profanity you may encounter when using the Twitch Services. Your use of the Twitch Services is at your own risk. In addition, these rules do not create any private right of action on the part of any third party or any reasonable expectation that the Twitch Services will not contain any content that is prohibited by such rules. Twitch is not liable for any statements or representations included in User Content. Twitch does not endorse any User Content, opinion, recommendation, or advice expressed therein, and Twitch expressly disclaims any and all liability in connection with User Content. To the fullest extent permitted by applicable law, Twitch reserves the right to remove, screen or edit any User Content posted or stored on the Twitch Services at any time and without notice, including where such User Content violates these Terms of Service or applicable law, and you are solely responsible for creating backup copies of and replacing any User Content you post or store on the Twitch Services at your sole cost and expense. Any use of the Twitch Services in violation of the foregoing violates these Terms of Service and may result in, among other things, termination or suspension of your rights to use the Twitch Services.

b. *The list Esports Racing League Officials and Gaming Council members is as follows:*

Esports Racing League Officials
Chief Executive Officer: **Anthony Alfredo**
Chief Communications Officer: **Anthony Alfredo**
Chief Marketing Officer: **Anthony Alfredo**
Chief Innovation Officer: **Anthony Alfredo**

Gaming Council Members
Cisco Scaramuzza
James Pike