

T4 Esports Series - Sporting Regulations 2023

1. **General Rules and Regulations**

- 1.1. Tillotson T4 Esports Series is organised by Tillotson in association with Alpha Live.
- 1.2. The events will be run by Alpha Live using KartSim game on the rFactor2 platform.
- 1.3. This is a free to enter championship, but competitors must have both rFactor2 and the Esports version of KartSim to take part.
- 1.4. Clarification, interpretation and determination of any rules, requirements and regulations shall be decided by the Stewards.
- 1.5. Sporting Regulations come into effect from the time of their publication on Tillotson Website (<https://tillotson.ie/events/t4-esports-series/>) and replace any previous applicable Sporting Regulations.
- 1.6. The internet connection and technical requirements are detailed in Appendix 1.
- 1.7. Timezone – Alpha Live is based in the GMT+1 Timezone (London) Any official start times listed shall refer to GMT+1.

2. **Compliance and Driver Responsibility**

- 2.1. Drivers are required to follow and comply with all rules specified within this document.
- 2.2. Drivers are expected to review the sporting regulations which will be updated prior to each event.
- 2.3. Cheating in any form will not be tolerated and will lead to immediate disqualification from the Championship.
- 2.4. Drivers are expected to participate in an ethical and sportsmanlike manner. Taunting, trash talking, and berating or abusing other drivers or officials or the Organisers will not be tolerated and may lead to expulsion.
- 2.5. Pre-race preparation: Drivers are expected to prepare in advance for a racing event. If a driver is clearly unprepared and deemed unsuitable to participate, the Stewards may remove the driver. Stewards may use official practice and qualifying times to deem suitability.

3. **Events Calendar**

- 3.1. There are two (2) scheduled events scheduled for T4 Esports Series 2023:
 - RD1 – 11/04/23: Kristianstad
 - RD2 – 09/05/23: TBC

4. **Event Registration**

- 4.1. Drivers are required to register for each event.
- 4.2. Registration is free but competitors must have both rFactor2 and the most recent KartSim Esports license to enter.
- 4.3. Drivers must be 12+ years of age to register.
- 4.4. Age Identification and Steam ID are required to sign up.
- 4.5. Registration for events at <https://tillotson.ie/events/t4-esports-series/register-now/>
- 4.6. Event reminders will be emailed to all registered drivers. It is drivers' own responsibility to be available and show up for the entered event.
- 4.7. Race numbers or T4 Kart colours cannot be requested and will be allocated as per event structure rules.

5. **Event Structure**

- 5.1. First race will start at 20:30 GMT+1 on the date stated in events calendar.
- 5.2. Practice and technical assistance period will be open 2HR prior to race start.
- 5.3. There will only be one category raced at each event.
- 5.4. The maximum number of drivers that can take part in the live broadcasted event is 30.

- 5.5. Race events will have a qualification period known as “Hot Lap” window which will be run prior to heat 1. The Hot Lap window schedule will be communicated to each entrant prior to the event.
- 5.6. Event structure will be dependent on the number of entries for each event. The structure will be based on the following three (3) scenarios.
- Event Structure A: 1-30 drivers
 - Event Structure B: 31-60 drivers
 - Event Structure C: 61+ drivers
- 5.7. Event Structure A: 1-30 drivers
- 5.7..1. Every driver will be part of a single Group.
 - 5.7..2. All drivers will be entered in the live broadcasted race event.
 - 5.7..3. The qualifying or hot lap period prior to the race will be used as a ranking system for driver kart numbers, 1-30.
 - 5.7..4. If a driver is unable to record a time within 105% of the fastest time and the Stewards deem the driver unsuitable, they have the right to remove this driver from the race event.
 - 5.7..5. The Group will participate in two (2) Heat races of 10 mins +1 lap and one (1) Final race of 12 mins + 1 lap.
 - 5.7..6. The grid positions for the Heat races will be reverse grids drawn randomly. This means if a driver is 1st for Heat 1 they will be last for Heat 2 and if they are middle position for Heat 1 they will be middle position for Heat 2 and so on.
 - 5.7..7. Accumulated Heat finishing positions will be used to calculate Final starting position. Heat finishing points system will be 1st – 0 points, 2nd – 1 point, 3rd – 2 points, and so on. The driver with the lowest score will be 1st for the Final. The driver with second lowest score will be 2nd and so on.
 - 5.7..8. In the event of a tie for grid position the tie breaker will be whoever has the higher finish. If they are still in a tie for position it will be decided on who had the highest finishing position in Heat 1.
 - 5.7..9. Championship Points will be applied to all drivers in the Group as per our Points Scoring system below, 6.0.
- 5.8. Event Structure B: 31-60 drivers
- 5.8..1. Drivers will be divided into two groups, Group A and Group B.
 - 5.8..2. Group A and Group B will race separately for the entire event.
 - 5.8..3. All drivers from Group A and B will be entered in the live broadcasted race event.
 - 5.8..4. The qualifying or hot lap period prior to the race will be used as a ranking system to split drivers into Group A or Group B. 1st – Group A, 2nd – Group B, 3rd – Group A, 4th – Group B, and so on.
 - 5.8..5. If a driver is unable to record a time within 105% of the fastest time and the Stewards deem the driver unsuitable, they have the right to remove this driver from the race event.
 - 5.8..6. Both Groups will have two (2) Heat races of 10 mins +1 lap and one (1) Final race of 12 mins + 1 lap.
 - 5.8..7. The grid positions for the Heat races will be reverse grids drawn randomly. This means if a driver is 1st for Heat 1 they will be last for Heat 2 and if they are middle position for Heat 1 they will be middle position for Heat 2 and so on.
 - 5.8..8. Accumulated Heat finishing positions will be used to calculate Final starting position. Heat finishing points system will be 1st – 0 points, 2nd – 1 point, 3rd – 2 points, and so on. The driver with the lowest score will be 1st for the Final. The driver with second lowest score will be 2nd and so on.
 - 5.8..9. In the event of a tie for grid position the tie breaker will be whoever has the higher finish. If they are still in a tie for position it will be decided on who had the highest finishing position in Heat 1.
 - 5.8..10. Championship Points will be applied to all drivers in Group A & B as per our Points Scoring system below, 6.0.
- 5.9. Event Structure C: 61+ drivers
- 5.9..1. The Hot Lap window will be used as a qualification period for drivers to register their fastest lap. The top 60 drivers will qualify for the live broadcasted event.

- 5.9..2. The qualifying or hot lap period prior to the race will be used as a ranking system to split drivers into Group A or Group B. 1st – Group A, 2nd – Group B, 3rd – Group A, 4th – Group B, and so on.
- 5.9..3. Group A and Group B will race separately for the entire event
- 5.9..4. If a driver is unable to record a time within 105% of the fastest time and the Stewards deem the driver unsuitable, they have the right to remove this driver from the race event.
- 5.9..5. Both Groups will have two (2) Heat races of 10 mins +1 lap and one (1) Final race of 12 mins + 1 lap.
- 5.9..6. The grid positions for the Heat races will be reverse grids drawn randomly. This means if a driver is 1st for Heat 1 they will be last for Heat 2 and if they are middle position for Heat 1 they will be middle position for Heat 2 and so on.
- 5.9..7. Accumulated Heat finishing positions will be used to calculate Final starting position. Heat finishing points system will be 1st – 0 points, 2nd – 1 point, 3rd – 2 points, and so on. The driver with the lowest score will be 1st for the Final. The driver with second lowest score will be 2nd and so on.
- 5.9..8. In the event of a tie for grid position the tie breaker will be whoever has the higher finish. If they are still in a tie for position it will be decided on who had the highest finishing position in Heat 1.
- 5.9..9. Championship Points will be applied to all drivers in Group A & B as per our Points Scoring system below, 6.0.

Note: If there are any delays or issues related to any other unforeseen circumstances the event organiser has the right to amend or change the event format/structure on the day. The event organiser also has the right to cancel the event based on any unforeseen circumstances.

6. T4 Esports Championship Points

- 6.1. Tillotson will offer individual prizes to winners of each T4 Esports Series events.
- 6.2. Results for each esports event are final as posted by Alpha Live on completion of the race event.
- 6.3. Points will be equally awarded for all two (2) rounds in the same time zone
- 6.4. Points will be awarded to drivers as follows:
 - 6.4..1. XX Points: Final finishing positions as shown below, Points table in 6.7.
- 6.5. Driver's points will be calculated by accumulating the following:
 - 6.5..1. Total points awarded from 2 scoring finals of race events within the same time zone.
- 6.6. In the case of a tie with final championship standings the result will be determined by the most 1st

place finishes of relevant drivers. In the case of another tie, it will be determined by most 2nd place finishes of the relevant drivers. And so on...

- 6.7. Championship points will be awarded to drivers, as shown below, on finishing positions in the Final of each race event. Points will be awarded to each group.

1 st – 50pts	2 nd – 40pts	3 rd – 35pts	4 th – 30pts	5 th – 28pts	6 th – 26pts	7 th – 25pts	8 th – 24pts	9 th – 23pts	10 th – 22pts
11 th – 21pts	12 th – 20pts	13 th – 19pts	14 th – 18pts	15 th – 17pts	16 th – 16pts	17 th – 15pts	18 th – 14pts	19 th – 13pt	20 th – 12pts
21 st – 11pts	22 nd – 10pts	23 rd – 9pts	24 th – 8pts	25 th – 7pts	26 th – 6pts	27 th – 5pts	28 th – 4pts	29 th – 3pts	30 th – 2pts

7. T4 Esports Series Prizes

- 7.1. Points will be accumulated on completion of T4 Esports Series Championship as per the Calendar, above 3.1.

7.2. Tillotson reserve the right to change the calendar if any unforeseen circumstances should arise. Any such changes will be communicated to drivers who have registered for any of the events.

7.3. Prizes will be awarded per race event, in the form of steam vouchers of the following values, 1st €100 / 2nd €50 / 3rd €30 / 4th €20 / 5th €10 / 6th-10th €5

7.4 There will be an additional prize for the overall winner with the highest points accumulated over both rounds

8. T4 Kart Set up and configuration

8.1. The T4 kart set up may be adjusted within the parameter options on KartSim.

8.2. Gearing, tyre pressure, front and rear widths, ride height are all open for adjustment as per real life.

8.3. We recommend drivers try some different set up in practice prior to the race events.

9. Driving Standards

9.1. To be issued with event supplementary regulations

10. Stewards

10.1. To be issued with event supplementary regulations

11. Penalties

11.1. To be issued with event supplementary regulations

12. Legal

12.1. The Organisers reserve the rights to change the rules.

12.2. The Organisers reserve the rights to change the mod.

12.3. The Organisers reserve the right to cancel or postpone a race.

12.4. The Organisers shall not be held liable for any losses suffered resulting from the cancellation of a race or of server crash of the race server.

12.5. The Organisers reserve the right to amend the Championship race dates, schedule and times. Drivers will be notified at least 24 hours in advance.

13. Internet Connection

13.1. Drivers must have a stable internet connection. Tillotson is not responsible for drivers who are not able to maintain a stable connection to the server.

14. Contact Details

14.1. Alpha Live: info@alphalive.co.uk

14.2. Tillotson: mark.ffrench@tillotson.ie