



Mercedes-Benz Presents  
2022 FIA Motorsport Games Digital Cup  
Hong Kong Qualifier  
  
Sporting Regulations

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The Hong Kong Automobile Association (HKAA) is the organiser of the Mercedes-Benz Presents 2021 FIA Motorsport Games Digital Cup Hong Kong Qualifier, which is the property of the HKAA. All the participating parties (HKAA, Co-organiser, Competitors and facility) undertake to apply, as well as observe, the rules governing the Competition. The Competition will be held on-line from 14 August to 17 August 2021 and on-site at the ER Esports Digital Entertainment Training Centre from 28 August to 29 August 2021.

Should any dispute arise during the Event, the Panel of Stewards will be the only authority competent to take a decision (ISC-Art.11.9).

Subject to the sporting regulations of the organisation, HKAA reserves the right to amend the terms and conditions of the regulations at any time without prior notice. In any case of dispute, the decision of the HKAA shall be final.

## 1 REGULATIONS

- 1.1 The final text of these Sporting Regulations, hereafter referred to as “the Regulations”, shall be the English version which will be used should any dispute arise as to their interpretation.
- 1.2 Headings in this document are for ease of reference only and do not form part of the Sporting Regulations.
- 1.3 The Competition is governed by these Sporting Regulations.
- 1.4 Clarification, interpretation and arbitration of any rules, requirements and regulations not covered by the HKAA and FIA ‘General Prescriptions’ and Specific Regulations, Sporting Code and Technical Regulations shall be decided by the Stewards.
- 1.5 These Sporting Regulations come into force from the moment of their publication on the HKAA website ([www.hkaa.com.hk](http://www.hkaa.com.hk)), or distributed by HKAA and replace all previous Sporting Regulations.
- 1.6 All drivers, Competitors and officials participating in the Event undertake, on behalf of themselves, their employees and agents, to observe all the provisions, as supplemented or amended, of the FIA International Sporting Code (the Code), Official Bulletins and the updated Sporting Regulations.
- 1.7 The Regulations apply to the whole competition referred to in the title (“the Competition”).
- 1.8 Any updates or additions to the Regulations will be referred to as Supplementary Regulations.

## 2 GENERAL UNDERTAKING

- 2.1 It is the Competitor’s responsibility to ensure that all persons concerned by their registration observe all the requirements of the Code and these Sporting Regulations, as well as any bulletins or Event Notes issued by the HKAA.
- 2.2 Any Competitor who is unable to be present in person at the on-site competitions will be disqualified automatically without any notice.
- 2.3 All persons concerned in any way with an entered Competitor or present in any other capacity authorized by the HKAA whatsoever in the competition area must wear an appropriate pass at all times.
- 2.4 The Competitor shall declare that:
  - 2.4.1 The Competitor possesses the standard of competence necessary for an event of the type to which the entry relates;
  - 2.4.2 If the Competitor decided to withdraw from the Competition should inform the Stewards in writing prior to the race;
  - 2.4.3 The Competitor enter onto and use the track and its facilities entirely at their own risk.
- 2.5 The Competitor shall be responsible for all acts or omissions in relation to the Competition.
- 2.6 In addition, each Competitor shall be equally responsible for any breach of the Regulations.
- 2.7 Competitors must adhere to any directions given by the Officials without hesitation to ensure smooth running of the Competition.
- 2.8 The Competition is governed by HKAA in accordance with the Regulations.

## 3 DEFINITIONS

- 3.1 **Competitor:** An individual taking part in the Competition
- 3.2 **The Competition:** All aspects of the Mercedes-Benz Present 2022 FIA Motorsport Games Digital Cup Hong Kong Qualifier
- 3.3 **Event:** All events and activities related to the Mercedes-Benz Present 2022 FIA Motorsport Games Digital Cup Hong Kong Qualifier
- 3.4 **The Organiser:** The parties running the Competition

- 3.5 **Regulator and Sanctioning Body:** Hong Kong Automobile Association
- 3.6 **Force Majeure:** any occurrence beyond the reasonable control of any party involved
- 3.7 **Race Platform:** Gran Turismo Sport, PlayStation®Hits or Spec II
- 3.8 **Race Lobby:** The in-game functionality where the Competition will be taking place
- 3.9 **Race Number:** A number assigned to each Competitor, visible on their vehicle and linked to the Competitor
- 3.10 **Provisional Results:** Any results displayed or posted before all Stewarding proceedings are completed
- 3.11 **Final Results:** Any results displayed or posted after all Stewarding proceedings are completed and the time limit to protest has expired

## 4 OFFICIALS

### 4.1 Appointed Officials

4.1.1 The HKAA will nominate the following officials:

4.1.1.1 Race Director

4.1.1.2 Three Stewards, one of whom will be the Chairman

### 4.2 Duties of Race Director

4.2.1 The Race Director shall have overridden authority in the following matters:

4.2.1.1 The control of practice, qualifying and races during on-line and on-site Competition;

4.2.1.2 Adherence to the timetable;

4.2.1.3 If they deem it necessary, the making of any proposal to the Stewards to modify the timetable in accordance with the Regulations;

4.2.1.4 The stopping of any Competitor in accordance with the Regulations;

4.2.1.5 If it is necessary for the Race Director's duties and responsibilities to differ from the above, these duties will be set out in the Supplementary Regulations.

### 4.3 Duties of Stewards

4.3.1 Within the framework of their duties, the Stewards:

4.3.1.1 Shall decide what penalty to enforce in the event of a breach of the Regulations;

4.3.1.2 May amend the Regulations;

4.3.1.3 May pronounce disqualifications;

4.3.1.4 May amend the classifications;

4.3.1.5 May disqualify from any part of the Competition, for the duration of the Competition or from the Event, any Competition whom they consider as, or who is reported to them as being, ineligible to take part, or whom they consider as being guilty of improper conduct or unfair practice;

4.3.1.6 May postpone the Competition in the event of Force Majeure;

4.3.1.7 May take the decision to stop, temporarily or permanently, all or part of a Competition;

4.3.1.8 Shall declare the classifications and results to be final;

4.3.1.9 May use any video or electronic systems to assist them in reaching a decision.

### 4.4 List of Officials

4.4.1 The following officials will be appointed and on duty during the Competition, they will examine any incidents during the Event if necessary:

Role	Name
Race Director	SHIU Wai Ho, Oscar
Steward (Chairman)	CHEUNG Kim Hung, Julian
Steward	YEE Wai Kah, Frank
Steward	CHEN Lung Shing

## **5 PASSES**

- 5.1 One identification pass will be issued for each Competitor, permitting access to the entire venue during the Semi-Final and Grand Final of the Competition at the ER eSport Digital Entertainment Training Centre.
- 5.2 Identification pass will be issued during the registration at the registration counter to the entrant.
- 5.3 All identification must be properly worn during the Competition.
- 5.4 Abuse of the pass will result in them being withdrawn completely from the Competition.

## **6 FIA MOTORSPORT GAMES DIGITAL CUP HONG KONG QUALIFIER**

- 6.1 The online qualifying session will be held during the period of 14 August to 17 August 2021.
- 6.2 The Semi-final and Grand Final will take place at the ER Esports Digital Entertainment Training Centre from 28 August to 29 August 2021.
- 6.3 The Competition will contribute one Champion, one 1st Runner up, one 2nd Runner up and one of each 4th to 10th places towards the overall points table.

## **7 NUMBERS OF ENTRANTS PARTICIPATING**

- 7.1 There will be no maximum of entrants accepted.
- 7.2 The maximum number of Competitors in each group or session is 14 during the on-line qualifying.
- 7.3 The maximum number of Competitors in each group or session is 10 during the Semi-final and Grand Final.
- 7.4 A minimum of 30 Competitors must have been entered for the Competition to be run.

## **8 ORGANISATION AND INSURANCE**

- 8.1 Third party insurance arranged by the Organiser shall be in addition and without prejudice to any personal insurance policy held by a Competitor or any other participant in the Event. Drivers taking part in the Event are not third parties with respect to one another.

## **9 ELIGIBLE COMPETITORS**

- 9.1 All Competitors must comply with the following general eligibility requirements at the time of submitting the application:
  - 9.1.1 Age of 16 or above on or before the application deadline;
  - 9.1.2 Have ordinarily resided in Hong Kong for a continuous period of not less than 3 years;
  - 9.1.3 HKSAR Passport Holder;
  - 9.1.4 Valid HKAA Digital Member; and
  - 9.1.5 Own a Play Station®Network (PSN) account where online ID and Avater not contain any indecent or vulgar words or image.
- 9.2 The Organiser reserves the right to request Competitors to submit valid personal identification.
- 9.3 Failure to provide valid personal identification will result in being withdrawn completely from the Competition.
- 9.4 Individuals who hold more than one PSN account cannot represent more than one entry.
- 9.5 All Competitors shall be responsible for the cars being used on their own expenses.
- 9.6 The Organiser in its absolute discretion may accept, reject any application and/or entry for the Competition.

## **10 ENTRIES**

- 10.1 Drivers in Semi-final and Grand Final will be permitted to enter the Competition, so long as this does not take place at the ER Esports Digital Entertainment Training Centre nor impact on their participation in the mandatory events in the Competition, including briefings, podiums, press conferences, etc.
- 10.2 All entries must be complete no later than 12 August 2021 (16:59 HKT) using the registration from available on the HKAA website except those seeded drivers invited by the Organiser.
- 10.3 Failure to complete the registration may result in an invalid registration.
- 10.4 No entry fee shall be paid by each Competitor to the Organiser.
- 10.5 A confirmation email to be sent to each applicant two days before the on-line competition session.
- 10.6 Drivers must be HKAA's valid Digital Member.
- 10.7 Drivers must add the PSN online ID to be provided by the Organiser prior to the online qualifying session.
- 10.8 The provisional entry list for Semi-final will be announced by the Organiser three days after the completion of Online Qualification sessions.
- 10.9 The Organiser in its absolute discretion may accept, reject any application and/or entry for the Competition.

## **11 INSTRUCTIONS AND COMMUNICATIONS TO COMPETITORS**

- 11.1 Any communication to a Competitor prior to the event will be made to the contact person specified in the Entry using the contact details (mobile phone number with Whatsapp, email and etc) submitted to the Organiser.
- 11.2 It is each Competitor's responsibility to ensure that they receive any communication from the Organiser.
- 11.3 The Stewards or Race Director may give instructions to Competitors by means of special circulars.
- 11.4 These circulars will be distributed to all Competitors, who must acknowledge receipt.
- 11.5 All classifications and results of practice and the races, as well as all decisions issued by the officials, will be displayed or posted on the Official Notice Board in the Semi-Final and Grand Final.
- 11.6 Any decision or communication concerning a particular Competitor should be communicated to them forthwith in writing within 30 minutes of such decision and receipt must be acknowledged in the Semi-final and Grand Final.

## **12 CAR LIVERY**

- 12.1 Only the car liveries made available by the Organiser may be used throughout the Competition.
- 12.2 At no time may any Competitor in any way use any other livery than the ones supplied by the Organiser.
- 12.3 Car liveries will not be changed by the Organiser at the request of a Competitor.
- 12.4 Car liveries may be altered by the Organiser as it sees fit.
- 12.5 Competitor has obligation and responsibilities to have their assigned livery ready prior to the race.

## **13 RACE NUMBER**

- 13.1 Each Competitor's Race Number will be appointed automatically by the Race Platform.
- 13.2 No requests regarding to, or changes of, a Competitor's Race Number will be considered.

## 14 COMPEITION

### 14.1 General

14.1.1 The Organiser, in conjunction with the ER Esports Entertainment Training Centre, reserves the right to postpone, abandon or cancel the Event or part thereof.

14.1.2 In the event of abandonment, cancellation or postponement, the Entrant/Competitor will have no right of claim against the Organiser or ER Esports Entertainment Training Centre in respect of any prize or awards or loss of expenses which they may have incurred or may incur as a result.

14.1.3 The Competition shall follow the below format; however, the organisers reserve the right to amend the format by Bulletin prior to the start of the Competition should they need to do so, based on the number of entries.

14.1.4 Race length, car choice and designated circuits for each race and practice session will be announced in a Bulletin prior to the Event.

### 14.2 Eligible Cars

14.2.1 The organiser will restrict the choice of car that may be used in the competition to ensure a balanced level of performance among drivers.

14.2.2 The organiser may, after approval from the Race Director, issue Balance of Performance changes to vehicles as it sees fit.

### 14.3 Competition Structure, Details and Setting



#### 14.3.1 Online qualifying

14.3.1.1 Competitors will be assigned a Group randomly, which will be notified 2 days prior to the session.

14.3.1.2 The online qualifying will be run on the "Lobby" of Gran Turismo. A room will create and hosted by the Organiser.

14.3.1.3 During the qualifying sessions, Competitor is driving on the Lobby setup by the Orangizer, in order to record the fastest lap time of each Competitor in a 20 minutes qualifying session.

14.3.1.4 Two online qualifying sessions to be assigned to each Competitor. One will be arranged on weekdays and one will be on weekends in the period of 14th August to 17th August 2021.

14.3.1.5 Competitors must join the assigned room at least 20 minutes before the session start.

14.3.1.6 Competitors is not allowed to change or request to switch to another group for online qualifying.

14.3.1.7 Failure to join the assigned room before the session start will result in DNS (DID NOT START) on the results.

14.3.1.8 The Organiser will share the room ID to the Competitors before each session starts.

14.3.1.9 The cars used by the Competitors will remain the same throughout the online qualifying

sessions.

- 14.3.1.10 At the end of the sessions, each Competitor across all groups will be ranked according to their fastest qualifying times, with the fastest time at the top of the qualification ladder.
- 14.3.1.11 The Competitors who ranked top 12 fastest lap time at the end of the online qualifying period will qualify to the Semi-final to be held at the ER Esports Entertainment Training Centre.
- 14.3.1.12 Should multiple Competitors set identical fastest qualifying times which the Race Platform cannot distinguish between, drivers in question will be separated by their second fastest time, then third fastest, etc.
- 14.3.1.13 Competitors is not allowed to change or request to switch Group.
- 14.3.1.14 Eligible cars can be used for online qualification sessions:  
Brand & Model : Mercedes AMG GT3'16 (Gr.3)
- 14.3.1.15 Circuit : Circuit de Barcelona-Catalunya
- 14.3.1.16 Race Platform setup :

Balance of Performance:	ON
Tires:	Racing Soft
Boost:	OFF
Slipstream Strength:	REAL
Mechanical Damage:	NONE
Tyre Wear:	OFF
Fuel Depletion:	OFF
Counter steer Assist:	PROHIBITED
Active Stability Management:	PROHIBITED
Driving Line Assist:	PROHIBITED
Brake Indicator:	PROHIBITED
Traction Control:	NO LIMIT
ABS:	NO LIMIT
Auto Drive:	NO LIMIT
Ghosting During Race:	STRONG
Shortcut Penalty:	STRONG
Wall Collision Penalty:	STRONG
Car Collision Penalty:	ON
Flag Rules:	OFF
Ghost Lapped Cars:	ON

## 14.3.2 Semi-final

### 14.3.2.1 General

- The Semi-final will be held on-site on 28 August 2021 at the ER Esports Digital Entertainment Training Centre, Cyberport, Hong Kong.
- The timetable will be announced by the Organiser 2 days prior to the Event.
- At the end of the Online Qualifying period, the top Twelve (12) fastest lap time Competitors will join Six (6) seeded players who ranked top 6 within Hong Kong region in the 2021 Olympic Virtual Series Motor Sport Event and Two (2) nominated by the Mercedes-Benz Hong Kong (Title Sponsor) to be proceed into the Semi-final.
- In the Event that a slot becomes available due to the failure of a seeded players from 2021 Olympic Virtual Series Motor Sport Event to register in the Competition, or withdrawal of Competitors, the next eligible Competitor from the Online qualification in the order of the rankings will be selected.



- e. All eligible Competitors who enter the Semi-final will be divided into two groups randomly. Each group will contain 10 Competitors and the Semi-final will only be played within the group.
- f. Competitors must be registered in person at the venue accordingly to the official timetable announced by the Organiser.
- g. The cars used by the Competitors will remain the same throughout the Semi-final races.
- h. Competitors is not allowed to change or request to switch group.
- i. At any time during the Competition, blocking or hindering any other Competitor lap may result in a penalty.
- j. Late for registration may result in a penalty or withdrawal from the Competitions.
- k. The ladder, based on Semi-final results in which the highest cumulative points after the three races, the top 5 from each group in the Semi-Final will proceed to the Grand Final.
- l. The Organiser in its absolute discretion may accept, reject any registration for the Competition.

#### **14.3.2.2 Practice**

- a. The time allocated for practice for each race in Semi-Final will be stipulated in the event timetable.
- b. Competitors will be assigned into a Group randomly, which will be displayed or posted on the Official Notice Board.
- c. All groups will be given an equal amount of time for practice in each race.
- d. The cars and circuits that Competitors will be permitted to use for all races in Semi-final will be restricted and decided by the Organiser.
- e. It is each Competitor's responsibility to attend their Group assigned by the Organiser.

#### **14.3.2.3 Qualifying**

- a. Qualifying will take place using the same group as were used for Practice in each race.
- b. Each driver will be allocated the same amount of time for Qualifying for each race in Semi-final, as per the event timetable.
- c. Competitors will be assigned into the same group of Practice.
- d. At the end of the session, each Competitor across the group will be ranked according to their fastest qualifying times, with the fastest time at the top of the qualification ladder.
- e. Should multiple Competitors set identical fastest qualifying times which the Race Platform cannot distinguish between, drivers in question will be separated by their second fastest time, then third fastest, etc.

#### **14.3.2.4 Semi-final Race**

- a. Semi-final will run for three individual races, the time allocated for each race in Semi-final will be stipulated in the event timetable.
- b. Competitor will be assigned into the same group of qualifying.
- c. At the end of all races in Semi-final, the top 5 ranking Competitors of each group will advance to the Final.
- d. Eligible cars can be used for online qualification sessions :  
Brand & Model : Mercedes-Benz AMG GT3'16 (Gr.3)
- e. Circuit :  
Race 1 : Fuji International Speedway (10 Laps)  
Race 2 : Dragon Trail Seaside (8 Laps)  
Race 3 : Red Bull Ring (10 Laps)

**14.3.2.5 Race Platform setup :**

Starting:	Rolling Start
Balance of Performance:	ON
Tires:	Racing Soft / Medium / Hard
Tyre Wear:	X8
Fuel Depletion:	OFF
Mechanical Damage:	TBA
Boost:	OFF
Slipstream Strength:	REAL
Counter steer Assist:	PROHIBITED
Active Stability Management:	PROHIBITED
Driving Line Assist:	PROHIBITED
Brake Indicator:	PROHIBITED
Traction Control:	NO LIMIT
ABS:	Default
Auto Drive:	PROHIBITED
Ghosting During Race:	NONE
Shortcut Penalty:	STRONG
Wall Collision Penalty:	TBA
Car Collision Penalty:	TBA
Flag Rules:	ON
Ghost Lapped Cars:	OFF

**14.3.3 Grand Final****14.3.3.1 General**

- a. The Grand final will be held on-site on 29th August 2021 at the ER Esports Digital Entertainment Training Centre, Cyberport, Hong Kong.
- b. The timetable will be announced by the Organiser 2 days prior to the Event.
- c. At the end of the Semi-final, the top Five (5) ranking Competitors of each group in Semi-final to be proceed into the Grand Final.
- d. In the Event that a slot becomes available due to the withdrawal of a Competitors in the Competition, the next eligible Competitor from the same group of Semi-final in the order of the rankings will be selected.
- e. Competitors must be registered in person at the venue accordingly to the official timetable announced by the Organiser.
- f. The cars used by the Competitors will remain the same throughout the Grand Final races. At any time during the Competition, blocking or hindering any other Competitor lap may result in a penalty.
- g. Late for registration may result in a penalty or withdrawal from the Competitions.
- h. The Competitor with the highest cumulative points after the four races in Grand Final will be deemed the Competition winner.
- i. The champion of the Competition in the final will be nominated to the coming FIA Motorsport Games – Digital Cup tentative in 2022.
- j. In the Event that a slot becomes available due to the withdrawal of the winner in the Competition, the next eligible representative from the Grand Final in the order of

the ranking will be nominated.

- k. The Organiser in its absolute discretion may accept, reject any registration for the Competition.

#### 14.3.3.2 Practice

- a. The time allocated for practice for each race in Grand Final will be stipulated in the event timetable.
- b. All Competitors will be given an equal amount of time for practice in each race.
- c. The cars and circuits that Competitors will be permitted to use for all races in Grand Final will be restricted and decided by the Organiser.
- d. It is each Competitor's responsibility to attend the practice sessions.

#### 14.3.3.3 Qualifying

- a. Qualifying will take place using the same group as were used for Practice in each race.
- b. Each driver will be allocated the same amount of time for Qualifying for each race in Grand Final, as per the event timetable.
- c. Competitors will be assigned into the same group of Practice.
- d. At the end of the session, each Competitor across the group will be ranked according to their fastest qualifying times, with the fastest time at the top of the qualification ladder.
- e. Should multiple Competitors set identical fastest qualifying times which the Race Platform cannot distinguish between, drivers in question will be separated by their second fastest time, then third fastest, etc.

#### 14.3.3.4 Grand Final Race

- a. Grand Final will run for four individual races, the time allocated for each race will be stipulated in the event timetable.
- b. Competitor will be assigned into the same group of qualifying.
- c. The Competitor with the highest cumulative points after the four races will be deemed the Competition winner.
- d. The Champion will be nominated to the coming FIA Motorsport Games – Digital Cup tentative in 2022.
- e. Eligible cars can be used for online qualification sessions :  
Brand & Model : Mercedes-Benz AMG Vision Gran Turismo Racing Series
- f. Circuit :  
Race 1 : Suzuka Circuit (13 Laps)  
Race 2 : Brands Hatch GP (18 Laps)  
Race 3 : Monza GP (13 Laps)  
Race 4 : Circuit de Spa-Francorchamps (10 Laps)

#### 14.3.3.5 Race Platform setup

Starting:	Standing start with False Start Check
Balance of Performance:	ON
Tires:	Racing Soft / Medium / Hard
Tyre Wear:	X8
Fuel Depletion:	OFF
Mechanical Damage:	TBA
Boost:	OFF
Slipstream Strength:	REAL
Counter steer Assist:	PROHIBITED

Active Stability Management:	PROHIBITED
Driving Line Assist:	PROHIBITED
Brake Indicator:	PROHIBITED
Traction Control:	NO LIMIT
ABS:	Default
Auto Drive:	PROHIBITED
Ghosting During Race:	NONE
Shortcut Penalty:	STRONG
Wall Collision Penalty:	TBA
Car Collision Penalty:	TBA
Flag Rules:	ON
Ghost Lapped Cars:	OFF

#### 14.3.4 Race finish

14.3.4.1 Competitors may not intentionally spin out, interfere with other cars or Competitors or perform any other such actions after the race finish.

#### 14.3.5 Points

14.3.5.1 Points will be awarded based upon finishing position in each race in Semi-final and Grand Final according to the following scale:

Position	Points
1	15
2	12
3	9
4	7
5	5
6	4
7	3
8	2
9	1
10	0

14.3.5.2 The Competitor who sets the fastest lap in each race receives one (1) extra bonus point.

#### 14.3.6 Final Score Ties

14.3.6.1 If two or more Competitors have an equal number of points at the end of the Semi-final or Grand Final, the winner will be determined following these criteria:

- a. The holder of the greatest number of first places.
- b. If the number of first places is the same, the holder of the greatest number of second places.
- c. If the number of second places is the same, the holder of the greatest number of third places, and so on until a winner emerges.
- d. If the number of third places is the same, the holder of the greatest number of pole position.
- e. If this fails to determine a winner, the Organiser will determine the winner according to such criteria as it thinks fit. In any case of dispute, the decision of the Organiser shall be final.

- 14.3.7** All further Competition details will be announced in a pre-race Bulletin to all Competitors.

## **15 DRIVING STANDARDS**

- 15.1 Competitors must drive the car alone and unaided.
- 15.2 Competitors must always follow all aspects of these Sporting Regulations during the Competition.
- 15.3 Competitors must always comply with the Regulations relating to driving behaviour on circuits.
- 15.4 Competitors must use the track at all times. For the avoidance of doubt the white lines defining the track edges are considered to be part of the track but the kerbs are not. A Competitor will be judged to have left the track if no part of the car remains in contact with the track.
- 15.5 Competitors consistently crossing the white lines defining the edge of the circuit, whether or not they gain an advantage, in either Qualifying or Race will be handed a time penalty to the according Race Result.
- 15.6 Competitors may not utilize walls or other objects to gain an advantage in getting around a corner (“wall-riding”). Competitors deemed to have used walls in an advantageous way may be subject to penalty.
- 15.7 Penalties may be applied during all phases of the Competition for this infringement.
- 15.8 Should a car leave the track for any reason the Competitor may re-join. However, this may only be done when it is safe to do so and without gaining any advantage.
- 15.9 At the absolute discretion of the Race Directors, a Competitor may be given the opportunity to give back the whole of any advantage gained by leaving the track.
- 15.10 Manoeuvres liable to hinder other Competitors, such as deliberate crowding of a car beyond the edge of the track or any other abnormal change of direction, are not permitted.
- 15.11 For the avoidance of doubt, this applies on straights, as well as on entry, apex and exit of any corner.
- 15.12 A Competitor may not deliberately leave the track without justifiable reason.
- 15.13 Track limit infringements as penalized automatically cannot be overruled.
- 15.14 More than one change of direction to defend a position is not permitted. Any Competitor moving back towards the racing line, having earlier defended their position off-line, should leave at least one car width between themselves and the edge of the track on the approach to the corner.
- 15.15 Any Competitor who is not on a timed lap in Practice or Qualifying must yield to cars on timed laps catching the Competitor in question, without impeding the Competitor behind. Failure to yield may, at the discretion of the Stewards, result in a penalty.
- 15.16 As soon as a Competitor is caught by another Competitor which is about to lap it during a race, the Competitor being lapped must allow the faster Competitor past at the first available opportunity.
- 15.17 Competitors may not artificially affect the outcome of any results through on or off-track behaviour.
- 15.18 Competitors may not use the “Emergency Brake” or “handbrake” during any Qualifying or Race session to gain a competitive advantage. Any Competitor found to have used these inputs will be disqualified.
- 15.19 These control inputs may be used to keep the car stationary during the starting procedure.
- 15.20 All actions, whether deliberate or not, to distract other Competitors while driving are

strictly prohibited.

- 15.21 Competitors may not intentionally spin out, make contact with other cars or Competitors, or perform any other such actions after the race finish.

## **16 INCIDENTS**

### **16.1 Definition**

- 16.1.1 Incident means any occurrence or series of occurrences involving one or more Competitors or any action by any Competitor, which is reported to the Stewards by the Race Directors or noted by the Stewards and subsequently investigated. These include (but are not limited to):
- 16.1.2 When your car gains an advantage due to a collision with another car;
- 16.1.3 When an opponent loses position in the race due to your collision with another car;
- 16.1.4 When an opponent is pushed off track due to your collision with another car;
- 16.1.5 When an opponent is sent into a spin due to your collision with another car;
- 16.1.6 When the opponent receives mechanical damage due to your collision with another car;
- 16.1.7 Blocking with more than 2 direction changes on the track;
- 16.1.8 When closing out another Competitor parallel to you, not leaving one car width of space ("driving parallel" means at least 1/3 of the car behind lines up next to the car in front);
- 16.1.9 Forcing yourself into the inside of a car in front at a corner when you were not parallel to it already ("driving parallel" means at least 1/3 of the car behind lines up next to the car in front), forcing the other car to avoid you;
- 16.1.10 Braking in a location that does not require brakes / Performing brake tests on the track;
- 16.1.11 When returning to the track after driving off track, returning to the track without waiting for a car behind to pass;
- 16.1.12 Interfering with an attack lap of another car during qualifying;
- 16.1.13 When coming out of a ghost state after clearing a penalty, blocking another car by failing to avoid driving on the main racing line on track;
- 16.1.14 Secretly working to give advantage to another Competitor;
- 16.1.15 Not following tyre usage rules;
- 16.1.16 Distracting other Competitors while driving;
- 16.1.17 Other unsportsmanlike conduct.

### **16.2 General notes**

- 16.2.1 It shall be at the discretion of the Stewards to decide, upon a report or a request by the Race Directors, if a Competitor (s) involved in an incident shall be penalised.
- 16.2.2 The Stewards have the authority to impose penalties for driving infringements set during all stages of the Competition, including the Online Qualification.

### **16.3 Applicable Penalties**

- 16.3.1 The Stewards may impose any one of the penalties below on any Competitor involved in an incident:
- 16.3.1.1 A post-race time penalty. Grid position penalty.
- 16.3.1.2 A reprimand.
- 16.3.1.3 Disqualification.
- 16.3.2 If any of the penalties referred to in 16.3.1 are imposed, neither the penalty nor the reason for the penalty shall be subject to appeal.

## **17 PROTESTS AND APPEALS**

- 17.1 Protests and Appeals shall be made in writing to the Chairman of the Stewards within a specify time limit of the end of the session in question.

- 17.2 At all stages, any penalties imposed accordingly to the classification and judgement of the Race Platform. No protests and appeals would be accepted.
- 17.3 Appeals may not be made against decisions concerning the following:
- 17.3.1 Penalties imposed under Art. 16.1 including those imposed during the last three laps or after the end of the race.
- 17.3.2 Any penalty imposed under Art. 5.4 or Art. 9.5 or Art. 20.3.
- 17.4 Each Competitor shall have 1 credit to protest during the Semi-final and 1 additional credit will be awarded if the Competitor enter the Final.
- 17.5 During the Semi-final, if race Stewards accepted the protest submitted by the protester, and make the decision on incident occur, the used credit will be returned to the protester.

#### **17.6 Lodging of Protest**

- 17.6.1 Any protest shall be in writing and must specify:
- 17.6.2 the relevant regulation(s),
- 17.6.3 the concerns of the protesting party, and
- 17.6.4 against whom the protest is lodged, when relevant.
- 17.6.5 Where multiple incidents are concerned, a separate protest must be filed against each incident concerned.

#### **17.7 Protest Time Limit**

- 17.7.1 Protests against any alleged error, irregularity or breach of the regulations occurring during the Online Qualification shall be made in writing no later than 20 minutes after the completion of the session.
- 17.7.2 Protests against any alleged error, irregularity or breach of the regulations occurring during the Semi-final and Grand Final shall be made no later than 5 minutes after the publication of the Provisional Classification.

#### **17.8 Lodging of Appeals**

- 17.8.1 Appeals shall be made in writing to the Chairman of the Stewards within 15 minutes of the announcement of the penalty in Semi-Final and Grand Final.
- 17.8.2 In giving a decision on the appeals brought before them, the Competitor who lodging the appeal shall bear the costs and expenses occasioned by the preparation of the case and the meeting of the courts. The costs shall be constituted by these expenses alone, to the exclusion of the expense or defence fee incurred by the parties.

### **18 PROMOTION**

- 18.1 Drivers must take part in any promotional activity requested by the Organisers, such as but not limited to:
- 18.1.1 official ceremony
- 18.1.2 autograph sessions
- 18.1.3 prize-giving, press conferences
- 18.1.4 photo shooting
- 18.1.5 social events
- 18.1.6 pre-race event
- 18.2 A photo shoot, which all entered drivers must attend, will take place at a time and location to be confirmed in a Bulletin.
- 18.3 Use of the Organiser's logo by the Competitors, Manufacturers and drivers or their agents or representatives is prohibited unless prior written permission has been obtained from the Organiser.

### **19 HARDWARE & TECHNICAL ISSUES**

**19.1 General**

- 19.1.1 For any issues that occur during online qualification, faulty and damage equipment will be responsible by the Competitors.
- 19.1.2 For any issues that occur during practice or qualifying or before any Race Start in Semi-final and Grand Final, faulty and damage equipment only be replaced after an inspection by the Officials.
- 19.1.3 A possible restart of a session will be executed if deemed appropriate by the Race Director.
- 19.1.4 Should any technical issues occur from the Competitors after the start of a Race session will be considered as a retirement from the race due to mechanical issues and the session will not be restarted.

**19.2 Hardware – Online Qualification**

- 19.2.1 Competitors are responsible to any of the mechanical issue of the equipment/hardware they are using, such as but not limit to:
  - 19.2.2 internet connection speed
  - 19.2.3 electrical supply
  - 19.2.4 game software
  - 19.2.5 reliability of the game console/ controller/ monitor

**19.3 Hardware - Semi Final/ Grand Final****19.3.1 Monitor**

- 19.3.1.1 The monitor for the races will be the TBA. Only the monitor provided by the organiser will be permitted. Competitors will not be allowed to use other monitors or equipment than this.

**19.3.2 Rig**

- 19.3.2.1 The rig for the races will be the TBA. Only the rig provided by the organiser will be permitted. Competitors will not be allowed to use other rigs than this.

**19.3.3 Control Device**

- 19.3.3.1 The control device for the races will be the TBA.
- 19.3.3.2 Only the controls provided by the Organiser will be permitted.
- 19.3.3.3 Competitors must take care of their allocated equipment; any intentional destructions may cause to disqualification. If any fault or malfunctions are found, please inform the Organiser ASAP.

**19.4 TECHNICAL ISSUES - Online Qualification**

- 19.4.1 Game glitches might occur. A possible restart/ stop or delay of a session will be executed if deemed appropriate by the Race Director.
- 19.4.2 Should any technical issues occur from the Competitors after the start of a Race session will be considered as a retirement from the race due to mechanical issues and the session will not be restarted.

**19.5 TECHNICAL ISSUES - Semi Final/ Grand Final**

- 19.5.1 For any issues that occur during practice or qualifying or before any Race Start, faulty and damage equipment only be replaced after an inspection by the Officials.
- 19.5.2 A possible restart of a session will be executed if deemed appropriate by the Race Director.
- 19.5.3 Should any technical issues occur with any supplied equipment, those that arise after the start of a Race session will be considered as a retirement from the race due to mechanical issues and the session will not be restarted.

**20 DRIVERS' BRIEFING**

- 21.1 A Drivers' Briefing will take place at the venue for Semi-final and Grand Final, and time



will be stipulated in the event timetable.

20.2 All Drivers entered for the Competition must be present.

20.3 Any Driver not attending or not signing the attendance sheet at the meeting will be brought before the Stewards for their consideration and subject to a penalty of HK\$2,000 (two thousands HK dollars).

20.4 A further meeting, if deemed necessary by the Race Director, may take place, at a time to be notified to the Competitors.

20.5 If such a meeting is called, attendance is mandatory for all Drivers.

## **21 CLASSIFICATION**

21.1 The winner of each race will be the Competitor who completes the respective on-site races in the shortest time.

21.2 The overall Competition winner will be the car which completes the Final Race in the shortest time.

21.3 The official classification will be published after the race. It will be the only valid result, subject to any amendments which may be made under the Code and these Sporting Regulations.

## **22 PODIUM CEREMONY**

22.1 The drivers finishing the races in 1st, 2nd or 3rd positions in the Grand Final must attend the prize-giving ceremony on the podium and abide by the podium procedure as directed by the Organiser, and immediately thereafter make themselves available for a period of 90 minutes for the purpose of television interviews and the press conference.

## **23 COMMERCIAL**

23.1 Clothing

23.1.1 All Competitors must wear any clothing supplied by the Organiser.

23.1.2 No other clothing may be worn without the Organiser's approval. Including but not limited to Cap, facemask, etc.

23.1.3 Competitors must wear shoes all the time at the event venue, sandals or flip-flops are not allowed.

23.1.4 Only the Official partners' logo is allowed to be broadcasted.

## **24 CODE OF CONDUCT**

24.1 It is forbidden for a Competitor to simultaneously participate in the Competition with multiple accounts.

24.2 It is forbidden to participate using another person's account for PlayStation®Network.

24.3 General unsportsmanlike conduct.

24.4 Any Competitors found to be engaging in such forbidden activities, they will be dealt with accordingly, including but not limited to being withdrawal from the Competition, at the discretion of the Stewards and the Organiser.

## **25 Rule Violations and Fraudulent Activities**

25.1 In order for the Organiser to uphold the highest standards for the event and to ensure competitive fairness and sporting integrity, the Organiser reserve the right to investigate any suspicious activities.

25.2 By participating in the Competition, participants are expected to fully cooperate with the Organiser if such investigations are taking place.

25.3 If a Competitor is found to have violated rules or have taken part in fraudulent activities,

they may be disqualified or subject to other penalties.

- 25.4 The Organiser reserves itself the right to remove and/or disqualify any Competitor at any point without warning, whose behavior threatens to damage the image of the HKAA, the Sony Interactive Entertainment Inc., Polyphony Digital or any other parties involved in the Competition.

Subject to the sporting regulations of the organization, HKAA reserves the right to amend the terms and conditions of the regulations at any time without prior notice. In any case of dispute, the decision of the HKAA shall be final.

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