

## 2021 FORMULA VRX ESPORTS PRO SERIES SPORTING REGULATIONS BRIEF

PUBLISHED ON 23 APRIL 2021

1. The Sporting Regulations shall be the final word should any dispute arise.
2. The Formula VRX Esports Pro Series is governed by the Pulse Gaming Lounge. It is the responsibility of all participants to observe all the provisions and rules of the Sporting Regulations.
3. The Esports Series will be run on Project Cars 2 for PC using the Formula A class of car.
4.
  - a) There will be a maximum of 12 participants per Event.
  - b) Events will generally consist of 3 Races with drivers being split into 3 groups.
  - c) Rounds will be split into Qualifiers and a Finals.
  - d) Drivers will compete by first entering a Qualifier. There will be 4 Qualifiers per Round, identified as Q1, Q2, Q3, Q4. Drivers can take part in multiple Qualifiers if necessary.
  - e) The top 3 drivers of each Qualifier will move forward to the Finals to compete for the Prize Funds.

5. Points will be awarded using the standard classification points system, with 25 points awarded for 1<sup>st</sup>, down to 1 point for 10<sup>th</sup>.

If two or more drivers from different groups finish a race in the same position, the driver's total race time will be noted, with the fastest driver holding the finished position and the slower drivers dropping positions and receiving the relevant points for the adjusted position.

No points will be awarded to drivers with a classification of 11<sup>th</sup> or below.

6. Only points awarded during Round Finals contribute towards the Driver's Championship. Points earned during the Qualifiers will be reset in between Events.
7. Car setup information will be held by officials from the PGL and not divulged to participants. Drivers will be able to enter Practice sessions using competition setup cars for training purposes during regular non-Event periods, only on circuits for Rounds they have entered.
8. Penalties will be given to drivers who commit infringements or cause incidents during a qualifying session or race. These include but not limited to 3, 5 or 10 second time penalties, grid place penalties, drive through penalties or race suspensions.
9. Any drivers who incur 12 penalty points on their driver profile will be suspended from their next race.
10. Meetings will be held 10 minutes before the first race with the race director and must be attended by all participants of the Event.
11. If a driver qualifies for a Round Finals and is unable to attend, drivers are permitted to substitute their seat in a Round Finals with another driver a limited number of times to ensure they still compete for points towards their standings.

- 12.** The pit lane speed limit will be in place throughout the session. Speeding in the pit lane will result in automatic disqualification from the session.
- 13.** Formula A cars are equipped with the Kinetic Energy Recovery System. Drivers will be able to deploy and recover energy around all areas of the circuit. Drivers are limited to 100 units of energy per lap.

Once a driver has used the energy allowance, the system will be disabled until the driver crosses the start/finish line. Cars will continue to recover energy from braking during this time.

There will be no DRS system active during the Championship.

- 14.** Cars are limited to an average fuel flow rate of 1L/Mile and cars will only be permitted to hold the minimum allowance to complete the race distance without exceeding the average flow rate.  
  
i.e. If a race distance is 20.84 Miles in length, cars will only be permitted to hold maximum of 20 Litres
- 15.** There will be a 1 hour Free Practice session directly before the first race. Time for practicing will be shared across all drivers and will be on a first come first served basis.
- 16.** During Qualifiers, drivers will have the following driving assists:

Traction Control – Low

Anti-Lock Braking System – Low

Stability Management – On

Driving Assists during Round Finals are optional.