

**BEGTC**  
**BAHRAIN E-SPORT GRAN TURISMO CHAMPIONSHIP**  
**بطولة البحرين جراند تورزمو للرياضة الإلكترونية**

## TABLE OF CONTENT

Article 1.1. General Principals:.....	2
Article 2.1. Competitor Registration:.....	2
Article 3.1. Championship Rounds:.....	3
Article 4.1. Points System & Awards:.....	3
Article 5.1. Protest and Appeals: .....	3
Article 6.1. Driving Options:.....	3
Article 7.1. Competitor Profile: .....	3
Article 8.1. Cars:.....	4
Article 9.1. Circuits:.....	4
Article 10.1. Hosting Sessions: .....	4
Article 11.1. Lobby / Lobby Setup:.....	4
Article 12.1 Competitor Briefing: .....	4
Article 13.1. Pre-Qualifying:.....	4
Article 14.1. Race Format:.....	5
Article 15.1. Practice: .....	5
Article 16.1. Qualifying:.....	5
Article 17.1. Race: .....	5
Article 18.1. Incidents: .....	5
Article 19.1. Penalties: .....	6
Article 20.1. Network / Platform Bugs:.....	6
Article 21.1. Limitations:.....	7



result in a disqualification of the competitor(s) from the championship.

### Article 1.1. General Principals:

- 1.1.1.** This is a Bahrain resident/citizen only eSport Championship (virtual motorsport).
- 1.1.2.** The software "Game" used to run this Championship will be Gran Turismo Sport available on Sony PlayStation 4 or Sony PlayStation 5 which is officially licensed by the FIA.
- 1.1.3.** The Bahrain eSport Gran Turismo Championship "BEGTC" promoted by Bahrain Motor Federation "BMF" and administered by the eSport Organization Committee "OC" which has been put together by BMF in conformity with the National Sport Code "NSC" and the International Sporting Code "ISC".
- 1.1.4.** The BEGTC 4 is an eSport championship which will be held over a series of rounds during the year of 2022.
- 1.1.5.** Official Communication Channel.  
Any official communication such as results, messages, stewards decisions... etc. will be communicated via discord only.
- 1.1.6.** The organizing committee holds the right to issue bulletins / clarification to items of these regulations when deemed necessary. The issued bulletins / clarifications will be communicated to all registered competitors electronically.
- 1.1.7.** The organizing committee holds the right to carry out any necessary amendments or changes to these regulations by means of bulletins.
- 1.1.8.** Registered competitors are always expected to respect others. Verbal or texted misconduct will be deemed unacceptable.
- 1.1.9.** Failure to comply with Article 1.1.8, will

- 1.1.10.** Car Livery will be as per the Livery Design guidelines. Kindly refer to "Livery Design.pdf". Any inappropriate livery will result in round disqualification

### Article 2.1. Competitor Registration:

- 2.1.1.** Each competitor must register online by filling out the registration form and providing all the mandatory information.
- 2.1.2.** If the competitor is below 18 Years of age on the day of registration, he or she must provide a written consent of one parent or legal guardian upon the submitting his / her registration form.
- 2.1.3.** Championship registration is free. With no charges.
- 2.1.4.** The competitor is considered to have registered only once he or she receive a written confirmation response from the OC.
- 2.1.5.** The submitted registration form, and confirmation is valid for the year of 2022 only.
- 2.1.6.** The championship can accommodate a maximum of 14 participants only. With 14 competitors plus 2 (non-competitive) indispensable hosts / broadcaster.
- 2.1.8.** Championship registration will open no less than 5 days prior to the championship pre-qualifying set date. The registration window will open on the 21<sup>st</sup> of July 2022 at 09:00, it shall stay open till 27<sup>th</sup> of July 23:59.
- 2.1.9.** Pre-Qualifying settings / start date:

Round	Date	Time	Settings	Tires	Car Group
Pre-Qualifying Date	29-Jul-2022	15 Min	Free Run	Super Soft	Group 3

### Article 3.1. Championship Rounds:

- 3.1.1.** The BEGTC 4 is made-up of 5 rounds to be held during the year of 2022.
- 3.1.2.** BEGTC 4 rounds settings and dates as per attached "Appendix 1" or the BEGTC 4 Rules and Regulations
- 3.1.3.** The OC has the right to change/alter the round settings stipulated in "Appendix 1" which will then be published 4 days prior to the concerned round via Official BMF Bulletin.

### Article 4.1. Points System & Awards:

- 4.1.1.** Awards in the form of Trophies or Medals will be given to 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place finishers of the final race standings.
- 4.1.2.** BEGTC 4 is classified as a competitor only Championship.
- 4.1.3.** Each round points / prize money will be awarded to competitors based on his / her final race results, as follows:

Finishing Position	Points	Prize Money
1st	25	BD 50
2nd	18	BD 30
3rd	15	BD 20
4th	12	BD 0
5th	10	BD 0
6th	8	BD 0
7th	6	BD 0
8th	4	BD 0
9th	2	BD 0
10th	1	BD 0

DNS / DNF	0	BD 0
-----------	---	------

### 4.1.4. Championship:

- (a) Total points attained will contribute towards the final classifications of the championship.
- (b) Prize money will be awarded as follows:

Overall Position	Prize Money
1st	300
2nd	200
3rd	100

### Article 5.1. Protest and Appeals:

- 5.1.1.** The right to protest or Appeal lies only with the competitor.
- 5.1.2.** Controversies must be submitted in writing and will be settled in-line with these regulation NSC / ISC.
- 5.1.3.** Protests or Appeals must be submitted electronically via email [info@bmf.com.bh](mailto:info@bmf.com.bh)

### Article 6.1. Driving Options:

- 6.1.1.** The competitor holds the right to choose which assists they want to use during Practice, Qualifying and Race.
- 6.1.2.** The following competitor assists are permitted
- Automatic or Manual Transmission
  - Traction Control On / Off
  - Competitor Line Assist
  - Braking Indicator
  - Antilock Brake System (ABS)
  - Active Stability Management (ASM)

### Article 7.1. Competitor Profile:

- 7.1.1.** It is at the competitor responsibility to insure the creation of his or her

competitor profile.

residents/citizens only.

**7.1.2.** Each competitor must have his or her own profile.

**7.1.3.** The competitor profile will be used throughout the BEGTC 2022 event championship

**7.1.4.** Under no circumstances the creation / use of a new profile will be permissible during any time of the championship, this is strictly prohibited. Unless the competitor original profile is corrupt or un-accessible, only then will he or she be given permission (in writing) by the OC to do so.

**7.1.5.** Should a competitor be found to have misused a profile by creating 2 separate profiles with different names for the same competitor he or she will be subject to a disqualification from the championship.

#### **Article 8.1. Cars:**

**8.1.1.** Permissible car groups to take part in the BEGTC 4 are limited to Group 3.

**8.1.2.** Group 3 cars:

- GT3

**8.1.3.** Full list of cars can be found at the following link: <https://www.gran-turismo.com/gb/products/gtsport/carlist/>

**8.1.4.** It is strictly prohibited to use Ferrari cars at any time during the championship.

#### **Article 9.1. Circuits:**

**9.1.1.** Only the circuits listed in Appendix 1 of BEGTC 4 Rules and Regulations will be adopted during BEGTC 4 Championship (Article 3.1.3 may apply)

#### **Article 10.1. Hosting Sessions:**

**10.1.1.** Online races will take place between Bahrain

#### **Article 11.1. Lobby / Lobby Setup:**

**11.1.1.** The lobby system in the game is a virtual room where competitors / spectators can join to participate or view sessions with others. Managed / run by the Host.

**11.1.2.** The lobby system is built up where the person who hosts the lobby must be in the session. This is all done in the game, via the game's built-in interface. Various aspects of the host session/race can be customized.

**11.1.3.** The lobby will be setup but not limited to the following:

- Boost: Off
- Slip Stream: Real
- Short Cut Penalty: enabled (ON)
- Side Contact Penalty: OFF

#### **Article 12.1 Competitor Briefing:**

**12.1.1.** All competitors will be informed of the briefing platform (Virtual) and time of all briefings. Which will be stipulated in the round / event timetable.

**12.1.2.** All competitors must attend briefings, failure to attend such briefings will subject the competitor to (in no specific order) Reprimand, Penalty or Fine.

#### **Article 13.1. Pre-Qualifying:**

**13.1.1.** Registered competitors will be randomly placed in groups of 14 drivers.

**13.1.2.** Only 14 of the Registered competitors will drive on track at the same time with other competitors, in-order to set a pre- qualifying time.

**13.1.3.** Pre-qualifying set times will be used to select the top 14 competitors according to their

fastest pre-qualifying times. The fastest 14 competitors will be informed via email or will have their names published on the championship website. Which will then permit the 14 fastest competitors to compete in BEGTC 4.

- 13.1.4.** The time / day and track allocated for Pre-Qualifying can be referenced in Appendix 1 of the rules and regulations of BEGTC 4 Championship.

**Article 14.1. Race Format:**

- 14.1.1.** Each round will be consisting of the following:
- Practice
  - Qualifying
  - Race

**Article 15.1. Practice:**

- 15.1.1.** All registered competitors must set 1 lapped time during the scheduled practice session.
- 15.1.2.** The time allocated for practice will be stipulated in the round timetable.

**Article 16.1. Qualifying:**

- 16.1.1.** During the qualifying sessions, the system will be setup so that all competitors are driving at the same time.
- 16.1.2.** At the end of the Qualifying session, each competitor will be ranked according to their fastest qualifying times, with the fastest time at the top of the qualification ladder.
- 16.1.3.** The Qualifying ladder will be used to determine the starting grid / position for race.
- 16.1.4.** The officials hold the right to exclude any competitor from the concerned round whose qualifying times or driving is

contemplated unsatisfactory.

- 16.1.5.** The time allocated for Qualifying will be stipulated in the round timetable.

**Article 17.1. Race:**

- 17.1.1.** The grid for the race will be set based on the competitors Qualifying ladder.
- 17.1.2.** Race will be from a standing start.
- 17.1.3.** Jump starts will be based on game settings in case of system glitch the stewards will impose 5 seconds penalty in the final classification.
- 17.1.4.** The chequered flag will determine that the race has completed / finished.
- 17.1.5.** Race distance will be stipulated in the round timetable.

**Article 18.1. Incidents:**

- 18.1.1.** Incident means any occurrence or series of occurrences involving one or more competitors or any action by any competitors, which is reported to the officials or noted by the officials and subsequently investigated which include:
1. When your car gains an advantage due to a collision with another car
  2. When an opponent loses position in the race due to your collision with another car
  3. When an opponent is pushed off track due to your collision with another car
  4. When an opponent is sent into a spin due to your collision with another car
  5. When the opponent receives mechanical damage due to your collision with another car
  6. 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)

7. 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
8. Braking in a location that does not require brakes / Performing brake tests on the track
9. When returning to the track after driving off track, returning to the track without waiting for a car behind to pass
10. Interfering with an attack lap of another car during qualifying
11. When coming out of a ghosted state after clearing a penalty, blocking another
12. car by not driving off the main racing line on track
13. Working to give advantage to other competitors
14. Not following tire usage rules
15. Other unsportsmanlike conduct

**18.1.2.** It shall be at the discretion of the officials to decide upon a report if a competitor(s) involved in an incident shall be penalized.

**18.1.3.** Blocking with more than 2 direction changes on the track.

**18.1.4.** If an incident is under investigation by the officials, a message informing all competitors of which competitor(s) are involved will be displayed in discord as per Article 1.1.5.

#### Article 19.1. Penalties:

**19.1.1.** Competitors who do not comply with these regulations will endure a penalty.

**19.1.2.** When a car is considered for a penalty, 'Under Investigation' will be displayed on the screen.

**19.1.3.** Once a penalty has been assigned, penalty details will appear on screen.

**19.1.4.** Once the car passes over an automatic penalty line on the track, the car will automatically slow down until the penalty has been cleared.

**19.1.5.** When a car enters penalty mode the car will enter a ghost state, once the penalty has been served, the ghost state will be cleared. There is a possibility of a collision with other cars when exiting ghost state, so avoid driving on the racing line while in ghost state.

**19.1.6.** Up to 99 seconds or disqualification can be issued.

**19.1.7.** Incidents which occur near the end of the race can also lead to additional time being added to the lap after the race or disqualification.

**19.1.8.** The officials may impose any of the listed penalties:

1. Time Penalty (minimum of 5 seconds)
2. Reprimand
3. Fine
4. Drop of grid positions if/where possible
5. Starting from pitlane if/where possible
6. Deletion of competitor lap time or Times
7. Disqualification from Race and/or Event and/or Championship

#### Article 20.1. Network / Platform Bugs:

**20.1.1.** If during the race, a competitor is disconnected

form the lobby, the race will not be stopped. It will be acknowledged by an “Electronical Failure” and a DNF. You are permitted to re-join the lobby, but only as a spectator and you are not permitted to communicate in any way with the use of the texting chat. If you attempt to re-join the lobby and is unable to kindly reframe from continues re-joining attempts as this could disturb the competitors who are still racing.

**20.1.2.** All network related issues are of competitor responsibility.

**20.1.3.** The series / organizers / officials will not be responsible for any GT SPORT encountered software bug or glitches.

#### **Article 21.1. Limitations:**

**21.1.1.** The Gran Turismo game has no built-in system which can administer a championship. The following will be administered externally:

- Registrations
- Incidents
- Protests
- Appeals
- Official Communication
- Race Information
- Race Calendar
- Championship Points