



**QATAR DIGITAL
MOTORSPORTS
CHAMPIONSHIP**



الاتحاد القطري للسيارات والدراجات النارية
QATAR MOTOR & MOTORCYCLE FEDERATION



RACE REGULATIONS FOR NATIONAL FINAL

MENA DIGITAL MOTORSPORT CUP



MINISTRY OF CULTURE AND SPORTS
STATE OF QATAR

MEMBER OF



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ASNs will organize a "National Cup" to qualify 2 drivers to the "2021 MENA Digital Motorsport Cup" (The Cup).

Stage 1 of the National Cup – "The National Qualifiers" will be organized and managed by the local ASNs without interference from the organizer of the Cup, Jordan Motorsport (JMS).

Stage 2 of the National Cup – "The National Final" is a single race which will be organized and managed by the local ASNs. However, racing regulations and remote stewarding will be provided by JMS.

These Regulations only apply to the National Final.

All the participating parties (ASNs, Organisers and competitors) undertake to apply, as well as observe, the rules governing the Cup.

Gran Turismo Sport, under licence from Polyphony Digital, will provide the platform for the competition.

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

1. Regulations

- 1.1. The final text of these Racing Regulations shall be the English version which will be used should any dispute arise as to their interpretation.
- 1.2. Clarification, interpretation and arbitration of any rules, requirements and regulations shall be decided by the Stewards of the meeting.
- 1.3. These Racing Regulations come into force from the time of their publication.

2. General Conditions

- 2.1. Participating ASN's shall declare that to the best of their belief their driver(s) possess(es) the standard of competence necessary for an event of the type to which the entry relates, that should their driver(s) at the time of the event be suffering from any disability whatsoever they shall declare the disability to the Stewards prior to the driver(s) entering the competition area.
- 2.2. The driver is responsible of ensuring the availability of a high-speed internet connection, if a driver connection is lost during qualifying or race, he/she will be disqualified.

3. Eligible Cars

- 3.1. This Race is reserved exclusively for cars made available in Gran Turismo Sports.
- 3.2. The organiser will restrict the performance of the car that may be used in the competition to ensure a balanced level of performance among drivers “ –BOP On” and ‘Tunning Prohibited’.
- 3.3. Tire Degradation and Fuel Consumption will be Turned On.

4. Eligible Competitors

- 4.1. The top 12 drivers that qualified from the National Qualifiers will be eligible to take part in the race.
- 4.2. The race is open only to citizens of each ASN country (copy of Passport must be presented).
- 4.3. Minimum age of any participant is 16 years old.
- 4.4. Each competitor must hold a “Digital Motorsport” competition license from the ASN in their country.

5. Entries

Closing date for submitting the qualifiers names is 1st July 2021.

6. Race Format

- 6.1. The Race will be run in Gran Turismo Sport “Lobby Mode”.
- 6.2. The Race will have a maximum of 12 drivers. (16 room members including Race Director, 3 Stewards (on 1 device), Host and Broadcaster).
- 6.3. The Race will be a “Friends Only” Race, must be friends with Host PlayStation Network Account in order to enter the room.
- 6.4. No Minimum Driver Rating is required.
- 6.5. Track Details will be announced by a “Time Schedule” and will be disclosed 7 days before the race.
 - 6.5.1. Track Name: XXXXXXX
 - 6.5.2. Weather/Time Conditions: XXXXXXX
 - 6.5.3. Number of Laps: XX Laps
- 6.6. The Race will be run in Practice/Qualifying/Race Format with the following setup:
 - 6.6.1. Practice: 15-minutes
 - 6.6.2. Qualifying: 10-minutes
 - 6.6.3. Race: XX Laps
- 6.7. Race Start
 - 6.7.1. Will be determined by fastest lap in qualifying.
 - 6.7.2. Will be “Rolling Start”.
- 6.8. Real Life Simulation
 - 6.8.1. Boost – Off
 - 6.8.2. Slipstream – Real
 - 6.8.3. Visible Damage – On
 - 6.8.4. Mechanical Damage – Off
 - 6.8.5. Tire wear – XXX (will be disclosed 7 days before race)
 - 6.8.6. Fuel Consumption – XXX (will be disclosed 7 days before race)
- 6.9. Car Used
 - 6.9.1. Car Category will be Gr.3
 - 6.9.2. Balance of Power will be On
- 6.10. Tires

6.10.1. Tires allowed are Soft/Medium/Hard

6.10.2. All drivers must use 2 of 3 Tire Compounds listed above in the race

6.11. Game Penalty System

6.11.1. Ghosting during race – Weak

6.11.2. Shortcut Penalty – Weak

6.11.3. Wall Collision Penalty – None

6.11.4. Side Contact Penalty – On

6.11.5. Correct Vehicle Course After Wall Collision – Off

6.11.6. Replace Cars when they go off track – Off

6.11.7. Flag Rules – On

6.11.8. Ghost Lapped Cars – On

6.12. Driving Assists

6.12.1. Drivers will be allowed to alter the following settings according to their preference.

- Automatic/Manual transmission
- Counter Steering Assistant
- Active Stability Management
- Traction Control
- ABS Settings
- Auto Drive

7. Officials

7.1. Officials for the National Final

JMS will appoint the following officials for each event or for the Cup:

7.1.1. Steward(s):

- 7.1.1.1. *Will have supreme authority for the enforcement of the regulations by vote.*
- 7.1.1.2. *Shall decide what penalty to enforce in the event of a breach of the regulations.*
- 7.1.1.3. *May amend the Regulations.*
- 7.1.1.4. *Will be responsible for monitoring and reviewing each event, he/they will also approve and sign the final results for each event.*

7.1.2. Race Director:

- 7.1.2.1. *Will be responsible of ensuring implementation of these regulations and the smooth running of the events, approve entry lists for each event.*
- 7.1.2.2. *Report any incidents to the Steward(s).*
- 7.1.2.3. *Receive incident complaints from drivers after the race.*

8. Time Schedule & Detailed Race Info

8.1. National Rounds Time Schedule and details will be announced 48 hours before the event date, the Time Schedule will include the following information:

- Event Date & Time Details
- Drivers Names & PSN ID's
- Events Settings & Setup
- Circuit Settings & Information
- Car Settings & Information

8.2. Qualifying

- 8.2.1. Qualifying will start automatically once the practice session ends, the session is 10 minutes.
- 8.2.2. During the qualifying sessions, all drivers are obliged to attend and register time, it is the responsibility of the driver to ensure he/she attend and register time in at least one full qualifying lap, the ASN is not responsible for any driver not being able to attend qualifying sessions.
- 8.2.3. Not attending qualifying for any reason will automatically disqualify the driver from the race.
- 8.2.4. Not registering a qualifying time will result in the driver being at the back of the grid.
- 8.2.5. At the end of the qualifying sessions, each driver will be ranked according to their fastest qualifying times, with the fastest time at the top of the qualification ladder.

8.3. Race

- 8.3.1. The race will start immediately after qualifying session is complete, start order is according to the qualifying times.
- 8.3.2. Start will be a rolling start

9. Protests and Complaints

- 9.1. Protests: As a rule, all judgments are final, and protests will not be accepted.
- 9.2. Complaints
 - 9.2.1. Drivers may submit complaints against other drivers up to 15 minutes after the completion of the race.
 - 9.2.2. Complaints against other drivers are limited to incidents that have occurred during the race.
 - 9.2.3. Drivers may only submit complaints about incidents that affected them.
 - 9.2.4. Complaints must be submitted via email to following address xxx@xxx.com
The email should include:
 - Incident description
 - Lap # and Turn #
 - A short video of the incident (if available)
 - 9.2.5. Complaints will be reviewed by the Race Director and Submitted to the Stewards for a final decision.

10. Incidents

- 10.1. Means any occurrence or series of occurrences involving one or more drivers or any action by any drivers, which is reported to the Steward(s) by the Race Director or noted by the Steward(s) or submitted as a complaint by a driver after the race and subsequently investigated and include:

- 10.1.1. When your car gains an advantage due to a collision with another car.
- 10.1.2. When an opponent loses position in the race due to your collision with another car.
- 10.1.3. When an opponent is pushed off track due to your collision with another car.
- 10.1.4. When an opponent is sent into a spin due to your collision with another car.
- 10.1.5. Blocking with more than 2 direction changes or weaving in front the opponent on the track.
- 10.1.6. When closing out another driver 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).
- 10.1.7. Forcing yourself into the inside of a car in front at a corner when you were not parallel to it already, forcing the other car to avoid you.
- 10.1.8. Braking in a location that does not require brakes or Performing brake tests on the track.
- 10.1.9. When returning to the track after driving off track, returning to the track without waiting for a car behind to pass.
- 10.1.10. Interfering with an attack lap of another car during qualifying.
- 10.1.11. When coming out of a ghosted state after clearing a penalty, blocking another car by not driving off the main racing line on track.
- 10.1.12. Secretly working to give advantage to a team other than your own.
- 10.1.13. Not using all required compounds of tires.
- 10.1.14. Leaving the Track Limits
- 10.1.15. Other unsportsmanlike conduct.
- 10.1.16. Non-Racing Incidents, including:
 - 10.1.16.1. *Not attending the Driver's Briefing*
 - 10.1.16.2. *Entering a race room that the driver is not registered for*
 - 10.1.16.3. *Other unsportsmanlike conduct*

11. Penalties

- 11.1. There are 2 types of penalties in this race:
 - 11.1.1. Automatic Game Penalties
 - 11.1.2. Penalties Applied by the Race Stewards
- 11.2. The Game or Stewards may impose any one of the penalties below on any driver involved in an incident:

11.2.1. A time penalty to be served within the race (0.5 Seconds and above)

11.2.2. A post-race time penalty (5 Seconds, 10 Seconds, 30 Seconds)

11.2.3. A reprimand

11.2.4. A disqualification

If any of the penalties above are imposed, neither the penalty nor the reason for the penalty shall be subject to appeal.

11.3. Automatic game penalties can be applied at any time during the game and cannot be protested. They are awarded for:

11.3.1. Leaving Track Limits

11.3.2. Incidents with other vehicles

11.4. Penalties applied by the stewards for each incident will be applied in the following manner:

Incident	Min Penalty	Max Penalty
10.1.1	5 Seconds	30 Seconds
10.1.2	5 Seconds	30 Seconds
10.1.3	10 Seconds	Disqualification
10.1.4	10 Seconds	Disqualification
10.1.5	5 Seconds	10 Seconds
10.1.6	5 Seconds	30 Seconds
10.1.7	5 Seconds	30 Seconds
10.1.8	5 Seconds	30 Seconds
10.1.9	5 Seconds	30 Seconds
10.1.10	5 Seconds (<i>on fastest lap</i>)	30 Seconds (<i>on fastest lap</i>)
10.1.11	5 Seconds	10 Seconds
10.1.12	Disqualification	Disqualification
10.1.13	30 Seconds	Disqualification
10.1.14	Applied Automatically by Game (0.5 Seconds and above)	
10.1.15	30 Seconds	Disqualification
10.1.16	30 Seconds	Disqualification

11.5. Penalty Announcements

11.5.1. It shall be at the discretion of the Stewards to decide upon a report or a request by the Race Director, if a driver(s) involved in an incident shall be penalised.

11.5.2. If an incident is under investigation by the Stewards, a message informing all teams of which driver(s) are involved will be sent via the Announcement group.

11.5.3. Penalties will be announced to drivers via the Announcement group before the final results are announced.

11.5.4. Penalty Processing

11.5.4.1. Automatic Penalties provided by the game will be served during the race by forcing the driver to slow down to remove the penalty.

11.5.4.2. Automatic Penalties not served during the race will incur added time to the total time of the driver at the end of the race.

11.5.4.3. Steward Assigned Penalties will be investigated after the race and a time penalty will be added to the total time of the Penalized driver.

11.5.5. Incidents that occur near the end of a race can also lead to additional time being added to the lap after the race or disqualification after judgement.

12. Driving Standards

12.1. The driver must drive the car alone and unaided.

12.2. Drivers must observe the provisions of the FIA International Sporting Code (ISC) relating to driving behaviour on circuits at all times.

12.3. Should a car leave the track for any reason the driver may re-join. However, this may only be done when it is safe to do so and without gaining any advantage.

12.4. A driver may not deliberately leave the track without justifiable reason.

12.5. More than one change of direction to defend a position is not permitted. Any driver moving back towards the racing line, having earlier defended his position off-line, should leave at least one car width between his own car and the edge of the track on the approach to the corner.

12.6. Manoeuvres liable to hinder other drivers, such as deliberate crowding of a car beyond the edge of the track or any other abnormal change of direction, are not permitted.

13. Driver s Briefing

13.1. A Drivers 'Briefing will take place via video conferencing call, time will be announced in the Time Schedule. All drivers entered for the Competition must be present. Any driver

not attending will be brought before the Stewards for their consideration and subject to a penalty of **disqualification**.

13.2. A further briefing, if deemed necessary by the Race Director, may take place at a time notified to the competitors. If such a meeting is called, attendance is mandatory for all Drivers.

14. Classification

- 14.1. The overall winner will be the car which completes the Final Race in the shortest time.
- 14.2. 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 FIA ISC and these Sporting Regulations.