

**PORSCHE**

**TAG HEUER  
ESPORTS SUPERCUP  
BY IRACING**

MAIN PARTNER



## **Regulations**

Version 1.54  
20.07.2020

# Changelog

Version	Date	Changes
1.4	16 April 2020	Initial Release
1.5	08 May 2020	Added section 2.7.2 Penalties
1.51	13 May 2020	Changed Round 4 Date to 20 <sup>th</sup> June 2020
1.52	01 June 2020	Changes to 2.8.2 Protests
1.53	30 June 2020	Updated Schedule and Nürburgring Race Duration
1.54	20 July 2020	Updated Schedule, Nürburgring and Le Mans Race Duration Inserted Event Timetables for Rounds 8, 9 (see 2.2.2 – 2.2.3)

# Introduction

**iRacing.com**, **Porsche**, and **TAG Heuer** are excited to partner for the premier virtual one-make racing eSports series in the world, the **Porsche TAG Heuer Esports Supercup by iRacing**. This series is limited to iRacing members who have qualified in through the **Porsche iRacing Cup** or have retained their license from the prior year's **Porsche Esports Supercup**.

This document is meant as a guidebook for iRacing members already competing in this series and for those wishing to qualify to do so and should be read together with the other iRacing rules applicable to all members.

This guide, together with the [Official Sporting Code](#), [Terms of Use and End User License Agreement](#), [iRacing.com Motorsport Simulations, LLC Privacy Policy](#) and [Online Competitions and Contests Official Contest Rules](#) form the body of rules and procedures applicable to all iRacing members and all iRacing events, including the **Porsche TAG Heuer Esports Supercup by iRacing** (collectively, the »iRacing Rules«).

Each member is required to read, understand and agree to all iRacing Rules prior to participation in any **Porsche TAG Heuer Esports Supercup by iRacing** event. The iRacing Rules form a contract between each iRacing member and iRacing.com Motorsport Simulations, LLC. An iRacing member may accept the iRacing Rules by accepting the click-through terms on iRacing.com, or registering to participate (or participating) in any **Porsche TAG Heuer Esports Supercup by iRacing** event.



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# 1 How to Qualify

The Porsche iRacing Cup will be the sole qualifying series for entry into the **Porsche TAG Heuer Esports Supercup by iRacing**. This series will start in December and end in March (Season 1 / 2020).

- The series will be a standard Class C Series with 12 weeks of racing.
- Drivers holding a Class C Road License may compete in the designated Porsche Pro Qualifying Series
- This series will have races every 2 hours, 7 days a week. Races may have multiple splits based on iRating
- The best eight (8) weeks of results count towards the standings with four (4) drops
- Grid positions will be determined by qualifying
- Max split size of 25 cars
- Qualifying will be attached to the race session
- In 2020 - The top 20 overall points finishers holding a Class A license will be considered for a Pro/Supercup license and entry into the **Porsche TAG Heuer Esports Supercup by iRacing**
- The qualifying format may change in future years.

## 2 Porsche TAG Heuer Esports Supercup by iRacing

Up to 40 drivers earn licenses to compete in the **Porsche TAG Heuer Esports Supercup by iRacing** through the **Porsche iRacing Cup** and the previous year's **Porsche Esports Supercup**. The driver champion is crowned the Porsche Esports Supercup Champion.

Once a member earns a Porsche TAG Heuer Esports Supercup by iRacing Pro/WC license, he or she shall retain that license for the entire of the season so long as the driver maintains a safety rating of Pro/WC 1.0 or higher. If a driver falls below a Pro/WC 1.0 safety rating, their Pro/WC license is temporarily suspended, however, that driver can drive at the lower class levels and may regain their Pro/WC licenses by achieving a Class A 4.0 or higher safety rating. A driver could also permanently or temporarily lose their license for race incidents or other actions deemed detrimental to the series.

Changes or updates to this document will be published via bulletin or series regulations update. This includes all appendixes or related documents if referred.

## 2.1 Race Format

- 40 car grid
- All races are held on Saturday, session launching at **13:45 UTC**
- Free Practice: 20 Minutes
- Qualifying
  - 2-lap (maximum), 10 minutes single car qualifying
  - Bonus points for top 5 qualifiers (see bonus points table below)
  - Top 8 from qualifying will be inverted and form the starting grid for the sprint race
- Sprint Races
  - Points awarded for finishing order in sprint race (see points table below)
  - Sprint Race will determine starting order of Main Race
  - 15 Minutes time based (Rounds 1-7, 10) or lap based (Rounds 8, 9)
- Warmup
  - 10 Minutes between Sprint- and Main Race
- Main Race
  - Grid determined by Sprint Race results (no inverts)
  - 30 Minutes time based (Rounds 1-7, 10) or lap based (Rounds 8, 9)

### 2.1.1 Session Settings

All rounds will be using generated weather and dynamic sky. The date and time will be set according to the actual race dates and times. Track state is set to auto-generated.

## 2.2 Event Timetable

The Event Timetable is split into **time-based** races (**Rounds 1-7, 10**) and **lap-based** races (**Rounds 8-9**). The main timetable is shown below. Special timetables for Rounds 8 and 9 follow. All times are UTC. While the free practice session starting time and general session durations are fixed, the following session start and end times may vary slightly depending on the track. The session launches at 13:45:00 UTC. The main race approx. finishes at 15:15 UTC and may be followed up by post-race interviews, which conclude the race weekend at approx. 15:30 UTC.

### 2.2.1 Main Event Timetable (Rounds 1-7, 10)

Start	End	Session
13:45:00	14:03:00	Free Practice (18 Minutes)
14:03:00	14:15:15	Closed Qualifying (2 Laps, 12 Minutes)
14:17:15	14:32:15	<b>Sprint Race (15 Minutes)</b>
14:34:45	14:44:45	Warmup (10 Minutes)
14:45:00	15:15:00	<b>Main Race (30 Minutes)</b>
15:15:00	15:30:00	Post Race Interviews (15 Minutes)
15:30:00		<b>End</b>

## 2.2.2 Event Timetable (Rounds 8 - Nürburgring)

Start	End	Session
13:45:00	14:03:00	Free Practice (18 Minutes)
14:03:00	14:15:15	Closed Qualifying (2 Laps, 12 Minutes)
14:17:15	14:32:15	<b>Sprint Race (3 Laps)</b>
14:34:45	14:44:45	Warmup (10 Minutes)
14:45:00	15:15:00	<b>Main Race (4 Laps)</b>
15:15:00	15:30:00	Post Race Interviews (15 Minutes)
15:30:00		<b>End</b>

## 2.2.3 Event Timetable (Rounds 9 - Le Mans)

Start	End	Session
13:45:00	14:03:00	Free Practice (18 Minutes)
14:03:00	14:15:15	Closed Qualifying (2 Laps, 12 Minutes)
14:17:15	14:32:15	<b>Sprint Race (4 Laps)</b>
14:34:45	14:44:45	Warmup (10 Minutes)
14:45:00	15:15:00	<b>Main Race (8 Laps)</b>
15:15:00	15:30:00	Post Race Interviews (15 Minutes)
15:30:00		<b>End</b>

## 2.3 Schedule

Event	Date	Location
Pre-Season Test*	March 27-28	Circuit de Barcelona-Catalunya
Round 1	May 2	Circuit Park Zandvoort
Round 2	May 9	Circuit de Barcelona-Catalunya
Round 3	May 23	Donington Park Circuit
Round 4	July 18	Silverstone Circuit
Round 5	August 1	Road Atlanta
Round 6	August 15	Brands Hatch Circuit
Round 7	August 29	Circuit de Spa-Francorchamps
<b>Round 8</b>	<b>September 5</b>	<b>Nurburgring Nordschleife – 24h Gesamtstrecke*</b>
<b>Round 9</b>	<b>September 26</b>	<b>Circuit de la Sarthe*</b>
Round 10	October 10	Autodromo Nazionale Monza

\* Lap-based Event

## 2.4 Points System

### 2.4.1 Qualifying

Pos.	1st	2nd	3rd	4th	5th
Pts.	10	8	6	4	2

### 2.4.2 Sprint Race

Pos.	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th
Pts.	25	22	20	18	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

Pos.	21st	22nd	23rd	24th	25th	26th	27th	28th	29th	30th	31st	32nd	33rd	34th	35th	36th	37th	38th	39th	40th
Pts.	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

### 2.4.3 Main Race

Pos.	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th
Pts.	50	45	40	37	34	31	28	26	24	22	20	18	16	14	12	10	9	8	7	6

Pos.	21st	22nd	23rd	24th	25th	26th	27th	28th	29th	30th	31st	32nd	33rd	34th	35th	36th	37th	38th	39th	40th
Pts.	5	4	3	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

## 2.5 Race and Season Prizes

### 2.5.1 TAG Heuer Pole Award

TAG Heuer will award the driver with the most pole-positions (fastest laps from qualifying) a special TAG Heuer Connected Watch at the end of the season. In case of a tie, the tiebreaker will be total amount of second places, third places, (...) up to 40<sup>th</sup> place.

### 2.5.2 Total Prize Package

A total of \$200,000 will be on offer: \$16,000 in race winnings and \$184,000 in season winnings.

The following tables illustrate the prize money distribution

### 2.5.3 Race Winnings

Season Rank	Prize Money
1st	\$ 1.000
2nd	\$ 400
3rd	\$ 200



## 2.5.4 Season Winnings

Season Rank	Prize Money
1st	\$ 50.000
2nd	\$ 25.000
3rd	\$ 17.500
4th	\$ 15.000
5th	\$ 12.500
6th	\$ 10.250
7th	\$ 9.000
8th	\$ 8.000
9th	\$ 7.000
10th	\$ 6.000

Season Rank	Prize Money
11th	\$ 5.000
12th	\$ 4.250
13th	\$ 3.500
14th	\$ 2.750
15th	\$ 2.000
16th	\$ 1.750
17th	\$ 1.500
18th	\$ 1.250
19th	\$ 1.000
20th	\$ 750

## 2.6 Team Regulations

iRacing recognizes the importance of teams to each of its World Championship series, as drivers work together to build setups before each race event to produce a more exciting and competitive show.

iRacing does not make an effort to assign which drivers are competing with which teams in World Championship events. However, iRacing reserves the right to limit the amount of cars in any given series that are carrying the same team insignia or primary sponsorship on a case-by-case basis.

For the Porsche TAG Heuer Esports Supercup by iRacing, teams will be **limited to no more than four cars**. We understand that larger alliances may exist behind the scenes. While each car on a four-car team may carry similar liveries, each car from those four car teams must also feature identifying characteristics (such as different colored endplates and mirrors) to differentiate it from other cars carrying the same base livery. Sponsors looking to be involved with more than four cars may contact iRacing and/or Porsche to discuss series sponsorship options.

## 2.7 Livery Guidelines

All team liveries shown on official race broadcasts are subject to iRacing's approval and can be rejected for any reason.

The vehicle livery template is provided by iRacing. **Series Regulations - Appendix A** features the Livery Guidelines 2020.

The livery template provided features a fixed decal layer that includes the series sponsors. It **may not be altered in any way** (size, position, coloring, etc.) and must remain the top layer of the

livery. The layer includes all default stickers as well as the series main sponsor and may include further sponsor logos.

Additionally the driver's **last name** must be included above the driver/passenger door as shown in the livery template. To do so, the vehicle livery features editable vector layers (see points 5 / 6 in livery guidelines overview) to edit the driver name. The position of these layers may only be moved along its path over the door to feature lengthy driver names but must remain as close as possible to its original position.

**The vehicle liveries may not contain any graphics, logos, brands or other images conflicting with the series sponsors, especially TAG Heuer, Vodafone, Michelin or Mobil 1. This includes logos, signets and other forms of representation from conflicting series, including own Porsche-branded series, also including other Porsche one-make cups. All Porsche-related branding must be coordinated and explicitly allowed by Porsche directly and is otherwise forbidden.**

The driver - respectively the team - submitting a livery must reserve all rights.

Please submit your liveries until to Drew Adamson via ([drew.adamson@iracing.com](mailto:drew.adamson@iracing.com)). For the first race the deadline is set to **Thursday April 30, 2020 23:59 GMT**. For all following races, the deadline is set to Wednesday before the race, 23:59 GMT

## 2.8 Officiating

### 2.8.1 Race Review

Every race will be reviewed by the Race Director live and/or through replay/broadcasts.

iRacing may take action against a driver for rules infractions or any action deemed detrimental to the series including but not limited to points adjustments, suspension, or other penalties.

All race winnings are preliminary until completion of each race review. If determined by iRacing that a driver who finishes in a prize paying position was deemed at fault for an egregious incident, that driver may forfeit all race winnings. Forfeited race winnings will not be distributed otherwise. Each incident will be reviewed on a case-by-case basis. The determination whether an incident is egregious is determined by the Race Director and/or iRacing Stewards.

### 2.8.2 Protests

Drivers may file a protest to the Race Director ([race.director@iracing.com](mailto:race.director@iracing.com)) if one suspects misbehavior or violations to the sporting code. Drivers may protest an incident that was missed by the race review. The deadline to submit a protest is **24 hours after the release of the incident summary report**.

By participating in this series, every driver agrees to accept the decisions of iRacing.com.

A driver who is suspended based on incidents in this series may also be suspended from iRacing.

The race director will only communicate with impacted drivers about incidents, race rules and any series related competition questions.

### 2.8.3 Incident Summary Report

Incidents in all sessions are subject to review post-race. The outcome will be published in the form of an incident summary report. This report will be published **at the end of business day on Monday after the race**.

### 2.8.4 Appeals

Only a driver that has been penalized may appeal a decision. The **appeal deadline is 24 hours after the release of the incident summary report**.

A driver may appeal a protest decision by e-mailing [race.director@iracing.com](mailto:race.director@iracing.com) with details on why they think the wrong decision has been made.

iRacing may take up to 24 hours to rule on any appeals. Appeals are reviewed by the appeal board which is independent of the race director.

All decisions are final.

### 2.8.4 Penalty Point System

iRacing Stewards may judge incidents on a scale of 0 to 4 penalty points depending on their severity. None, one or multiple drivers may be penalized in an incident. Additionally warnings may be given to the drivers involved.

Penalty points will convert into the following penalties:

Penalty Points	Penalty
16	Qualifying Penalty: The driver in question is not allowed to set a qualifying laptme in the next race-weekend after exceeding the penalty points.
26	Race Penalty I: The driver in question is excluded from the next race weekend.
34	Race Penalty II: The driver in question is excluded from the next race weekend.
44	Disqualification from the series and thus forfeit of all points and all prize money.

Penalty points accumulate on a penalty points accounts and will not be deducted throughout the season. After receiving a race penalty for the second time, the only further penalty is a disqualification from the series.

Additionally a driver may be punished for substantial infringements in a single race and may receive one of the penalties above with or without additionally affecting his penalty points account.

## 2.8.5 Driver Attendance

Driver attendance for the season is presumed for all drivers qualified for the Porsche TAG Heuer Esports Supercup by iRacing. This includes the previous year's 20 drivers, as well as the 20 newly qualified drivers from the Porsche iRacing Cup.

Drivers may miss up to 4 rounds of the Porsche TAG Heuer Esports Supercup by iRacing season. If a driver misses more than 4 rounds he automatically forfeits his license for the following season. In addition, he will not be eligible to qualify for the series in the following season. iRacing and/or Porsche reserve the right to waive this rule.

If a driver is unable to attend the series or is unable to attend in the required amount of races, he may **voluntarily forfeit** his license prior to the season. Deadline to do so is **Tuesday, 10<sup>th</sup> March, 2020, 23:59 UTC**. If a driver forfeits his license voluntarily, the next driver in points from the Porsche iRacing Cup will move up. In this case, no penalty (as described above) is assigned to the driver in question.

## 2.8.6 Attendance in other series

The Porsche TAG Heuer Esports Supercup by iRacing license holders are not eligible to take part in the Porsche Esports Sprint Challenge. If a license is forfeited **after** the aforementioned deadline, a driver may not attend the Porsche Esports Sprint Challenge also. This rule includes all the drivers main accounts aswell as (newly created) secondary accounts in accordance to the sporting code.

## 2.9 Prize Regulations

### 2.9.1 Payment of Championship Prizes

Unless otherwise agreed between an iRacing member and his/her team, all championship earnings will be paid directly to the iRacing member who won the championship prize at the end of the season. Upon request by a team that employs an iRacing member, and with the consent of the iRacing member, iRacing may at its discretion pay championship earnings directly to such

team, but only if the team (a) provides documentary evidence to iRacing that unambiguously authorizes such payment, (b) indemnities, defends and holds harmless iRacing from competing claims for championship prizes, (c) submits the affidavit of eligibility and other documentation specified below and (d) provides any specific documents and materials iRacing deems needed or appropriate for iRacing.com to comply with all tax reporting and withholding requirements, which for non-U.S. members or teams, may include an affidavit from the member or team, as applicable, that confirms such person or team is not a U.S. person and that such prize is not related to commercial activity in the United States.

Each prize winner will receive confirmation of his/her prize, with instructions on how to claim the prize, via email sent to the email address associated with his/ her membership within ten days after the season ends. Each winner (or a team acting on behalf of a winner) may be required to sign and return an affidavit of eligibility, liability waiver and publicity/intellectual property release within ten days of the date of winning notification. If a winner (or a team acting on behalf of a winner) is found to have violated any of the iRacing Rules, is otherwise disqualified, cannot be reached, or fails to take all actions required to claim the prize within the times specified, that winner will forfeit the prize and an alternate winner may be selected by iRacing. Winners will be announced as soon as feasible after all winners have been qualified.

A driver must be in good standing at the season end to be eligible for any prizes (i.e., not suspended).

## **2.9.2 Driver Expectations**

Drivers will be invited to the **Porsche TAG Heuer Esports Supercup by iRacing** based on their competitive results and being positive members in the iRacing community, as determined by iRacing. Drivers are required to represent the series in a positive fashion in order to maintain their Pro and Supercup licenses. There is a very high level of competition and high community profile in this series; consequently, there are multiple additional conduct rules above and beyond the normal that exist only at this level. It is expected that each driver in this series will treat other drivers, iRacing officials, sponsors, employees and the community, with respect on and off the race track and will not bring the sport or iRacing into disrepute via their actions. The iRacing.com FIRST Sporting Code is in full effect for these series as applicable.

## 2.10 Contest Rules

By participating in this series you agree and have understood that you consent to the following rules and documents outlined in this document.

Notwithstanding the foregoing or anything to the contrary in the EULA or the Privacy Policy, you hereby acknowledge and consent that, if any User information, is submitted or collected in connection with User's use of the Sim (including through a requested account name change or otherwise), and including without limitation the

User's name, image, photograph, likeness, animation, autograph, voice, audiovisual recording, and other information described in the Privacy Policy, all such information may be used and processed by iRacing.com and its parent, subsidiaries, and affiliates, and its and their streaming partners, assigns and licensees (collectively, the »Promoters«) in accordance with the terms of the EULA and the Privacy Policy.

Without limitation of the above, you further hereby grant to the Promoters a non-exclusive, perpetual, royalty-free, worldwide, irrevocable, fully paid, sublicensable (through multiple tiers) and transferable right, license, and permission (but not the obligation), in all forms and media, whether now known or not currently known, to use, adapt, reproduce, distribute, edit, exhibit, publicly display, publicly perform, and publish photographs, videotaped images and recordings, illustrations, reproductions or otherwise, including without limitation all intellectual property rights therein and thereto, of User's likeness, image or appearance, with or without User's name or voice (collectively, the »User's Likeness«) for any lawful purposes whatsoever, including without limitation for promotional purposes, now or at any time in the future.

### Agreements

You have agreed to the following agreements, which comprise the iRacing Rules, by being an iRacing member and by participating in this series.

- [Official Sporting Code](#)
- [Terms of Use and End User License Agreement](#)
- [iRacing.com Motorsport Simulations, LLC Privacy Policy](#)
- [Online Competitions and Contests Official Contest Rules](#)

Alternatively, you can email iRacing.com at [race.director@iracing.com](mailto:race.director@iracing.com) for a copy of the rules or to ask any questions.

In the event of a conflict between any of the policies, terms of use, codes or rules listed above, the one that is the most protective of iRacing.com (as determined by iRacing.com) shall govern and control. In order to guarantee impartiality, employees of iRacing or Porsche are ineligible to participate.

## **Series Age Restriction**

In order to register for the Sim, you must be an adult according to the laws of the jurisdiction (i.e. state or country, as the case may be) in which you reside. If you are not an adult but at least 13 years old, and if you wish to use the Sim and Race in this Series, you must have a parent or guardian register for the Sim on your behalf and then agree and sign the Parental Consent Release.

We require every member to be at least 13 years old to use iRacing.

If you are at least 13 and not an adult according to the laws of your jurisdiction, your parent must sign the attached Consent and return it to [Tyler.Hudson@iracing.com](mailto:Tyler.Hudson@iracing.com) if you race in this Series

The Sim is not designed for minors under the age of 13, so minors under the age of 13 are not permitted to use the Sim or Race in this Series under any condition. Again, If you wish the minor over 13 years of age to use the sim and race in this series, please see the attached Consent.

## **iRacing.com Parental Consent and Release**

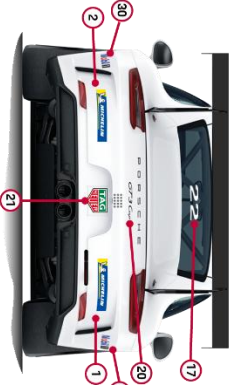
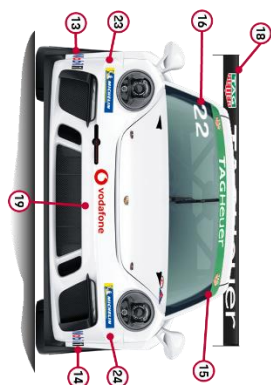
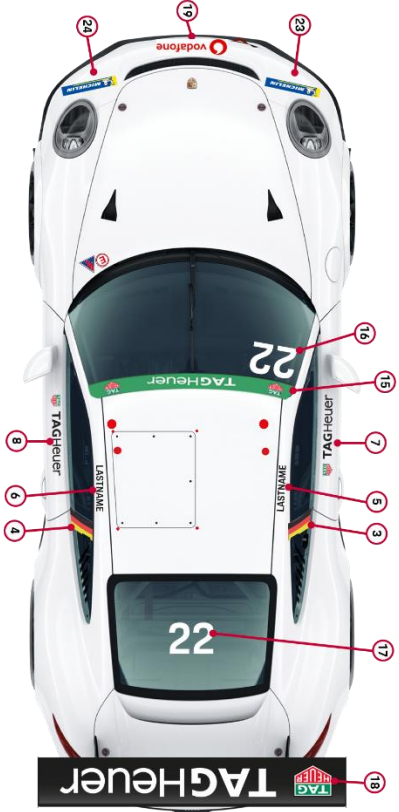
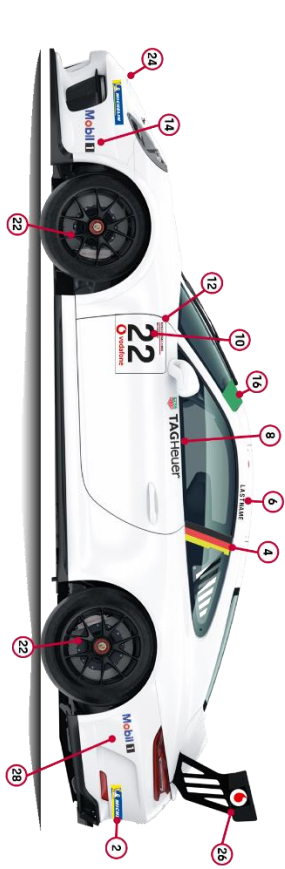
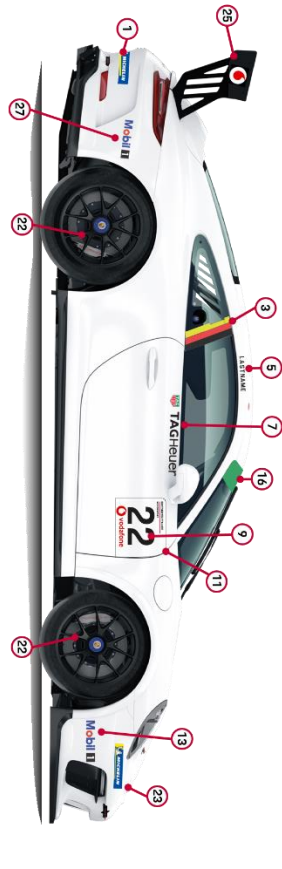
[https://d3bxz2vegbjddt.cloudfront.net/members/pdfs/iRacing\\_Parental\\_Consent\\_and\\_Release\\_v2018\\_12\\_19.pdf](https://d3bxz2vegbjddt.cloudfront.net/members/pdfs/iRacing_Parental_Consent_and_Release_v2018_12_19.pdf)

# Appendix A – Livery Guidelines

**PORSCHE**  
TAG HEUER  
ESPORTS SUPERCUP  
BY RACING



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Number	Details	Area / Description	Permissions Info
1/2	Miscellaneous	Rear bumper left / right side mirror area	Not covered by racing number
3/4	Country flag	Next to driver / passenger window	Editable text layer
5/6	Driver Name	Above driver window	Editable text layer
7/8	Tag Heuer	Below driver / passenger window	Fixed detail layer
9/10	Starting Number	Door below wing mirrors	Schedulable via Racing website
11/12	Numberplate	Door below wing mirrors	Fixed detail layer
13/14	Model	Front bumper left / right corners	Fixed detail layer
15	TAG Heuer	Front windscreen banner	Fixed detail layer
16	Starting Number	Front window right side corner	Schedulable via Racing website
17	Starting Number	Rear window centered	Schedulable via Racing website
18	TAG Heuer	Tag side rear wing (full area)	Fixed detail layer
19	Vodafone	Front fender center below hood vent	Fixed detail layer
20	GTS Cup	Rear fender centered below air intake	Fixed detail layer
21	TAG Heuer	Rear fender centered numberplate area	Fixed detail layer
22/24	Racing	Racing on all four wheels	Schedulable via Racing website
22/26	Miscellaneous	Front fender bottom left / right headlights	Fixed detail layer
27/28	Model	Rear wing left / right sideplates (full area)	Fixed detail layer
27/28	Model	Rear fender left / right behind wheels	Fixed detail layer

Livery Guidelines  
Version 1.3, 17.03.2020