



# Bahrain eSport Gran Turismo Championship

## Rule & Regulations for Year 2020

## General Regulations

### 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, 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 is an eSport championship which will be held over a series of rounds during the year of 2020.
- 1.1.5.** 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 via email or hardcopy.
- 1.1.6.** The organizing committee holds the right to carry out any necessary amendments or changes to these regulations by means of bulletins.
- 1.1.7.** The organizing committee welcomes any needed clarifications which may be required. Such clarifications should only

be obtained from the designated Organizing Committee in writing (via email or hardcopy). Email: (info@bmf.com.bh).

### Article 2.1. Competitor Registration:

- 2.1.1.** Each competitor must register on-line 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 2020 only.
- 2.1.6.** The championship can accommodate for a maximum of 16 competitors only. With 15 competitors plus 1 (non-competitive) indispensable host.
- 2.1.7.** Championship registration will open 5 days prior to the championship pre-qualifying set date. Will stay open for a period of 3 days, and closes 1 day before the start date of pre-qualifying.

## 2.1.8. Pre-Qualifying start date:

Pre-Qualifying Date	22-May-2020
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## Article 3.1. Championship Rounds:

3.1.1. The BEGTC is made-up of 6 rounds to be held during the year of 2020.

3.1.2. BEGTC rounds and dates:

Round	Date
Round 1	29-May-2020
Round 2	05-Jun-2020
Round 3	19-Jun-2020
Round 4	03-Jul-2020
Round 5	17-Jul-2020
Round 6	24-Jul-2020

## 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 is classified as a competitor Championship.

4.1.3. Each round points / prize money will be awarded to competitors based on the final 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
Fastest Lap	0	BD 10

4.1.4. Championship:

- Total points attained will count towards the final classifications of the championship.
- Prize money will be awarded as follows:

Overall Position	Prize Money
1st	500
2nd	300
3rd	200

## 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.

## 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)

#### 8.1.2. Group 3 cars:

- GT3
- GTE
- GT2
- GT1

#### Article 7.1. Competitor Profile:

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

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

**7.1.3.** The competitor profile will be used throughout the life of his or her virtual racing carrier.

**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 will be given the permission (in writing) 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.

#### 8.1.3. Group 4 cars:

- GT4

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

**8.1.5.** 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 these regulations will be adopted during BEGTC

- Circuit de Barcelona-Catalunya Grand Prix Layout (Round 1)
- Fuji Speedway (Round 2)
- Red Bull Ring (Round 3)
- Monza (Round 4)
- Circuit de Spa-Francorchamps (Round 5)
- Nürburgring GP (Round 6)

#### Article 10.1. Hosting Sessions:

**10.1.1.** Online races will take place between Bahrain residents/citizens only.

#### Article 8.1. Cars:

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

#### 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. Pre-Qualifying:

**12.1.1.** Only 15 of the Registered competitors will drive on track at the same time with other competitors, in-order to set a pre-qualifying time.

**12.1.2.** Pre-qualifying set times will be used to select the top 15 competitors according to their fastest pre-qualifying times. The fastest 15 competitors will be allowed to compete in BEGTC.

**12.1.3.** The time / day and track allocated for Pre-Qualifying will be officially communicated via email to registered competitors or published on championship website.

#### Article 13.1. Race Format:

**13.1.1.** Each round will be consisting of the following:

- Practice
- Qualifying
- Race

#### Article 14.1. Practice:

**14.1.1.** All registered competitors must complete a minimum of 4 laps during the scheduled practice session.

**14.1.2.** The time allocated for practice will be stipulated in the round timetable.

#### Article 15.1. Qualifying:

**15.1.1.** During the qualifying sessions, the system will be setup so that all competitors are driving at the same time.

**15.1.2.** 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. Should multiple competitors set identical fastest qualifying times, they will be separated by their second fastest time, then third fastest, etc.

**15.1.3.** The Qualifying ladder will be used to determine the starting grid / position for race.

**15.1.4.** The officials hold the right to exclude any competitor whose qualifying times

or driving is contemplated  
 unsatisfactory.

**15.1.5.** Any competitor who has been excluded from qualifying will be positioned at the back of the grid for the race.

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

#### **Article 16.1. Race:**

**16.1.1.** The grid for the race will be set based on the competitors Qualifying ladder.

**16.1.2.** Race will be from a standing start.

**16.1.3.** Jump starts will be issues a 5 second penalty.

**16.1.4.** The chequered flag will determine that the race has completed / finished.

**16.1.5.** Race distance will be stipulated in the round timetable.

#### **Article 17.1. Incidents:**

**17.1.1.** 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:

- (a)** When your car gains an advantage due to a collision with another car
- (b)** When an opponent loses position in the race due to your collision with another car

- (c)** When an opponent is pushed off track due to your collision with another car
- (d)** When an opponent is sent into a spin due to your collision with another car
- (e)** When the opponent receives mechanical damage due to your collision with another car
- (f)** 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)
- (g)** 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
- (h)** Braking in a location that does not require brakes / Performing brake tests on the track
- (i)** When returning to the track after driving off track, returning to the track without waiting for a car behind to pass
- (j)** Interfering with an attack lap of another car during qualifying
- (k)** When coming out of a ghosted state after clearing a penalty, blocking another car by not driving off of the main racing line on track
- (l)** Working to give advantage to other competitors
- (m)** Not following tire usage rules
- (n)** Other unsportsmanlike conduct

**17.1.2.** 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.

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

**17.1.4.** If an incident is under investigation by the officials, a message informing all competitors of which competitor(s) are involved will be displayed.

**17.1.5.** Provided that such a message is displayed within 25 minutes of the end of the race, or if a message is delivered to any competitor concerned within this time limit, the competitor or competitors concerned may not leave the lobby without the consent of the officials.

#### **Article 18.1. Penalties:**

**18.1.1.** Divers / competitors who do not comply with these regulations will endure a penalty.

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

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

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

**18.1.5.** When a car enters penalty mode the car will enter a ghost state, once the penalty state has been cleared, 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.

**18.1.6.** Up to 99 seconds or disqualification can be issues.

**18.1.7.** 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.

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

- (a) Time Penalty
- (b) Reprimand
- (c) Fine
- (d) Drop of grid positions
- (e) Starting from pitlane if/where possible
- (f) Deletion of competitor lap time or times

#### **Article 19.1. Network:**

**19.1.1.** If during the race, a competitor is disconnected from 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.

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

#### **Article 20.1. Limitations:**

**20.1.1.** 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
- Calendar Points