

LE MANS VIRTUAL CUP 2022

SPORTING REGULATION

V1.5

1. INTRODUCTION

Following on from a hugely successful 2021 Le Mans Virtual Cup, we are excited to present the second edition of Le Mans Virtual Cup.

The series will allow competitors of all backgrounds, from any team, to earn a place at the 2023 24 Hours of Le Mans Virtual. The competition is open to all players of the rFactor 2 platform and relevant content and can be attempted through the new and successful competition system directly available in the simulation.

This document outlines the rules and procedures that will be in effect during the series. This document does not replace the full terms and conditions of entry into the competition, a copy of which can be requested from a member of the organisation team. By competing in the Le Mans Virtual Cup, you fully accept both the terms and conditions and these sporting regulations.

2. SPORTING OVERVIEW AND KEY POINTS

- 2.1. The event will be run on the rFactor 2 platform which features:
 - 2.1.1. Dynamic weather.
 - 2.1.2. Dynamic day/night transitions.
 - 2.1.3. Full simulation of car damage and tyre wear.
- 2.2. Le Mans Virtual Cup will be run on Competition System.
 - 2.2.1. Top 30 drivers after Round 3 will be invited to participate in the Grand Final – Split 1 on a private lobby
 - 2.2.2. All the other participants can take part in the Grand Final – Split 2,3 etc on Competition System.
- 2.3. The Le Mans Virtual Cup 2022 consists of 3 rounds plus a Grand Final.
- 2.4. Drivers will use the Ligier JS P320 (LMP3) - Fixed setup.
- 2.5. Each round of Le Mans Virtual Cup can host different number of splits.
- 2.6. Each split consists of maximum 30 drivers.
- 2.7. Split 1 races will be broadcast live.
- 2.8. The top two drivers in the final standings of the Le Mans Virtual Cup will be invited to compete in the 24 Hours of Le Mans Virtual alongside pro drivers (to be determined by the organisers).
- 2.9. Le Mans Virtual Cup is permitted to only use officially licensed content within rFactor 2. Should rFactor 2 become out of license with any content which directly affects the Le Mans Virtual Cup (e.g. specific car or track) during the season, the organisers reserve the right to remove this content from the series and/or not make available for competition.
- 2.10. By participating, all competitors agree to be bound by the rules set out in this document, the terms and conditions and the privacy policy exclusively.
- 2.11. The organisers reserve the right to amend the rules as appropriate. Any changes will be communicated directly to competitors.

3. ELIGIBILITY REQUIREMENTS

- 3.1. Everyone who is in possession of an original copy of rFactor 2 can participate in Le Mans Virtual Cup
- 3.2. Everyone who has a stable internet cabled connection and can have access to the multiplayer section of rFactor 2.
 - 3.2.1. Drivers who have a high ping (+150ms) from the race server may be excluded from the competition.
 - 3.2.2. Wi Fi connections are not allowed.
- 3.3. Drivers must be registered to the Competition System in order to take part in Le Mans Virtual Cup.
- 3.4. Drivers are required to use their real first name and last name in the Competition System.

- 3.5. Drivers who are registered to a Le Mans Virtual Series team or have participated in one or more of the 2022/2023 LMVS rounds are ineligible to compete in Le Mans Virtual Cup.
- 3.6. Drivers who have been banned from the competition system or from any other official rF2 competition are ineligible to take part in the competition.
- 3.7. A list of contents required to participate in the Le Mans Virtual Cup is available at Art 4.

4. CONTENT REQUIREMENTS

All drivers will be required to own all of the cars that will be used in the race, as well as the track to be able to join the server. Below are links to the game and the required content.

- rFactor 2: https://store.steampowered.com/app/365960/rFactor_2/
- Sebring International Raceway: <https://store.steampowered.com/itemstore/365960/detail/18/>
- Autodromo Nazionale Monza: <https://store.steampowered.com/itemstore/365960/detail/59/>
- Spa Francorchamps: <https://store.steampowered.com/itemstore/365960/detail/51/>
- Bahrain (Grand Final only): TBA
- Ligier JS P320: <https://store.steampowered.com/itemstore/365960/detail/68/>

5. HOW TO QUALIFY & HOT LAP CALENDAR

- 5.1. To qualify for a Le Mans Virtual Cup round each driver must take part in a hot lap challenge available through Competition System.
- 5.2. The hot lap challenge will be held at set times before each race on Competition System and will determine which split a driver will compete in.
- 5.3. The starting position of each round is determined by the hot lap challenge results achieved for that specific round of Le Mans Virtual Cup.

Dates*	Event – Hot Lap Challenge
30 th August – 7 th September	Sebring
18 th – 28 th September	Monza
9 th – 19 th October	Spa Francorchamps

* Dates may be subject to change

6. RACE FORMAT – CUP CALENDAR - TIMETABLE

- 6.1. The Le Mans Virtual Cup consists of 3 rounds, plus a Grand Final.
- 6.2. Race duration (Grand Final included) is 45 minutes.
- 6.3. Each driver must complete a mandatory pit stop.
- 6.4. At the end of the first 3 rounds of the Le Mans Virtual Cup the top 30 drivers in the championship standings will be invited to participate in the Grand Final.
 - 6.4.1. The top 30 drivers must confirm their participation in the Grand Final no later than 5 days before the event.
- 6.5. The organiser reserves the right to select reserve drivers in case one or more competitors can't attend the Grand Final.
- 6.6. Reserves will be invited based on the overall standings after round 3.

LE MANS VIRTUAL CUP CALENDAR

Dates*	Duration	Event
16 th September	45 Minutes	Sebring
7 th October	45 Minutes	Monza
4 th November	45 Minutes	Spa Francorchamps
2 nd December	45 Minutes	Bahrain (Grand Final)

*Dates may be subject to change

LE MANS VIRTUAL CUP TIMETABLE* - ALL TIMES ARE CET/CEST

Time	Event
18:45 - 19:00	Registration through Competition System**
19:00 - 19:10	Warmup
19:10 + formation lap	Race Start (45 minutes)

*Timetable may be subject to change

**Failure to register on-time, despite qualifying will result in a DNS

6.7. Time zone CEST for September and October 2022

6.8. Time zone CET for November and December 2022

7. POINTS SYSTEM AND STANDINGS

7.2. Each race will award championship points as follows

Pos.	P1	P2	P3	P4	P5	P6	P7	P8	P9	P10
Pts	35	30	28	27	26	25	24	23	22	21

Pos.	P11	P12	P13	P14	P15	P16	P17	P18	P19	P20
Pts	20	19	18	17	16	15	14	13	12	11

Pos.	P21	P22	P23	P24	P25	P26	P27	P28	P29	P30
Pts	10	9	8	7	6	5	4	3	2	1

7.3. Drivers who retire from a race, get disconnected before taking the chequered flag or are unable to finish the race are not eligible to score race points but will score participation points.

7.4. Ties will be sorted by most wins, 2nd places etc. If still tied the organiser will take in consideration the best Hot Lap Challenge positions.

7.5. For every additional split generated by the competition system, there will be +25 participation points allocated to split 1.

Example: if there are three splits race, the winner of split 1 will receive 85 points, split 2’s winner will receive 60 points and split’s 3 winner will receive 35 points.

8. PRIZES

8.1. The top two drivers in round 4 (Grand Final) of Le Mans Virtual Cup will be invited to compete in the 24 Hours of Le Mans Virtual alongside pro drivers (to be determined by the organisers)

COMPETITION RULES

9. QUALIFYING

9.1. For the first three rounds the grid will be set as explained in Art. 5.3 of this regulation.

9.2. For the Grand Final the grid will be set based on the championship standings after Round 3.

10. STARTING PROCEDURE

10.1. The starting procedure consists of a formation lap and a rolling start.

10.2. When the race starts there will be a short period of time to line up on the grid, competitors must ensure they do so as quickly as possible. Once the countdown timer hits zero (0) there will be no further opportunity to join the starting grid.

10.3. Once the transition to the start of the race has begun there is no longer an opportunity for the driver to check the performance of equipment. Therefore, subsequent equipment performance will be considered unfortunate for that competitor but there will be no further opportunity to rectify the problems without affecting the race

10.4. Jump starts are monitored by the game

10.5. The Race Director or the Assistant Race Directors may, at their sole discretion, choose to restart the race

11. RACE

11.1. Each participant must have the in-game chat option enabled so that the organisers can use it to write to participants in the race server.

11.2. Should a technical issue force retirement from a race that competitor/team shall count as “DNF”

11.3. If there is a catastrophic server failure which affects the lobby host, the race will be red flagged and postponed with details shared by the organiser accordingly.

11.4. If there is a catastrophic server failure which affects the lobby host in Split 1 of the Grand Final, the following procedure will be followed.

11.4.1. If a failure happens within the first 10% of the race (defined by the race leading car), the race will be red flagged and restarted from the beginning, with competitors taking their initial grid starting position.

11.4.2. If a failure happens between 10-75% of the race (defined by the race leading car), the race will be red flagged and the race will restart with the competitors taking their positions at the start of the lap prior to when the failure occurred. The maximum race time cannot exceed 75 minutes overall.

11.4.3. If a failure occurs in the final 25% of the race, the race will be red flagged, the result will stand as of the last lap completed by the car leading the race.

11.5. Should a technical red flag be required:

11.5.1. The race restart time will be communicated using Discord.

11.5.2. Restarts may be granted upon significant server malfunction affecting a minimum of 20% of the starting grid.

11.5.3. Participants may not leave the server before the starting procedure has started. The organisers will not take any responsibility if a participant leaves the server and rejoins in the wrong starting position.

12. TRACK LIMITS

12.1. Please refer to Art. 2 of the Competition Guidelines.

12.2. During the hot lap qualifying challenges track limits are set to “strict”

12.3. The maximum amount of track limits infringements will be set to Default / 5 penalty points per race. Penalties are automatically applied by the game.

12.4. If the game deems the cut to be too excessive, the penalty applied will automatically be a Stop-and-Go or Drive Through.

13. PIT LANE

13.1. Please refer to Art. 3 of the Competition Guidelines regarding pit lane rules.

13.2. Participants causing a contact or driving in an unsafe manner in the pit lane can be subjected to penalties.

14. FLAG RULES

14.1. Please refer to Art. 4 of the Competition Guidelines regarding Flag Rules.

14.2. Participants that are being lapped must help the passing participant make a complete and safe pass within 4 corners maximum.

14.3. Red flag: please refer to Art. 11.5 (Grand Final – Split 1 only)

15. ON TRACK BEHAVIOUR

15.1. Please refer to Art. 5 of the Competition Guidelines.

16. PENALTIES

16.1. There are several types of penalties issued in this competition.

16.2. It is important that the competitors are aware of differences between them and how to act when each type of penalty is received.

- 16.2.1. Reprimand – The Race Director or their assistant may warn a competitor prior to additional sanctions at their discretion. These warnings will be officially recorded and may be used when deciding subsequent penalties.
 - 16.2.2. Stop-Go Penalty - As appropriate, the Race Director or Assistant Race Director can apply a time penalty at their discretion.
 - 16.2.3. Drive Through Penalty - As appropriate, the Race Director or Assistant Race Director can apply a time penalty at their discretion.
 - 16.2.4. Time Penalty (Post-Race) –The Race Director or their assistant may decide to add time or laps to a competitor’s car after the race.
 - 16.2.5. Disqualification – in extreme circumstances the race officials may find the actions, attitude or behaviour of a competitor/team to be contrary to the spirit of the competitions and find that this is worthy of a disqualification.
- 16.3. There is no form of appeal for any penalty decisions made by the race officials.
- 16.4. Chatting during Race – Penalty: 10 seconds.
- 16.5. All the time penalties will be applied after the end of the race.

17. RACE CONTROL

- 17.1. Race Control may be attending the races only in Split 1, but not every single incident will be captured.
- 17.2. If a violation on track is happening during official sessions, drivers need to fill in the IRR form available below.
- 17.3. Race Control will not review an entire race. If a participant wants an incident reviewed, they are encouraged to file an Incident Review Request (IRR).
- 17.4. Participants should carefully review the official race server replay before submitting an IRR.
- 17.5. Participants abusing the IRR process may be subject to penalty.
- 17.6. The participant submitting the IRR must be involved in the incident which is being reported. Failure to follow these instructions will lead to Race Control removing that specific participant’s right to submit an IRR for any given time
- 17.7. IRR link will be posted on the official forum thread dedicated to the Le Mans Virtual Cup.
- 17.8. Participants have a maximum of 15 minutes post-race to submit an IRR - any incidents submitted after this deadline will not be reviewed.
- 17.9. The points chart will be updated with any associated penalties and the involved participants will be notified of the penalties.
- 17.10. All decisions made by Race Control are final.

18. SERVER SETTINGS

- 18.1. It is not permitted to run with so much radiator tape that your car is smoking. This may result in a penalty.
- 18.2. It is forbidden during any official even session to use the text chat in the game.

The server settings will be as follows:

- Flag Rules: Black only
- Fuel Usage: Normal
- Tire Usage: Normal
- Mechanical Failures: On
- Traction Control: 0 (Off)
- Anti-Lock Braking: 0(Off)
- Stability Control: 0 (Off)
- Auto Shifting: Off
- Steering Help: Off
- Braking Help: Off
- Damage Multiplier: 100%
- Weather settings: at the discretion of the organisers
- Setups are fixed

- Aero package: no restrictions

Drivers are allowed to change:

- Steering lock
- Brake pressure
- Starting fuel
- Fuel strategy
- Brake Bias

19. WEATHER

- 19.1. The weather settings will be applied by the organisers. As with real-world, weather can often play a part in the changing and evolving strategies throughout the race, forcing teams to adapt.
- 19.2. A weather forecast report will be shared with teams no later than 24 hours before the start of the race and posted on the official forum thread.

20. CODE OF CONDUCT

- 20.1. Please refer to Art.10 of the Competition Guidelines.

21. LIVERIES

- 21.1. Participants are responsible for the content of their liveries.
- 21.2. Profanity, nudity, offensive symbols or anything the organiser deems as offensive is not allowed.
- 21.3. Liveries featuring names, logos, websites, slogans or other information related to any real company, organization or association must be used with the consent of their respective owners.
- 21.4. The organiser disclaims any liability in the event that any participant isn't in possession of the consent of use of any names, logos, websites, slogans or other information related to any real company, organization or association showcased on the car livery.
- 21.5. Each livery must be approved by the organiser.
- 21.6. The organiser has the right to reject a livery or request to apply modifications if the content featured in it has been deemed inappropriate.
- 21.7. Participants not complying with the above-mentioned rules may result in a disqualification from the competition without any form of appeal.
- 21.8. Car template and livery guidelines are available on the official forum thread.
- 21.9. Liveries must be uploaded on a dropbox link shared by the organiser on the official forum thread.
- 21.10. Liveries must be uploaded on the above-mentioned link no later than 5 days prior to the subsequent event

22. TERMS & CONDITIONS

22.1. INTRODUCTION

- 22.1.1. The following terms and conditions apply to the Le Mans Virtual Cup (the "Competition") operated by Motorsport Games Inc., a Florida limited liability company with its principal office located at 5972 NE 4th Avenue, Miami FL, 33137, and its subsidiaries ("Motorsport Games", "Our", "Us" and "We"). The competition takes place on the rFactor 2 video game ("Game") as published and developed by Studio 397.
- 22.1.2. These Terms and Conditions of Competition ("Terms and Conditions") are in addition to the Sporting Regulations (the "Regulations") and the Motorsport Games privacy policy available at <https://motorsportgames.com/privacy-policy/>. These policies govern how We, Motorsport Games may use the data We, Motorsport Games collect from you.
- 22.1.3. Please read these Terms and Conditions carefully. These Terms and Conditions set out who can enter the Competition, how the Competition will be run and the circumstances in which We may withhold all or part of the Prizes and/or disqualify you. By submitting an entry for a Competition, you agree to

be bound by these Terms and Conditions and agree that you will grant to Us the right to use your name in Our publicity assets.

- 22.1.4. We reserve the right to cancel or amend these Terms and Conditions and/or the Competition at any time without prior notice to the extent that it is reasonably necessary. When you enter a Competition you (the "Competitor") are deemed to accept the Terms and Conditions presented to you at the time of entry. Any amendments to these Terms and Conditions will be posted on the Competition Website.
- 22.1.5. These Terms and Conditions are subject and in addition to any local laws and/or regulations controlling competitions, contests or other programs of this nature. In the event the local laws of the jurisdiction where you are located should conflict with these Terms and Conditions, the local laws and/or regulations shall control and supersede.
- 22.1.6. We reserve the right to disqualify you if We have reasonable grounds to believe that you have breached any of these Terms and Conditions.
- 22.1.7. We reserve the rights to alter, amend or supplement these Formula Challenge Series Rules at any time in Our sole discretion.

22.2. ELIGIBILITY

- 22.2.1. Entry into the Series is per competitor.
- 22.2.2. The Le Mans Virtual Cup is open to residents of all countries where the Game and/or Le Mans Virtual Cup is not prohibited or unlawful (each Competitor to satisfy themselves as to whether this condition is met) except, and unless waived by Motorsport Games in its sole discretion.
- 22.2.3. persons who are under the age of sixteen (16) years as at 1st September 2022. Except with the express permission of the organisers is given.
- 22.2.4. Employees and agents of Motorsport Games, Studio 397 and its groups and affiliated companies;
- 22.2.5. Anyone involved in or connected to the organisation and running of the Formula Challenge Series and/or the Game in any way; and the immediate family members of any of the persons set forth in (b) or (c) above.
- 22.2.6. Entry in the Championship is for the season, which concerns all the Competitions registered on the calendar of the said Championship.
- 22.2.7. The transfer of an entry to a third party is formally prohibited.
- 22.2.8. Any withdrawal from the Championship or from participating in a Competition must be notified to the organisers ("Le Mans Virtual Cup") in writing, by registered letter with acknowledgement of receipt.
- 22.2.9. During an official session ("Hot Lap Qualifying, Practice, Qualifying or Race"), Competitors are responsible for their own hardware and internet connection (which is recommended to be a minimum of 3 MB/s download and 0.5MB/s upload). Any online event held in the Le Mans Virtual Cup will not be rescheduled due to technical issues, and We are not responsible for any impact on any Competitor's standings in the Championship resulting from such technical issues.
- 22.2.10. In participating in the Le Mans Virtual Cup each Competitor confirms that they/he/she:
 - 22.2.10.1. fully and unconditionally agrees to and undertakes to comply with these Terms and Conditions and the Regulations as described in Clause two (2) above, as well as any further instruction of Motorsport Games, Studio 397 (and/or its nominee(s)) in relation to the Game and/or Formula Challenge Series;
 - 22.2.10.2. and accept that decisions of Motorsport Games regarding all matters relating to the Formula Challenge Series and/or Game are final and binding.
- 22.2.11. By submitting the livery, the competitor/team agree for the use of the livery publicly in the rFactor2 software free from rights restriction.
- 22.2.12. Motorsport Games Inc. (or any third party nominated Motorsport Games Inc.) may exercise its sole discretion to use Entrants' name and image(s), replays and their comments relating to the Competition System for future promotional, marketing and publicity purposes in connection with the Competition System in any media worldwide without notice and free of charge.

22.3. TERMS OF ENTRY

- 22.3.1. By entering the Le Mans Virtual Cup each Competitor accepts the following:
 - 22.3.1.1. these Terms and Conditions

- 22.3.1.2. the Sporting Regulations
- 22.3.1.3. the Competition Guidelines
- 22.3.1.4. the Privacy Policy of Motorsport Games, which is available at <https://motorsportgames.com/privacy-policy/>

22.3.2. In the event that the Regulations, privacy policies or terms of use should conflict with these Terms and Conditions on any point, these Terms and Conditions shall control and superseded

22.4. PRIZES

- 22.4.1. The prize awarded in Le Mans Virtual Cup is the opportunity to drive in the 24 Hours of Le Mans Virtual 2023 alongside two (2) professional drivers.
- 22.4.2. The prize is allocated to the top 2 finishers of the Le Mans Virtual Cup after the fourth and final round.
- 22.4.3. An unclaimed Prize may not be awarded. There are no Prize substitutions or cash alternatives, and the Prize is not transferable.
- 22.4.4. Where for reasons outside of Our reasonable control We are unable to deliver to Winner the whole or any part of the Prize We shall have the right but not the obligation to substitute all or part of the Prize offered for an alternative prize which We reasonably nominate.
- 22.4.5. The winner will be solely responsible for his or her own expenses. We assume no responsibility and are not liable for any costs, charges, expenses or taxes (including normal postage costs) which any Winner may be required to pay at any time in connection with the Prize. Winners shall at all times be subject to all applicable ticket terms and conditions and venue rules.

22.5. LIABILITY

- 22.5.1. We cannot be held responsible for any costs incurred by you in entering a Competition (whether or not such entry is successful) or in relation to you taking part in a Competition.
- 22.5.2. We will not be liable to you, in contract, tort (including, without limitation, negligence) or otherwise in connection with the Competitions for:
 - 22.5.2.1. loss of revenues, profits, contracts, business or anticipated savings or loss of data; or
 - 22.5.2.2. any loss of goodwill or reputation; or (c) any special or indirect or consequential losses; however, caused.
- 22.5.3. Nothing in this clause shall limit or exclude liability for death or personal injury as a result of Our negligence.
- 22.5.4. We will not be liable for any damages or losses as a result of failure by Us to deliver any Competition, the Prize or any other prizes as a result of any circumstances outside of Our direct and reasonable control including, but not limited to, as a result of a server failure (including but not limited to access delays or interruptions, data non-delivery or mis- delivery), any act(s) of God, war or terrorism, pandemic, breaches of security or unauthorised use of personal data arising from hacking and/or failure or lack of reception of telephone or mobile telephone networks.
- 22.5.5. You agree to fully indemnify Us in respect of all liabilities, damages, claims, actions, expenses (including reasonable legal fees), demands or costs incurred by Us as a result of any breach by You of these Terms and Conditions.
- 22.5.6. Nothing contained in these Terms and Conditions shall affect any statutory rights to which you may be entitled as a consumer.

22.6. MISCELLANEOUS

- 22.6.1. These Terms and Conditions shall be governed by the internal substantive laws of the State of Florida, without respect to its conflict of laws principles. Any claim or dispute between you and Motorsport Games Inc. that arises in whole or in part from the Competition shall be decided exclusively by a court of competent jurisdiction located in Miami-Dade County, Florida. These Terms and Conditions, together with the other documents referenced herein and any other legal notices published by Motorsport Games Inc. on the Competition Website, shall constitute the entire agreement between you and Motorsport Games Inc. concerning the Competition. If any provision of these Terms and Conditions is deemed invalid by a court of competent jurisdiction, the invalidity of such provision shall not affect the validity of the remaining provisions of these Terms and Conditions, which shall remain in

full force and effect. No waiver of any term of this these Terms and Conditions shall be deemed a further or continuing waiver of such term or any other term, and Our failure to assert any right or provision under these Terms and Conditions shall not constitute a waiver of such right or provision. Motorsport Games Inc. reserves the right to amend these Terms of Use at any time and without notice, and it is your responsibility to review these Terms of Use for any changes. Your entry into any Competition Event following the amendment of these Terms of Use will signify your assent to and acceptance of its revised terms. YOU AND MOTORSPORT GAMES INC. AGREE THAT ANY CAUSE OF ACTION ARISING OUT OF OR RELATED TO THE COMPETITION WEBSITE MUST COMMENCE WITHIN ONE (1) YEAR AFTER THE CAUSE OF ACTION ACCRUES. OTHERWISE, SUCH CAUSE OF ACTION IS PERMANENTLY BARRED.