OCTANE ONLINE RACING

2023 GT3 CUP

IN CONJUNCTION WITH MOTORSPORT AUSTRALIA

SERIES REGULATIONS

VERSION 2.0

18/05/2023

CONTENTS

1.   SERIES

The Octane Online Racing Motorsport Australia GT3 Cup is an Esport Sim Racing series on the Assetto Corsa Competizione platform (PC) and is organised by Octane Online Racing in conjunction with Motorsport Australia.

Official communication and organisation of the series is held on the Octane Online Racing Discord server. The organisers reserve the right to edit these regulations at any time and any changes made to the regulations will be communicated through the Discord server.

2.   CATEGORIES

The series will be split into two categories with all competitors competing against each other in the same competition to determine an overall champion.

2.1   AUSTRALIA (PRO & PRO-AM)

This is a fully sanctioned Motorsport Australia Cup and will determine the GT3 Cup Champion of Australia, who will be acknowledged and invited to attend the Motorsport Australia end of year awards night and receive a trophy from Motorsport Australia.

2.2   INTERNATIONAL (ONE CLASS)

This class acknowledges and awards the official International GT3 Cup champion in Asia/Pacific.

Eligibility to participate in the GT3 Cup can be found in Section 4.

2.3   OVERALL

This category determines the overall winner of the GT3 Cup and the distribution of the Prize Pool.

3. COMPETITION PHASES

There are 3 phases to the GT3 Cup: Qualification, Knockout & Finals.

3.1 QUALIFICATION PHASE

This phase is open to all competitors who meet the driver eligibility (refer section 4) and will be a time trial based phase where each competitor must set their best lap time over a specific number of allowed laps during the duration of this phase.

Once Qualification has been completed, competitors are required to submit their MoTeC of their best lap that was used for Qualification.

Once this is verified and the final order has been determined, drivers will be seeded based on their results. This will also determine what group you will compete in within the Knockout Phase.

Eg. Number 1 overall time, will get Seed 1 and be in Group 1. 2nd best time will get Seed 2 and be in Group 2. If only 2 groups, Number 3 overall will be Seed 3 and placed back into Group 1 and so on.

3.2 KNOCKOUT PHASE

The number of competitors and groups in this stage will be determined by the number entries in the Qualification phase.

Those that advance through to the Knockout Phase will compete over 4 Rounds to determine if they make it through to the Pro Split or if they make it through to the Pro-Am split.

The top 35-40 drivers from Knockouts will be placed into the Pro Split.
The next 35-40 drivers from Knockouts will be placed into the Pro-Am Split.

Qualifying Pace, Race Position, Race Pace and Overall Points etc. (with Penalty Point deductions) will be used to determine your ranking.

3.3 FINALS PHASE

Following the completion of the knockout phase, those that made it through will be placed into either the Pro or Pro-Am split as above.

In the event of a tie for the final advancing position in a knockout group, a tiebreaker race will be held between the tied competitors to determine who will advance to the finals phase.

The finals phase will consist of 6 rounds, with each round consisting of a race between all 40 competitors for each split.

The competitor who accumulates the most points over the 6 rounds in the Pro split will be declared the winner of the series. In the event of a tie, the competitor with the most race wins will be declared the winner. If there is still a tie, the competitor with the most second-place finishes will be declared the winner, and so on until a winner is determined.

4.   DRIVER ELIGIBILITY

A "driver" is any person who has registered through the official website.

Drivers must meet the following requirements in their entirety to be eligible to compete:

- Not be officially banned from any Esports competition managed by the organiser, it's partners or any other major official organisation;
- Must be living within a country listed below and provide proof of residence within that same country if requested to do so;
- If living in Australia, hold a current Motorsport Australia Esport Licence (refer section 5);
- Agree with the Terms and Conditions of this regulation;
- Agree with the Sporting Code;
- Meet the Software and Hardware Requirements (refer section 5);

Competition is open to those in the following regions and countries:

Australasia: Australia & New Zealand

Melanesia: Fiji, New Caledonia, Papua New Guinea, Solomon Islands & Vanuatu

East Asia: China, Hong Kong, Macau, Japan, Mongolia, North Korea, South Korea & Taiwan

South East Asia: Brunei, Cambodia, Indonesia, Laos, Malaysia, Myanmar, Philippines, Singapore, Thailand, Timor-Leste & Vietnam

Drivers who do not meet these requirements will be deemed ineligible and removed from the Asia/Pacific GT3 Cup Series. The organiser reserves the right to investigate Driver information when eligibility is in question. Drivers should be prepared to provide a copy of personal identification or other applicable documents to verify if all the requirements are met.

5.   LICENCE & FEES

All drivers that meet the Driver Eligibility (refer section 4) are permitted to enter the series.

5.1   ENTRY FEE

The entry fee for the GT3 Cup is $25 AUD. If you don't make it through to the Knockout Phase, you will get 100% of your fee refunded.

5.2   COMPETITION LICENCE

As this series is an officially licenced and sanctioned series by Motorsport Australia, all competitors living in Australia are required to have a current and valid Motorsport Australia Esport Licence, if you make it through to the Knockout Stages.

The winner of this series will be officially acknowledged as the Australian GT3 Esport Champion and will be invited to attend the end of year Motorsport Australia Awards.

International competitors (those outside Australia) do not need to obtain this licence, and they are eligible to compete in the International Class and are also still eligible for the overall prize pool.

6.   REQUIREMENTS

6.1   SOFTWARE REQUIREMENTS

- Have a Discord account and be verified on the Octane Online Racing Discord;
- Own a copy of Assetto Corsa Competizione on Steam;
- Own a copy of the Assetto Corsa Competizione DLC - American Track Pack
- Own a copy of the Assetto Corsa Competizione DLC - Challengers Pack (If using Audi)
- Own a copy of the Assetto Corsa Competizione DLC - British GT Pack
- Own a copy of the Assetto Corsa Competizione DLC - 2020 GT World Challenge Pack
- Own a copy of the Assetto Corsa Competizione DLC - 2023 GT World Challenge Pack

6.2   HARDWARE REQUIREMENTS

- A stable internet connection with a max ping of 250ms from race servers;

- Exceptions will be permitted pending the connection is stable and not considered a danger in a racing environment;
- Wheel and pedals set;
- A headset and microphone.

7.   ALLOWED CARS

The car selection must be made before the start of each competition phase and cannot be changed during a phase. Competitors are allowed to change their car selection between phases of the competition, subject to the following conditions:

1) The change must be made before the start of the next phase of the competition.
2) The competitor must notify the organisers of the change by submitting this change into the required channel on Discord, at least 1 week prior to the commencement of the next phase.

Cars Allowed:

- Aston Martin V8 Vantage GT3;
- Audi R8 LMS Evo 2;
- Bentley Continental GT3;
- BMW M4 GT3;
- Honda NSX GT3 Evo;
- Ferrari 296 GT3;
- Lamborghini Huracan GT3 Evo2;
- McLaren 720S GT3;
- Mercedes-AMG GT3 Evo;
- Nissan GT-R Nismo GT3;
- Porsche 992 GT3 R.

8.   SEASON SCHEDULE

8.1   QUALIFICATION

- 26th June - 7th July 2023 at **Misano**

8.2   KNOCKOUT

- Round 1 - 21st July 2023 at **Silverstone**
- Round 2 - 28th July 2023 at **Hungary**
- Round 3 - 11th August 2023 at **Kyalami**
- Round 4 - 18h August 2023 at **Nurburgring**

8.3   FINALS

- Round 1 - 1st September 2023 at **Paul Ricard**
- Round 2 - 8th September 2023 at **Suzuka**
- Round 3 - 22nd September 2023 at **Valencia**
- Round 4 - 29th September 2023 at **Mount Panorama**
- Round 5 - 13th October 2023 at **Monza**
- Round 6 - 20th October 2023 at **Spa**

9.   BALANCE OF PERFORMANCE (BOP)

At present, we will be using the standard in-game BoP within Assetto Corsa Competizione. There will be no custom BoP (no added ballast or restrictors).

This is subject to change if deemed necessary, and will be done prior to the commencement of any phase of the GT3 Cup, giving all competitors the chance and opportunity to make car adjustments if they need to. Changes to BoP will be communicated in the announcement channel on Discord.

10.   POINT SCORING

The following points will be awarded at the conclusion of each round/race. These remain provisional until all pending penalties and protests have been confirmed, after which - they will be official results.

10.1   RACE POINTS

1. 60 Points
2. 55 Points
3. 50 Points
4. 46 Points
5. 44 Points
6. 42 Points
7. 40 Points
8. 38 Points
9. 36 Points
10. 34 Points
11. 32 Points
12. 30 Points
13. 28 Points
14. 26 Points
15. 24 Points
16. 22 Points
17. 20 Points
18. 18 Points
19. 16 Points
20. 14 Points
21. 12 Points
22. 10 Points
23. 8 Points
24. 7 Points
25. 6 Points
26. 5 Points
27. 4 Points
28. 3 Points
29. 2 Points
30. 1 Point

10.2   QUALIFYING POINTS

1. 5 Points
2. 4 Points
3. 3 Points
4. 2 Points
5. 1 Point

10.3   FASTEST LAP POINTS

1. 3 Points

Additional Point rules will be added prior to the commencement of the GT3 Cup, these include Licence Point deductions and penalties.

11.   DRIVING ASSISTS & SETTINGS

The following in-game settings will be in place for the duration of the GT3 Cup.

- Traction Control: Allowed
- ABS: Allowed
- Stability Control: Not Allowed
- Automatic Gearbox: Not Allowed
- Lights: Automatic Only
- Wipers: No Restrictions
- Engine Start: No Restrictions
- Auto Pit Limiter: Off
- Ideal Line: Off

Your telemetry recording must be set to on during all phases of the GT3 Cup.

12.   CAR LIVERIES

1. All drivers must use and submit a full custom livery;
2. This livery must contain the mandatory logos that are set out in the livery channel on Discord, these logos include but not limited to: Octane Online Racing, GT3 Cup and Motorsport Australia;
3. All liveries must fall within the guidelines on what is allowed and accepted;
4. Car liveries must be submitted to the correct channel 1 week prior to the start of the Knockout Phase;
5. You may update your livery only between phases;
6. Organisers reserve the right to refuse any livery submitted.

13. DISCORD

All Drivers participating in the Qualification, Knockout or Finals phases of the GT3 Cup, must be connected to the relevant Discord Voice channel whilst competing or setting laps.

During Qualification, you just need to sit in the lobby to let people know you are on the Qualification Server, which helps to let others know if the server is busy or not.

You may use the voice channel to indicate when you are on a hotlap, but this is not mandatory.

During the Knockout and Finals Phase, it is mandatory that you are able to hear the Race Director at all times.

There is no communication to be made from drivers to other drivers during qualifying or the race.

If you are involved in an incident and would like the Race Director to take a look, simply calmly call your car number out and the Race Director will acknowledge the call out and the Steward Team will review.

There is to be no arguing of penalties or with other drivers. Any abuse will not be tolerated and this can result in you being DQ and removed from the round.

14. CODE OF CONDUCT

Octane Online Racing prides itself on being an inclusive, friendly and supportive community. It's vitally important that all drivers are aware of what is expected of them and behave appropriately at all times during the GT3 Cup.

Competitors are expected to conduct themselves in a sportsmanlike manner at all times, and any major breaches of conduct may result in exclusion or removal from the GT3 Cup.

1. All Drivers are expected to conduct themselves in a manner that reflects positively on the Organiser and it's partners and shall not engage in conduct considered harmful to the business, reputation or relationships of an individual or their partners;

All Drivers agree to avoid the following behaviours online and offline:

2. Hate speech or discriminatory behaviour: Drivers must not use language that is deemed by the Organiser to be insulting, threatening, abusive or defamatory or promote or incite hatred or discriminatory conduct, at any time, off or on the broadcast.

3. Harassment: any kind of harassment is strictly prohibited;

4. Discriminatory language: any kind of discriminatory words, phrases or gestures offending the dignity or integrity of a private person, a group of people, a team, a brand, a sponsor, or a country through contemptuous or discriminatory words or actions on account of race, skin colour, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason, are strictly prohibited;

5. Betting or gambling by any Drivers or anyone connected to any participant is prohibited. Moreover, no Driver or related person may benefit directly or indirectly from any betting or gambling;

6. Drivers must be respectful of the staff involved in the GT3 Cup, this includes the organiser, sponsors, and/or their partners, steward and broadcasting teams, at all times;

7. Drivers must remain respectful in official Discord chats against other drivers, organisers, stewards and officials.

15. FRAUDULENT ACTIVITY

At any point during any phase of the GT3 Cup, the organiser has the right to exclude the Drivers in the event of:

1. Alteration of the results, times and video files relating to the online phases;

2. Hardware modification: any modification made to a piece of hardware allowing it to function in a way the manufacturer did not intend;

3. Software modification: any modification made to Assetto Corsa Competizione and third parties' software, allowing them to function in a way the developers did not intend;

4. Exploiting game glitches: intentionally using any in-game bug to seek an advantage;

5. Impersonation (including playing under another Driver's Steam account) – to be understood as playing under another Driver's account or soliciting, inducing, encouraging or directing someone else to play under another Driver's account;

6. Collusion: any agreement among two (2) or more Drivers and/or other persons to affect any competition or race and/or opposing Drivers;

7. Any other behaviour as determined to be cheating, gameplay, gamesmanship or gaining an unfair advantage in any way by the organiser.

If any breaches of the above are made, the Integrity Team will review and investigate all matters relating to these breaches.

If found guilty, the punishment is at the sole discretion of the organiser which can include disqualification, ban from all future competitions and their name passed on to our partners and other related organisations.

If anyone is aware of any ongoing breaches on any of the above, they should in their own best interest and the interest of all other parties involved in the GT3 Cup - report these breaches to the Integrity Team.

16.   PRIZE POOL

The Prize Pool will be confirmed and updated at the conclusion of the Qualification Phase.

16.1   OVERALL PRIZES (PRO SPLIT)*

The Top 5 drivers in the Finals will get access to the dedicated Prize Pool.

- **1st** – $750 AUD + Trophy
- **2nd** – $500 AUD + Trophy
- **3rd** – $250 AUD + Trophy
- **4th** – $150 AUD
- **5th** – $100 AUD

16.2   OVERALL PRIZES (PRO-AM SPLIT)*

The Top 3 drivers in the Finals will get access to the dedicated Prize Pool.

- **1st** – $250 AUD + Medal
- **2nd** – $150 AUD + Medal
- **3rd** – $100 AUD + Medal

16.2   OVERALL PRIZES (INTERNATIONAL)*

The Top 3 drivers in the Finals will get access to the dedicated Prize Pool.

- **1st** – $250 AUD + Medal
- **2nd** – $150 AUD + Medal
- **3rd** – $100 AUD + Medal

16.3   BONUS PRIZES (PROVISIONAL)

Pro-Am Finals Random Draw – $50 AUD

(Two drivers will be randomly selected out of all the competitors who don't finish in the Top 5 and compete in all 6 rounds)

Pro Finals Random Draw – $50 AUD

(Two drivers will be randomly selected out of all the competitors who don't finish in the Top 5 and compete in all 6 rounds)

*Provisional

17.   CONTACT US

For any additional information or if you wish to speak to the organiser directly, please refer to the following contacts:

Email: info@octaneonlineracing.com.au
Discord Server: https://discord.gg/octaneonlineracing
Discord Username: Octane Online Racing#1717