



# RULEBOOK

NGK & NTK ESPORTS CUP 2024

VERSION 1.0.1

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## General Information

### 1.0 Introduction

In six races, Sim Racers from all over the world can qualify for the final event at the Nürburgring Nordschleife.

*For all newcomers to the NGK & NTK Esports Cup 2024, please read chapters **4.7 Discord Server**, **11.4 Social Media** and **13.2 Attendance** attentively. Missing one of those rules can lead to a direct disqualification even if you had a good race.*

### 2.0 Glossary

**Driver:** Person who drives in the competition.

**Race Server:** In-game room – drivers join to participate in an event.

**Staff:** SX Esports Team – Person(s) organising the leagues on the iRacing platform.

**Text Chatting:** Use of the in-game chat function which drivers can use to send text messages to other competitors and (or) staff.

**Voice Chatting:** Speech between two or more persons, usually via Discord or iRacing, but refers to contact through any other software.

**Official Discord:** Free software that can be used to connect with communities, send text messages and call each other. The Discord server is used for Driver briefings, important notifications, and a general place where all participants can communicate.

**Zoom:** Free software that can be used for video conferences and interviews.

### 3.0 Staff List

#### 3.1 Staff

The team behind this competition is part of the staff and can be contacted via email at [competition@racespot.tv](mailto:competition@racespot.tv).

#### 3.2 Other Staff

The users with the whole Staff, Admin and Esports Team on the official NGK & NTK ESPORTS Discord Server also count as Staff.

The Staff can only be contacted via email at [competition@racespot.tv](mailto:competition@racespot.tv), not through forums or Discord servers.

### 4.0 General Rules

#### 4.1 Reading and Understanding the Rules

Every driver participating in any event of the NGK & NTK ESPORTS CUP 2024 agrees to the rules by entering the event and agrees to obey the rules.

If you have any questions about certain rules, you can reach the Staff via email at [competition@racespot.tv](mailto:competition@racespot.tv).

#### 4.2 General Behaviour

Every driver participating in any event of the NGK & NTK ESPORTS CUP 2024 must always show good behaviour. Any discriminatory or offending actions, words, posts or contents are forbidden and can lead to permanent exclusion from the events. All drivers must always be fair and kind on all official platforms (YouTube/Twitch chats, commentary sections, Discord, Twitter etc.) when they talk about any part of the championship including, but not limited to rules, decisions of the race control, BoP.

All Staff members can give warnings for bad behaviour, which is at the discretion of each individual Staff member. Any excessive discussions about rules, BoP and decisions by the Staff or repeated displays of bad behaviour can lead to an immediate ban from the event. This includes both public reactions and private messages to Staff members. Note: We recommend calming down and not joining any text chats after having crashed or being disconnected from a race.

#### 4.3 Cheating and usage of external software

It is not allowed to use external software or data that alter the functions of the simulation to gain a competitive advantage. Drivers caught cheating in any part of the competition will be excluded from all parts of the Competition. If you are unsure about a software, you should ask the Staff before

using it by sending an email to [competition@racespot.tv](mailto:competition@racespot.tv).

In case no usage of software can be proven directly in the files but if due to video evidence it is still obvious that the driving behaviour of the car cannot be explained with normal game functions, a ban based on video evidence is also possible. For clarification, software that are allowed:

- TradingPaints
- Wheel/pedal drivers/software (Logitech Profiler/LGS/Ghub, Thrustmaster Control Panel etc.)
- Stream Deck, Button boxes
- Dashboard apps, both internal (web hud) and external
- Setup and telemetry tools, such as Motec or Second Monitor

#### 4.4 Accounts

You must enter your real name in your iRacing account in order to participate. Using fake names, aliases or names with clan tags is not allowed.

Using multiple accounts per player or address or deliberate creation of new accounts is not allowed and will result in a permanent exclusion from the NGK & NTK ESPORTS CUP 2024, and the case will also be forwarded to iRacing which can result in a suspension of the driver on the platform.

Drivers are not allowed to share an IP address. If you live in the same household, practice in an Esports training centre or have another valid reason that leads to multiple accounts using the same IP, you have to inform us in advance via mail to [competition@racespot.tv](mailto:competition@racespot.tv) with the location, IP address and usernames of the drivers.

#### 4.5 Staff Decisions

The decisions made by the Staff are binding. If a situation is not covered by the rules, the Staff will have the final decision on it. Any statements made by the Staff on the Forums, at Events, in Text Chatting or in Voice Chatting, that are specified as rules, also count as rules and are considered to be accepted by all drivers.

#### 4.6 Discord Server

To maintain a good, stable, and structured communication we use a dedicated Discord

server, the Official NGK & NTK ESPORTS Server (<https://discord.gg/3V5eOr5t55>). It is mandatory for all drivers to join the server and periodically check for important news. If you're unable to join a Discord server, please send an email to [competition@racespot.tv](mailto:competition@racespot.tv) with your Discord Username (@abcde).

#### 4.7 General Competition Rules

Every driver participating in the Championship agrees to the rules and agrees to obey to the rules as written in the iRacing Official Sporting Code:

[iRacing Official Sporting Code](#).

#### 5.0 Organisation

The competition is organised by:

SX Consulting Group GmbH  
Herzogstraße 23A  
80803, München Germany

**For questions regarding the sporting regulations:**

[competition@racespot.tv](mailto:competition@racespot.tv)

#### 6.0 Declaration of Consent

The drivers agree that their names will appear in livestreams and press releases handled by all partners of the NGK & NTK ESPORTS CUP 2024.

The drivers agree that RaceSpot, iRacing, SX Group and partners of the NGK & NTK ESPORTS CUP 2024 can make and broadcast photographs and video recordings (e.g., internet stream), on which drivers are identifiable as well as statements, interviews and similar, captured on audio and video. RaceSpot is entitled to use these recordings.

#### 7.0 Data Privacy

All personal data is collected and processed in accordance with the statutory provisions governing data protection in Germany. Only the personal data that is required to handle the competition, communication and prize is collected and forwarded onto partners of SX Group. All employees and partners of SX Group are obliged to maintain data secrecy. Data is only transferred to state agencies or authorities within the framework of legal regulations. The drivers agree to this. The data is deleted after the Championship has ended.

## 8.0 Premature Termination of the Competition

RaceSpot and NGK & NTK have the right to terminate or cancel the online qualifier at its discretion at any time. No claims can be derived from any premature termination.

RaceSpot has the right to exclude one or more participants from taking part in the competition in the event of manipulation or attempted or suspected manipulation.

## 9.0 Changes

RaceSpot explicitly reserves the right always be found on the competition page at <https://racespot.tv/ngk-ntk>

## 10.0 Legal Disclaimer

There is no legal recourse. The law of the Federal Republic of Germany applies exclusively and the jurisdiction of NGK & NTK applies in the event of a dispute. If any of the above-mentioned provisions in these conditions of entry should be ineffective or contain a loophole, the other provisions shall remain unaffected by this. Ineffective or incomplete provisions shall be maintained with effective content which comes as close as possible to reflecting the sense of the ineffective content. By participating, the driver automatically accepts the conditions of entry.

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## Participation and Regulations

### 11.0 Entry Criteria

The Staff has the right to deny any entries without giving reasons.

You must use the email address with which you registered on the official entry form page for correspondence.

#### 11.1 Entry Fees

Participation in the NGK & NTK ESPORTS CUP 2024 is free. There is no entry fee.

### 11.2 Entry process

To participate in the NGK & NTK ESPORTS CUP 2024, you should fill the entry form through the link below and follow its instructions:

<https://racespot.tv/ngk-ntk>

Sign-ups will be open approximately 14 days before each event. To allow as many drivers as possible to participate, the competition will utilize a split-system based on the iRating of the drivers.

All drivers are required to join the [Discord server](#), and they will get assigned server roles according to the split they will be eligible to race in. All drivers need to be on the Discord server until 48 hours prior to the race. After then, their participation will not be guaranteed. They will receive all relevant race-day information on their specific split channel on Discord, including session password, settings and weather set-up.

**Top Split:** Top 40 iRating drivers,

**Split 2:** 41-80

**Split 3:** 81-120

**Split 4:** 121-160

**Split 5:** 161-200

**Split 6:** 201-240

**Split 7:** 241-280

**Split 8:** 281-320

**NOTE:** Only the Top Split will be broadcasted and have race stewarding.

### 11.3 Eligibility

Drivers suspended from the iRacing service are not allowed to participate in any stage of the NGK & NTK ESPORTS CUP 2024. Drivers born after 15 December 2007 are not allowed to participate without parental approval.

### 11.4 Social Media

#### 11.4.1 Sharing on Social Media

For each race we will create a pre-race, livestream and post-race message on Social Media. Every driver must either share these posts (retweet/repost) or create a post of their own using the same content. It's mandatory to post these messages, and at least one message needs to contain an official livestream URL. These messages (and assets) will be shared on Discord.

### 11.5 Social Media Account

When a driver receives an invitation to a race (13.1), they will have to fill out a form. This form includes a link to one of your Social Media accounts (Twitter, Instagram or Facebook). You are allowed to use the Social Media account of your team. Multiple drivers can drive for the same team and use the same Social Media team account.

### 11.6 Penalties for not sharing or posting

If a driver does not post or repost for the first time, they will receive a warning.

If a driver does not post or repost for the second time, they will receive a qualification ban.

If a driver does not post or repost again, their race result will be removed.

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## 12.0 Cars and Liveries

We will be using the Toyota GR86 on iRacing. The Toyota GR Cup is designed as an amateur racing series that can welcome up-and-comers, casual drivers, and retired legends alike, and the GR86 is up to the task.

Car liveries will be designed by the series organisers and pre-assigned to the drivers. Drivers do not need and are not expected to submit their own liveries.

### 12.1 Car Set-up

For this competition, we will utilize the fixed baseline set-up for all drivers.

## 13.0 Main Season

### 13.1 Invitations for the official races

All drivers will receive emails and will be able to see on Discord a message with all the relevant information to take part of their race split 48 hours prior to each event. Registering to a race but failing to attend without further explanation to the Staff members will result in the driver not being eligible to register to all remaining races of the series.

### 13.2 Confirming and attendance

If you miss the deadline to confirm or have declined your spot, your spot will be given to a Reserve Driver.

Once you have confirmed your presence, you are expected to show up for the event. If you miss an event for which you have confirmed your presence, you will receive a warning. Late absence reports are not possible and will therefore be ignored.

If you miss a second event, you will be banned and removed from the NGK & NTK ESPORTS CUP 2024 results.

The grid lists will be announced on Discord and sent by email to the drivers, along with server information.

Notes: If the form is incomplete or invalid, it is discarded without further notice.

All drivers must supply at least one Social Media Account (Instagram, Facebook or Twitter) and their Discord username with their confirmation.

If your Social Media username has changed during the course of the season, please notify Staff as soon as possible. Changes 24 hours before the race will be discarded.

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### 13.3 Calendar and Timetable

#### 13.3.1 Calendar Main Season

NGK & NTK ESPORTS CUP 2024	Layout	Race Day	Start	End
Round 1: Zolder	GP	15/12/2023	18:30 CET	21:00 CET*
Round 2: Motorland Aragon	National	19/01/2024	18:30 CET	21:00 CET*
Round 3: Imola	GP	02/02/2024	18:30 CET	21:00 CET*
Round 4: Hockenheimring	National A	16/02/2024	18:30 CET	21:00 CET*
Round 5: Rudskogen	GP	01/03/2024	18:30 CET	21:00 CET*
Round 6: Oulton Park	Fosters w/Hislop	15/03/2024	18:30 CET	21:00 CET*

#### 13.3.2 Race Day Timetable

From		To		Session
18:00	CET	19:15	CET	Free Practice (75 mins)
19:15	CET	19:25	CET	Qualification (10 mins)
19:27	CET	19:52	CET	Race 1 (25 mins)
19:54	CET	20:19	CET	Race 2 (25 mins, full reverse grid)

#### 13.3.3 Stream Timetable

From		To		Description
19:00	CET	19:10	CET	Stream starts with countdown
19:10	CET	19:17	CET	Welcome and introduction
19:18	CET	19:25	CET	Qualification
19:27	CET	19:52	CET	Race 1 (20 mins)
19:54	CET	20:19	CET	Race 2 (20 mins, top 10 reversed grid)
20:19	CET	20:20	CET	Stream ends

### 13.4 Server Settings

All server settings will be published for the drivers as a pre-race briefing document before the event.

### 13.4.1 Important Information

#### 13.4.1.1 Internet Connection

It is your responsibility to make sure that you have a stable internet connection. If you lose connection to the server, you cannot rejoin the race.

#### 13.4.1.2 Server Crashes and Restarts

Once a race is started, it will not be restarted, regardless of incidents or a server crash.

If less than 50% of the original race distance is completed when the server crash occurs, no points are being awarded.

If between 50% and 75% of the original race distance is completed when the server crash occurs, half points are being awarded.

If more than 75% of the original race distance is completed when the server crash occurs, full points are being awarded.

### 13.5 Team and Community

You can specify a team or a community that you will be representing during the competition in your entry form. The team's name will be used for promotional and broadcasting purposes. It is not necessary to specify a team or a community. Any offending or discriminatory names will be rejected by the Staff, and if necessary, drivers can be disqualified and kicked from the Race.

### 13.6 Pit Stop Regulations

You are allowed to enter or exit the pits in any way you like, as long as you are respecting the white lines, track limits, pit entry, exit gate and other drivers. If you cause a disadvantage to another driver, you can be reported and penalized.

### 13.7 Standings and Points Allocation

Drivers will receive points based on their finishing position in their server. A multiplier will be applied as a bonus based on how many splits were available for the race. After stewarding has taken place, the results will be processed and announced in the official series Discord.

Drivers score points in both races. The championship standings can be viewed at [racespot.tv/ngk-ntk](https://racespot.tv/ngk-ntk).

#### Qualification Points

Position	Points
1	5
2	4
3	3
4	2
5	1

#### 13.7.1 Race Points

Position	Points	Position	Points
1	40	11	12
2	34	12	10
3	30	13	9
4	27	14	8
5	24	15	7
6	22	16	6
7	20	17	5
8	18	18	4
9	16	19	3
10	14	20	2
		21	1

The points from all races will be added, there is no drop score.



### 13.8 Final Score Ties

In case of a points tie, the following factors are deciding:

- Number of wins.
- Amount of 2<sup>nd</sup> places, then 3<sup>rd</sup> places, 4<sup>th</sup> places etc.
- Amount of penalty strikes received.
- Position in the last race.

### 13.9 Broadcasts

The multiplayer races will be streamed live and links will be shared on Social Media and Discord.

If a broadcast is not possible due to technical issues, there will be no stream. Races will continue unless the technical issue(s) prevent the Races from happening. You can find the timetable under 13.3.3.

## 14.0 Final Event

### 14.1 Invitations to the final

After the last round, the top 40 drivers of the championship standings are invited to the final.

#### 14.1.1 Attendance during drivers briefing

There will be a mandatory driver briefing for the final race. All drivers must make sure that they can participate. The drivers briefing will be held on

Discord. The respective information to this meeting will be sent via email and the official Discord server.

For this call, you only need a headset in order to listen to the race director.

Not showing up for the briefing means that you are not allowed to start, which will result in a DNS (Did not Start) in the results. All penalties will be applied after the race.

#### 14.1.2 Attendance during the race

After the mandatory drivers briefing, drivers are connected to Zoom for the broadcast. It is mandatory for each driver to stay in this call for the duration of the event. Being connected to audio is not mandatory.

All drivers must use a webcam (or alternative like mobile phone, tablet or camera) and headset in order to participate in an interview through Discord and be shown on stream. Drivers must always ensure a stable connection and ensure their availability throughout the event.

Any driver not using a camera/not showing themselves, will be disqualified.

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## 14.2 Calendar and Timetable

### 14.2.1 Race Calendar Final Event

NGK & NTK ESPORTS CUP 2024	Layout	Date	Start	End
Final Event: Nürburgring Combined	Full track 24h	05/04/2024	18:30 CET	21:00 CET*

### 14.2.2 Race Day Timetable

From		To		Session
17:30	CET	19:15	CET	Free Practice
18:00	CET	18:30	CET	<b>Mandatory Drivers Briefing</b>
19:15	CET	19:32	CET	Qualifying (15 minutes)
19:40	CET	21:00*	CET	Race (10 laps)

### 14.2.3 Stream Timetable

From		To		Description
19:00	CET	19:10	CET	Stream starts with countdown
19:10	CET	19:17	CET	Welcome and introduction
19:18	CET	19:32	CET	Qualification
19:33	CET	19:39	CET	Interviews
19:40	CET	20:45	CET	Race
20:45	CET	20:55	CET	Interviews
20:55	CET	20:59	CET	Stream ends

## 14.3 Server settings

All server settings will be published for the drivers as a pre-race briefing document before the event.

## 14.4 Team and Community

You can specify a team or a community that you will be representing during the competition in your entry form. The team names will be used for promotional and broadcasting purposes. It is not necessary to specify a team or a community. Any offending or discriminatory names will be rejected by the Staff, and if necessary, drivers can be disqualified and kicked from the race.

## 14.5 Standings and Point Allocation

Drivers will receive points based on their finishing position in their server: The game must count a driver as a finisher.

### 14.5.1 Qualification Points

Position	Points
1	3
2	2
3	1

### 14.6 Race Points

Position	Points	Position	Points
1	40	11	12
2	34	12	10
3	30	13	9
4	27	14	8
5	24	15	7
6	22	16	6
7	20	17	5
8	18	18	4
9	16	19	3
10	14	20	2
		21	1

### 14.7 Final Score Ties

In case of a points tie, the following factors are deciding:

- Number of multiplayer wins,
- Amount of 2<sup>nd</sup> places, 3<sup>rd</sup> places, 4<sup>th</sup> places etc
- Amount of penalty strikes received (less=better)
- Position in the last race

### 14.8 Broadcasts

The multiplayer races will be streamed live and links will be shared on Social Media and Discord.

If a broadcast is not possible due to technical issues, there will be no stream. Races will continue unless the technical issue(s) prevents the Races from happening. You can find the timetable under 14.2.3.

Drivers are allowed to stream their race, but are not allowed to stream the drivers briefing. If a driver is caught streaming the drivers briefing, they will be disqualified.

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## Incidents and Penalties

### 15.0 Stewarding

Race stewards will note incidents. These will be posted live during the event. Drivers will also be able to submit protests within one hour after the race is finished. Penalties will be released as decisions are made, and the end of the entire process will be two hours after the event.

### 16.0 Penalty Structure

5 Seconds	Incidents where a driver is at fault, and a competitor has been moderately been impacted as a result of contact / actions (Position loss, no damage repair immediately necessary).
20 Seconds	Incidents where a driver is at fault, and a competitor has suffered significant impact as a result of contact / actions, including the need for repairs, or retirement from the race.
Disqualification	Incidents where a driver has either had multiple incidents of the above or has engaged in activities which is against the spirit of fair racing (For example, brake dragging in Qualifying).

Other penalties may be issued where appropriate and can be of any time between 2 and 30 seconds. In specific cases, it may be appropriate to simply 'switch' two drivers based on an incident, especially if it occurs towards the end of a race.

All drivers who have received a penalty receive the right to appeal by completing the form on the RaceSpot TV Website. Any member of a team, or a nominated representative may complete an appeal form, but must complete the form in its entirety, and provide proper evidence from the perspective of the driver in question.

Only one appeal can be made per form, though there is no limit to the number of appeals, dependent on the number of penalties received.

**17.0 Prizes**

The winner of the NGK & NTK ESPORTS CUP 2024 will receive:

- Bavarian Simtech Wheel

The second-place driver will receive:

- Tailoredrig NGK Branded

The third-place driver will receive:

- Alphatec Racing LED Screen Positions

Positions 4-10 will receive a NGK & NTK Goodie Bag.

Fastest lap: VRS Subscription

**17.1.1 Qualification Prizes**

In each Qualifying race, the top three will receive a small cash prize.

First Place – 100 €

Second Place – 50 €

Third Place – 25 €

**17.1.2 Grand Final**

The Finalists will receive cash prize money:

Position 1: 500€

Position 2: 250€

Position 3: 150€

Position 4: 50 €

Position 5: 50 €

**17.2 Rules for prize payout**

To claim the prize, you must start all races you registered for.

**17.3 Claiming prizes**

SX Consulting Group GmbH will handle the prize payout and inform you regarding the details in due time.

SX Consulting Group GmbH  
Herzogstr. 23 A 80803  
München  
Germany

## All necessary information on one page

Presenting the NGK & NTK ESPORTS CUP 2024

Join the Official Discord Server to stay up to date: [discord.gg/3V5eOr5t55](https://discord.gg/3V5eOr5t55).

**Main season: 6 rounds of races**

**Race days** (stream will start at 19:00 CET and ends around 20:20 CET)

NGK & NTK ESPORTS CUP 2024	Layout	Race Schedule	Start	End
Round 1: Zolder	Grand Prix	15-12-2023	18:30 CET	21:00 CET
Round 2: Motorland Aragón	National	19-01-2024	18:30 CET	21:00 CET
Round 3: Imola	Grand Prix	02-02-2024	18:30 CET	21:00 CET
Round 4: Hockenheimring	National A	16-02-2024	18:30 CET	21:00 CET
Round 5: Rudskogen	Grand Prix	01-03-2024	18:30 CET	21:00 CET
Round 6: Oulton Park	Fosters w/hislop	05-04-2024	18:30 CET	21:00 CET

### Final event

After 6 rounds, the top 40 drivers in the standings are invited to the final. The top 10 drivers of the final win fantastic prizes!

NGK & NTK ESPORTS CUP 2024	Layout	Race Schedule	Start	End
Final Event: Nürburgring Combined	Full track 24h	05/04/2024	18:30 CET	21:00 CET*

**The stream** will start at 19:00 and ends around 21:00. Good luck and have fun to all!