

ARTICLES GOVERNING THE 2021 MotorSport New Zealand eRace Series 1

Preamble

MotorSport New Zealand Inc hereby declares the following articles to be those governing competition for competitors in the MotorSport NZ eRace Series 1 on the **iRacing platform**.

These articles are at all times to be read in conjunction with

- ☐ The [iRacing Official Sporting Code](#);
- ☐ MotorSport NZ's Social Media Policy
- ☐ The Event Supplementary Regulations

A Series Permit No: **210205** has been issued in the name of MotorSport New Zealand.

1 INTERPRETATIONS:

In these Articles the following expressions shall have the meanings set out:

The **"Series"** means the MotorSport NZ eRace Series 1; and;

"Event" means a session of which one or more races can be run in and;

"Incident Point" means a point or points issued to you by the iRacing software each time you are involved in an incident such as but not limited to loss of control, contact with another object and contact with another competitor; and;

"iRacing Official Sporting Code" means the Official Sporting Code issued by iRacing from time to time; and

"Lobby" means the server you join which hosts the relevant iRacing session; and;

"Lone Qualifying" means a qualifying session held concurrently with other Lone Qualifying sessions where only one competitor is in each session; and;

"MotorSport NZ" or **"MSNZ"** means MotorSport New Zealand Inc; and;

"Round" means from the first qualifying session to the end of the last race of which a competitor may score points towards the Series; and;

"Vehicle" means a vehicle chosen by MotorSport NZ for each round of the MotorSport NZ esports Series; and;

"Splits" means the seeding of grids determined by a pre-qualifying session; and;

2 ELIGIBILITY:

- 2.1 Competitors must have an active [iRacing account](#).
- 2.2 To ensure safe and fair competition, it is expected that all competitors are capable of driving in a safe manner and in the same conduct as if they were in a real-life scenario. Those driving in an unsafe manner may be warned and at the discretion of the Race Administrator, excluded from the Round.
- 2.3 Vehicles selected for each round will run a fixed-setup determined by the Series Coordinator.

3 SERIES PERSONNEL:

- 3.1 **Organising Committee:** MotorSport New Zealand esports Working Group

3.1.1 **Series Coordinator:** Jordie Peters
Mobile Phone No: 0274791510
E-mail: jordie@motorsport.org.nz

3.1.2 **Assistant Series Coordinator:** Raewyn Burke
Mobile Phone No: 021745343
E-mail: raewyn@motorsport.org.nz

3.1.3 **Race Administrator(s):** TBA

Appointed by MotorSport New Zealand to administer their splits should a competitor need to be removed for behaviour as detailed in Article 17.3.

3.2.4 **Race Controller:** TBA

Appointed by MotorSport New Zealand to administer the grand final event and apply penalties as detailed in Article 17.

4 SERIES ENTRY:

- 4.1 Entry into the Series will be made online via the MotorSport NZ website <https://zfrmz.com/akatzcwsqiZnuB4QHYZP>.
- 4.2 By entering the Series, all Competitors agree to comply with these Articles and those of the iRacing Official Sporting Code.
- 4.3 MotorSport NZ reserves the right to inject 'wildcard' competitors into the top split and grand final of the Series at their discretion.
- 4.4 Custom livery designs (other than those in the standard iRacing Logo Package) can be submitted for use at and must comply with the [iRacing Custom Paint Policy](#). [The Trading Paints Application](#) may be utilised should competitors wish to upload or select liveries from that service.

4.5 Custom livery files must also be in a 'TGA' format with the file name "car_CUSTOMERID" (Customer ID of the competitor) and uploaded to https://motorsportnz-my.sharepoint.com/:f:/g/personal/jordie_motorsport_org_nz/EnnXuL4behZLv5fQ6dihl4oB7HYfhYdlAd-np9e14UapgQ at least 24 hours prior to the round commencing. This is to ensure the correct livery is used on the broadcast.

4.6 Competition numbers will not be reserved and will be considered on a 'first in, first serve' basis allocated by the iRacing system.

5 SERIES STRUCTURE:

5.1 **Pre-qualifying:** A Time Attack session will be hosted by iRacing to determine the splits for the eRace Series. This time attack will take place between 13:00 NZT 9 March – 13:00 NZT 11 March. Only competitors who have entered the eRace Series via the series entry form will be eligible for seeding into a split.

Start Date	End Date	Circuit	Circuit Config	Vehicle
1:00pm 9 March	1:00pm 11 March	Oulton Park	International	Pontiac Solstice

5.2 Each split will comprise of up to 25 competitors based on qualifying order as follows:

Split 1: Those competitors who have qualified in positions 1-25 and any wild card entries

Split 2: Those competitors who have qualified in positions 26-50

Split 3: Those competitors who have qualified in positions 51-75

Split 4: Those competitors who have qualified in positions 76-100

5.2.2 Each competitor will be required to join the correct split as advised by the Series Coordinator. Any competitor who joins the wrong split will be removed from the session.

5.3 Each split will compete simultaneously at Rounds 1 through 4:

Round	Date	Circuit	Circuit Configuration	Vehicle
1	6:50pm 11 March 2021	Lime Rock Park	Classic Circuit	Mazda MX5
2	6:50pm 18 March 2021	Okayama	Full Course	Radical SR8 V8
3	6:50pm 25 March 2021	Daytona	Road Course (Legacy)	NASCAR Chevrolet Silverado Truck circa 2008
4	6:50pm 1 April 2021	Summit Point Raceway	Summit Point Raceway	Spec Racer Ford

5.4 Points will be awarded in Accordance with Article 6.1

5.5 At the conclusion of Round 4, the top 20 from Split one and the three competitors who have gained the highest aggregate of points overall from splits 2, 3 and 4 will then proceed to compete at the Grand Final.

Round	Date	Circuit	Circuit Configuration	Vehicle
5 (Grand Final)	6:50pm 8 April 2021	Laguna Seca	Full Course	Cadillac CTS-V

5.6 Event schedules and additional information specific to each Round will be advised in the Round Supplementary Regulations.

5.7 MotorSport NZ reserves the right to either cancel or amend any Rounds of the Series without affecting in any way its powers to award any title.

6 Points

6.1 Points will be allocated for all Races at Rounds 1-4 to all drivers based on overall finishing order within each split:

Place	Points	Place	Points	Place	Points
1	75	12	28	23	8
2	67	13	26	24	7
3	60	14	24	25	6
4	54	15	22	26	5
5	49	16	20	27	4
6	45	17	18	28	3
7	42	18	16	29	2
8	39	19	14	30	1
9	36	20	12	31st and lower	0
10	33	21	10		
11	30	22	9		

6.2 Where the classification in the Series has resulted in a tie, placings will be determined by taking into account, firstly, the number of first placings obtained and progressing down the finishing positions in all the events counting for the Series until the tie is broken.

7 AWARDS:

7.1 The MotorSport New Zealand eRace Series 1 trophy shall be awarded to the winner of Race 2 at Round 5 (Grand Final).

- (a) The winner will receive a complimentary E Grade licence and entry into an advanced stage of the first MotorSport NZ esports Championship.
- (b) Second and third place getters will be placed into an advanced stage of the esports MotorSport NZ Championship.

8 RACE FORMATS:

Round	Race 1	Race 2	Start Procedure	Venue
1	15 Laps	10 Laps	Standing	Lime Rock Park
2	15 Laps	10Laps	Standing	Okayama
3	15 Laps	10 Laps	Rolling	Daytona
4	15 Laps	10 Laps	Standing	Summit Point Raceway
5 (Grand Final)	5 Laps	30 Laps	Rolling	Laguna Seca

At all Rounds the Series Coordinator, reserves the right to shorten and/or cancel races in the case of Force Majeure.

9 PRACTICE, QUALIFYING and RACE FORMATS:

9.1 Practice: Official Practice sessions will open 30 minutes prior to the commencement of Qualifying.

9.2 Qualifying: At all rounds, there will be a 'Lone' Qualifying session of 2 laps which must be completed within 9 minutes.

9.2.1 The track will be reset to a clean track at the start of Practice.

9.2.2 Those who do not set a valid time will be required to start at the back of the grid.

9.3 Race Starting Positions:

(1) Starting positions for the **Race One** will be determined by the fastest lap time achieved in the Lone Qualifying session, fastest competitor to the front.

(2) Starting position for **Race Two**, excluding round 5, will be determined by the finishing order of **Race One** with the top 8 finishers reversed

(3) Starting position for **Race Two** at round 5 will be determined by the finishing order of Race One.

10 GRIDS & STARTS

10.1 At the start of the Gridding process, each competitor will have sixty(60) seconds to place their vehicle on the starting grid

10.1.1 If the competitor does not grid their vehicle within the time limit, they must start the race from their pit box in accordance with Article 6.7 of the iRacing Official Sporting Code.

10.1.2 The sixty(60) second time limit for gridding may conclude early if all competitors complete gridding early. When this occurs, Race Control will proceed directly to starting.

10.1.3 There will be no formation lap.

10.2 Start Procedures will be determined as per Article 7.1 - Race Formats of the iRacing Official Sporting Code.

10.2.1 Standing Starts will be conducted in accordance with Article 6.8.1 of the iRacing Official Sporting Code.

10.2.3 Rolling Starts will be conducted in accordance with Article 6.8.2 of the iRacing Official Sporting code.

10.2.4 There will be no opportunities available for a 'Practice Start'.

11 PIT PROCEDURES

11.1 The pit lane speed limit will be specified in the Supplementary Regulations for each Round. For further information pertaining to Pit Procedures and regulations, please refer to Article 6.9 of the iRacing Official Sporting Code.

12 INCIDENT POINTS

12.1 The iRacing software monitors all on-track sessions (excluding Practice Sessions) and any incidents that occur therein. Each incident type has a specific value and the iRacing software automatically calculates each driver's incidents for each session, referred to as "Incident Points".

12.2 Competitors who receive twenty(20) Incident Points will automatically receive a pitlane stop-go penalty. If a competitor receives a total of twenty-five(25) Incident Points, they will receive a second pitlane stop-go penalty. If a competitor then receives a total of thirty(30) Incident Points, the competitor will be disqualified.

12.3.1 No penalties will be cleared as a result of bump drafting.

12.4 Further penalties may be given in accordance with Article 15 within these Series Articles.

13. TRACK LIMITS

13.1 The "Track Limit" is determined to be between the white lines (or yellow at certain circuits) on the circuit. If all wheels are placed outside these lines, then you are deemed to have left the track, thus exceeding the "Track Limit".

13.2 It is the responsibility of the competitor to re-join the track safely.

13.3 'Cutting the Course' may also invoke a penalty in accordance with Article 8.1.1.3 of the iRacing Official Sporting Code.

14 SAFETY CARS

14.1 In the event of a significant disruption, the iRacing Safety Car feature may be used with Safety Car restarts commencing as instructed via the iRacing system.

15. TOWING

15.1 In the event of major vehicle damage, competitors may need to "tow" their vehicle back to the pits. All Towing will be done in accordance with Article 6.9 (Pit Procedures) of the iRacing Official Sporting Code.

16 OFFICIAL SIGNALS

16.1 All flags (including the finish signal) are as per Article 7 of the iRacing Official Sporting Code. Failure to comply with any flag signal may result in a penalty.

17. PENALTIES

17.1 At rounds 1-4, in-race penalties and Incident Points will be administered by iRacing's automated system as detailed in Article 12 above.

17.2 At the final round, penalties will be applied solely by the Race Controller.

17.2 In-race penalties will be given in accordance with Article 8 of the iRacing Official Sporting

Code.

- 17.3** Intentionally causing an incident may result in removal from the session at the discretion of the Race Administrator.

- 17.4** Intentionally causing an incident may result in disqualification from the round and may result in exclusion from the Series at the discretion of the Series Coordinator.