

ATOM ENTRY-LEVEL ESPORTS

## GT SERIES – Season 2



## RULES & REGULATIONS

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**Version 2**

text in purple = new rules or rules that changed from the previous version

The ATOM E-L eSports

Founder and CEO

**Simone Gallo**

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# 1. INTRODUCTION

- 1.1 ATOM Entry-Level eSports - Private - Organization (ATOM) will organize the **2nd season** of the Assetto Corsa Competizione (the Championship) which is the property of ATOM and comprises two titles of World Champion, one for drivers and one for teams. **It consists of Sprint Races** which are included in the Calendar. All the participating parties (ATOM, delegates and competitors) undertake to apply as well as observe the rules governing the Championship and must hold the Super Licenses which are issued to drivers and officials.
- 1.2 The final text of these Regulations (the Rules, the Code) shall be the English version which will be used should any dispute arise as to their interpretation. Headings in this document are for ease of reference only and do not form part of these Regulations.
- 1.3 These Regulations apply to the whole calendar year referred to in the title, and to the Championship taking place within that calendar year (“the Championship”).
- 1.4 Any changes made by ATOM may come into effect without notice or delay.

# 2. GENERAL UNDERTAKING

- 2.1 All drivers, competitors and officials participating in the Championship undertake, on behalf of themselves, their employees, agents and suppliers, to observe all the provisions as supplemented or amended by ATOM, referred to as “the Regulations”.
- 2.2 It is the competitor's responsibility to ensure that all persons concerned by his entry observe all the requirements of the Regulations.
- 2.3 The person having charge of an entered car during any part of an Event is responsible jointly and severally with the competitor for ensuring that the requirements are observed.
- 2.4 Competitors must ensure that their hardware complies with the conditions of eligibility throughout practice and the race.
- 2.5 The presentation of a car for initial scrutineering (online form during

- registration) will be deemed an implicit statement of conformity.
- 2.6 All persons concerned in any way with an entered car or present in any other capacity whatsoever in the paddock, pit lane, or track must always have an appropriate pass on the Discord server.
  - 2.7 No pass may be issued or used other than with the agreement of ATOM. A pass may be used only by the person and for the purpose for which it was issued.

### **3. FAIR PLAY AND SPORTSMANSHIP**

- 3.1 ATOM demands every driver to maintain a fair play behavior during the whole competition both on the track and on the Discord Server.
- 3.2 With fair play behavior, ATOM means to maintain a peaceful ambient in all the communications with the other drivers, Staff and the Race Directors
- 3.3 ATOM Esports, the Staff and the Race Directors are against any un-sportsmanship behavior, and will carefully analyze every controversy and take act with various measures, from a Reprimand to the Ban from the Entire Competition

### **4. LICENSES**

- 4.1 The ATOM Super License (or “License”) is the qualification that can be automatically obtained (on trial) following your registration and participation in the championship.
- 4.2 All drivers, competitors and officials participating in the Championship must hold an ATOM Super License.
- 4.3 Except for a reprimand, when a penalty is applied, the stewards may impose penalty points on a driver’s Super License. If a driver accrues 12 penalty points his license will be suspended for the following Event, following which 12 points will be removed from the license.
- 4.4 Penalty points will remain on a driver’s Super License for a period of 12 months after which they will be respectively removed on the 12-month anniversary of their imposition.
- 4.5 Participation in an event in any role or position is not considered valid

and occurred, if the person does not have his/her active authorization.

4.6 The ATOM super license must include:

4.6.1 Surname and name

4.6.2 Nationality and date of birth

4.6.3 License status and start / end date of activity.

4.7 The Super license is subject to the following system of grades (qualifications):

<b>GRADE 1</b>	Person qualified as a Race Director. Person also qualified with the Grade-2 requirements.
<b>GRADE 2</b>	Person qualified as a Steward. Person also qualified with the Grade-4 requirements.
<b>GRADE 3</b>	Person qualified as a Steward.
<b>GRADE 4</b>	Person qualified to drive an F1 car (Codemasters Games only). <i>Note: this grade may be issued after a certain experience</i>
<b>GRADE 5</b>	Person (just) qualified to drive an F1 car (Codemasters Games only).
<b>GRADE 6</b>	Person qualified to drive lower-grade cars (for other series).

## 5. EVENTS

5.1 The championship is carried out in the Assetto Corsa Competizione video game, played online, on the PC platform.

5.2 The championship is a league, with a dedicated server.

5.3 The championship is broadcasted on the Twitch channel:

<https://www.twitch.tv/atomelesports>.


5.4 Events are reserved for Assetto Corsa Competizione cars as defined in the Technical Regulations.

5.5 Each Event will have the status of an international restricted

- competition.
- 5.6 An application to promote (sponsor) an event must be made to ATOM. It must be accompanied by written evidence that the promoter has decided to secure the participation of Competitors, which arrangements are conditional only upon ATOM entering the Event on the Championship calendar.
  - 5.7 No free practice sessions are scheduled for both formats.
  - 5.8 **The duration of a qualifying, for all the events shall be of 15 minutes.**
  - 5.9 Only under the circumstances below will any exception be made to the above.
  - 5.10 The maximum number of Events in the Championship is 10, the minimum is 6.
  - 5.11 An Event may be canceled if fewer than 10 cars are available for it.
  - 5.12 All drivers are required to report their absence for each Race Week in the appropriate channel on the Discord server within 6 hours before the start time.
  - 5.13 **If the driver will be absent for more than two (2) events or his absence is considered unjustified from the race director, it will be subtracted determined number of points from the driver championship classification, or he/she will be subjected to a penalty on the next race.**
  - 5.14 **The events are the following:**

*(SEE THE NEXT PAGE)*

↓↓↓↓↓

DATE	ROUND	TRACK	NATION	DLC
<u>15 JAN</u>	TESTING	<u>MISANO</u>		-
<u>29 JAN</u>	ROUND 1	<u>VALENCIA</u>		<b>2023 GT WORLD CHALLENGE PACK</b>
<u>5 FEB</u>	ROUND 2	<u>SPA-FRANCORCHAMPS</u>		-
<u>12 FEB</u>	ROUND 3	<u>IMOLA</u>		<b>2020 GT WORLD CHALLENGE PACK</b>
<u>26 FEB</u>	ROUND 4	<u>BRANDS HATCH</u>		-
<u>4 MAR</u>	ROUND 5	<u>LAGUNA SECA</u>		<b>THE INTERCONTINENTAL PACK</b>
<u>11 MAR</u>	ROUND 6	<u>SUZUKA</u>		<b>THE INTERCONTINENTAL PACK</b>

## 6. POINTS

- 6.1 The ATOM GT Series World Championship driver's title will be awarded to the driver who has scored the highest number of points, taking into consideration all the results obtained during the Events which have taken place.
- 6.2 The title of ATOM GT Series World Champion Team will be awarded to the competitor which has scored the highest number of points, results from all its cars being considered.
- 6.3 Points for both titles will be awarded at each Event according to the following scales:
- 6.3.1 1st: 25 points, 2nd: 18 points, 3rd: 15 points, 4th: 12 points, 5th: 10 points, 6th: 8 points, 7th: 6 points, 8th: 4 points, 9th: 2 points, 10th: 1 point.
- 6.3.2 **Fastest lap: 2 points**
- 6.4 If two or more teams or drivers finish the season with the same number of points, the higher place in the Championship (in either case) shall be awarded to:
- 6.4.1 The holder of the greatest number of first places.
- 6.4.2 If the number of first places is the same, the holder of the

greatest number of second places.

6.4.3 If the number of second places is the same, the holder of the greatest number of third places and so on until a winner emerges.

6.4.4 If this procedure fails to produce a result, ATOM will nominate the winner according to such criteria as it thinks fit.

## 7. PARTICIPANTS' APPLICATIONS

7.1 To be filled out in the following forms:

7.1.1 English Form (for international applicants):

<https://forms.gle/gxTtwBXjk3B1ZWKDA>

7.1.2 Italian Form (for italian applicants only):

<https://forms.gle/F688G3Zw576vMf757>

7.2 Applications to compete in the Championship may be submitted to ATOM during the designated period.

7.3 Applications at other times will be subject to ATOM's jurisdiction.

7.4 All applications will be studied by ATOM and accepted or rejected at its absolute discretion. ATOM will publish the list of cars and drivers accepted together with their race numbers by a week before the first event is organized.

7.5 No more than thirty (30) competitors will be admitted to the Championship.

7.6 Every driver/team will be associated with a racing number. During all the events, the competitors will have to strictly set this number.

7.6.1 Whoever ignores this rule, will be subject to a penalty up to the disqualification will apply.

7.7 The applicants must donate at Atom eSports 5€ if they apply at the following PayPal email: [giogallo202@gmail.com](mailto:giogallo202@gmail.com)

7.8 In case of a refund request, refer to 9.4 and 35.8 of this document

## 8. PARTICIPANTS' REQUIREMENTS

Any driver who applies to the Championship may require the following:

8.1 16 years of age.

8.2 Enough hardware to play well.



- 8.3 Internet connection with an average ping not exceeding 100 ms
- 8.4 Having filled the application form as stated above.
- 8.5 Active Steam account
- 8.6 Enough experience of gameplay on the Assetto Corsa Competizione title.
- 8.7 Assetto Corsa Competizione video game on Steam platform, original.
- 8.8 **The “2020 GT WORLD CHALLENGE PACK”, “2023 GT WORLD CHALLENGE PACK”, “THE INTERCONTINENTAL PACK” dlc’s are required (You can buy it discounted on Instant Gaming using our referral link <https://www.instant-gaming.com/igr/atomtournament/>)**
- 8.9 Control device such as steering wheel with pedals.
- 8.10 Having a mandatory pair of headphones and a microphone.
- 8.11 Installation and use of Discord.
- 8.12 Installation and use of Zello.
- 8.13 A grade 6 (or greater) ATOM Super License (usually automatically owned).

## 9. DECISIONS AGAINST A DRIVER

- 9.1 ATOM Esports, with reference to point 3, aims to create a peaceful championship in which every driver must respect the Rules and Regulations, The Notes for Every Event and the Fair Play.
- 9.2 ATOM Esports, The Staff and the Race Directors, are NOT responsible for any un-sportsmanship committed by any driver.
- 9.3 Therefore, ATOM Esports reserves the ability BAN FROM THE ENTIRE COMPETITION ANY DRIVER AGAINST THE PRINCIPLES AT POINT 3 OF THIS DOCUMENT.
- 9.4 Any driver who has been banned for having a bad behavior or not respecting the rules inside this document, WON’T RECEIVE BACK THE SIGN-UP FEE paid at the start of the Championship.

## 10. RADIO COMMUNICATIONS

- 10.1 All drivers must download, install and run Zello during an event. (See Appendix “A”)
- 10.2 It is the drivers' responsibility to correctly configure this software, to be able to

talk in a suitable manner to Race Control.

- 10.3 For the technical configuration of the voice channels, this Code does not provide any information. For how the system works in detail, all the participants must refer to the appropriate appendix of the Code.

## 11. OFFICIAL TESTING

- 11.1 Testing of Current Cars (TCC) shall be defined as any track running time, not part of an Event, in which a competitor entered in the Championship participates, using cars which were designed and built in Assetto Corsa Competizione.
- 11.2 Any competitor taking part in an official testing session may hold a valid Super License.
- 11.3 It is mandatory to participate at the official testing session, any absent driver without a valid motivation will be penalized by the stewards.

## 12. SERVER

- 12.1 The server will be started 2 minutes before the session starts.
- 12.2 The server will be started as a 2-minute free practice session. This is made to allow all the drivers to join the server before the Qualifying Session take place. All the drivers must remain on the box and are not allowed to exit the Pit-Lane, although they will get penalized by the Race Director.
- 12.3 It is allowed to use the in-game chat only to report problem with the Server. If the chat is used to communicate other things, the transgressor will be penalized by the Race Director.
- 12.4 The session must not start after 10 minutes before the official starting time. In case of any delay, the Clerk of the Course (assessing its nature) must report the new session start time to the participants as soon as possible.
- 12.5 When the server has incorrect settings and the session is not compliant with the regulation, it must be repeated immediately.
- 12.6 No other person except the drivers, the delegates and the organizers are allowed to enter the server.

- 12.7 In case of server restart, Race Control will communicate through the available means that all drivers must exit the current server at the end of the session.

## 13. OFFICIALS

- 13.1 From among holders of an ATOM Super License the following officials will be nominated by ATOM:
- 13.1.1 A race director & permanent starter
  - 13.1.2 A timekeeper
  - 13.1.3 Race Stewards / Clerk of the Course.
- 13.2 All the roles, except the Stewards, can be carried out by a single person.
- 13.3 The clerk of the course shall work in permanent consultation with the race director. The race director shall have overridden authority in the following matters and the clerk of the course may give orders in respect of them only with his express agreement:
- 13.3.1 The control of practice and the race, adherence to the timetable and, if he deems it necessary, the making of any proposal to the stewards to modify the timetable in accordance with the Code or Sporting Regulations.
  - 13.3.2 The stopping of any car in accordance with the Code or Sporting Regulations.
  - 13.3.3 The stopping of practice or suspension of the race in accordance with the Sporting Regulations if he deems it unsafe to continue and ensuring that the correct restart procedure is carried out.
  - 13.3.4 The starting procedure.
- 13.4 The stewards, the race director and the clerk of the course must be present at the start of the Event.
- 13.5 The stewards may use any video or electronic means to assist them in reaching a decision. The stewards may overrule judges of fact.
- 13.6 The stewards may inflict the penalties specifically set out in these Sporting Regulations in addition to or instead of any other penalties

available to them under the Code.

- 13.7 The Race Director will meet the competitors before the start of each event with the proper advice to carry a good behavior (see also article “Pre-Event Procedures”).
- 13.8 For this championship, the people listed in the following page are (or shall be) the designated:

Name	Role / Qualification
<b>SIMONE GALLO</b> (LIC N. 4/G1)	Race Director, Head of R&R and Organizer
<b>DAVIDE FORGETTA</b> (LIC N. 132/G1)	Live Streaming Coordinator & Commentator
<b>GIANLUCA FONTANA</b> (LIC N. 87/G1)	Live Streaming Commentator

## 14. AVOIDING OF UNWANTED SITUATIONS

- 14.1 Other than by driving on the track, Competitors are not permitted to attempt to alter the grip of any part of the track surface.
- 14.2 If a car stops on the track, it shall be the duty of the competitor to remove it as quickly as possible so that its presence does not constitute a danger or hinder other competitors.
- 14.3 Under no circumstances may a driver stop his car on the track without a justifiable reason.
- 14.4 Drivers taking part in practice and the race must always use the hardware equipment complying to what specified in the Code.
- 14.5 A speed limit of 50 km/h will be imposed in the pit lane during the whole Event. However, this limit may be amended by the circuit limitations. Any team whose driver exceeds the limit during any practice session or during the race, may impose either of the

penalties.

- 14.6 If a driver has internet connection difficulties, he must leave the track joining the pit-lane.
- 14.7 When retiring during a race session, drivers are required to join the pit-lane.
  - 14.7.1 If a driver wants to abandon the race due to reasons not being a crash, unsustainable damage or internet-related, he must proceed slowly on the side of the track, away from the racing line, up to the pit-lane entry.
  - 14.7.2 Once crossed the pit-entry line, the driver must immediately abandon the race.
  - 14.7.3 Drivers are obliged to report to Race Control if they have retired due to “personal reasons”. Disqualification will be imposed if no communication will be issued.
- 14.8 When retiring during a free practice or qualifying session, drivers are required to join the pit-lane.
  - 14.8.1 If a driver wants to abandon the free practice or qualifying session due to reasons not being a crash, unsustainable damage or internet-related, he must proceed slowly on the side of the track, away from the racing line, up to the pit-lane entry.
  - 14.8.2 Once crossed the pit-entry line, the driver must immediately abandon the session.
- 14.9 It will be the driver's responsibility when voluntarily retiring from a session to adhere strictly to the two articles above. Failure to comply with these rules will lead to penalties.

## 15. TYRES

- 15.1 The single tire manufacturer (the Supplier) must undertake to provide two specific dry/wet weather tyres at each Event, each of which must be visibly distinguishable from one another when a car is on the track, as follows.
  - 15.1.1 DRY
  - 15.1.2 WET

- 15.2 Every setting may match the real-world regulations as set out by the FIA, so the tyres will be automatically managed by Assetto Corsa Competizione.
- 15.3 Drivers shall consider that in case of re-creation of the lobby, tyre status may be altered for every competitor.

## 16. DRIVERS UNAVAILABILITY

- 16.1 (Main) team drivers are required to communicate their absence to their third driver. In the event of the absence of the third driver, Race Control must be informed no later than 6 hours before the start of a Grand Prix.
- 16.2 Any driver who is planned to be absent from an Event must contact the organizers as soon as possible - and anyway by at least 6 hours to the start of practice - to prevent a possible unwanted event cancellation.
- 16.3 Competitors violating this rule are subject to penalizations.
- 16.4 ATOM's Clerk of the Course may judge an absence as justifiable at their decision.

## 17. GAMEPLAY

- 17.1 The weather is dynamic. Weather conditions must be announced at least 12 hours before the Race Weekend sessions, generated in one determined manner and shared on the Discord server.
- 17.2 The following settings must be set:
  - 17.2.1 MAXIMUM NUMBER OF PLAYERS: 30 (see also the "server" paragraph)
  - 17.2.2 FREE PRACTICE DURATION: If present, 20 minutes
  - 17.2.3 QUALIFYING: Session of 15 minutes
  - 17.2.4 RACE DISTANCE: 45 minutes
  - 17.2.5 STARTING POSITION: Qualifications
  - 17.2.6 WEATHER: set according to the relative article
  - 17.2.7 SESSION STARTING TIME: Official
  - 17.2.8 PRIVACY SESSION: Has Password (see "server" paragraph)

- 17.2.9 PARC FERME RULES: No
- 17.2.10 COLLISIONS: Yes
- 17.2.11 VEHICLE DAMAGE: Full
- 17.2.12 GHOSTING: No (unless communicated)
- 17.2.13 CAR SET-UP: Full
- 17.2.14 SAFETY CAR: No
- 17.2.15 REGULATION AND FLAGS: Yes
- 17.2.16 FORMATION LAP: Yes
- 17.2.17 THE RACE STARTS: Manual
- 17.2.18 DRIVING AIDS: Free, except:
  - 17.2.18.1. Auto Steer
  - 17.2.18.2. Auto Gear
  - 17.2.18.3. Auto Pit-lane limiter
  - 17.2.18.4. Stability control

- 17.3 The "Return to the pit lane" option is not allowed in case you wish to head back to the pit lane. This action, if spotted by the Clerk of the Course, leads to a penalty. Any Driver who wants to head back to the pit lane must complete the lap and join the pit lane.

## 18. EVENT FORMAT

- 18.1 The weekend is composed by:
  - 18.1.1 No Free Practice sessions are scheduled.
  - 18.1.2 Qualifying: One Session of 15 min
  - 18.1.3 Race: One race of 45 minutes.
  - 18.1.4 In this format, every single driver has his own car (even if in a team). Points are assigned as stated in Article 28.5
- 18.2 The races take place every Monday at 21:00, with a set seasonal calendar and an average duration of about 1 hour.
- 18.3 Each event shall be anticipated with a briefing, held by Race Control. See also the relative article "Pre-Event Procedures".

## 19. DRIVING

- 19.1 The driver must drive the car alone and unaided (if not by the game

- aids).
- 19.2 Drivers must make every reasonable effort to always use the track and may not deliberately leave the track without a justifiable reason.
    - 19.2.1 This rule also implies that the driver may not deliberately pause the game without a justifiable reason. See also Article 12.10.
  - 19.3 Drivers will be judged to have left the track if no part of the car remains in contact with it and, for the avoidance of doubt, any white lines defining the track edges are part of the track, but the kerbs are not.
  - 19.4 Should a car leave the track the driver may rejoin, however, this may only be done when it is safe to do so and without gaining any lasting advantage. At the absolute discretion of the race director a driver may be given the opportunity to give back the whole of any advantage he gained by leaving the track.
  - 19.5 At no time may a car be driven unnecessarily slowly, erratically or in a manner which could be deemed potentially dangerous to other drivers or any other person.
  - 19.6 The section of track between the first safety car line and the beginning of the pit lane will be designated the “pit entry”, The section of track between the end of the pit lane and the second safety car line will be designated the “pit exit”. This is not considered part of track, anyway, no overtakes are allowed.
  - 19.7 Refueling is always permitted in the team’s designated garages (or in front of them) during practice, qualifying and race sessions.
  - 19.8 Any driver who defends his position on a straight or before any braking area, can use the entire width of the track during his first move, provided the car he tries to overtake is not side-by-side with a significant one portion. The driver cannot defend himself in this way by leaving the track without a justifiable reason.
  - 19.9 No more than one change of direction is permitted during a defense of track position.
  - 19.10 When the defender of the position makes his move, the stewards always go to consider distance and approach speed of the attacker. If



the attacker it's fast approaching and it's only a short distance away, he may not have time to mitigate a sudden move on its way. It is at the discretion of the stewards whether to punish late defensive moves.

- 19.11 Maneuvers that can hinder other drivers, such as moving too quickly and unpredictably during an overtake, or any other change of abnormally sporty direction, are prohibited.
- 19.12 Any driver who moves back on the trajectory, having previously defended its position at the outside, should leave at least a width of the car between its car and the edge of the track as the turn approaches.
- 19.13 If two cars have parts side by side, each driver must respect the space occupied by the other machine. For the avoidance of doubt, if a part of the front wing of the car trying to pass is next to or beyond the rear wheel of the car in front, this will be actually considered as a significant portion.
- 19.14 Any other dangerous maneuvering action taken by a driver may not be carried out. The stewards may impose a penalty.

## **20. PRACTICE SESSIONS**

- 20.1 As stated above, no practice sessions are scheduled for any of the Events in this Championship.

## **21. QUALIFYING SESSIONS**

- 21.1 The Qualifying session is part of the practice sessions. This session may also be referred to as "Qualifying Practice" for this reason.
- 21.2 All the cars are permitted on track, according to the format.
- 21.3 The faster a car's lapttime is, the more advanced its starting grid position will be.
- 21.4 See also article 4 and 16.

## 22. RACE STARTING PROCEDURE

- 22.1 Once the system loading is complete, the drivers will be placed on the last sector of the track in their respective positions. A countdown of 90 seconds will determine the start of the “formation” lap. Drivers are allowed to:
- 22.1.1 change the differential lock of the car,
  - 22.1.2 change the front braking balance of the car,
  - 22.1.3 change the amount of fuel refilled of the car,
  - 22.1.4 modify the pre-planned strategy.
- 22.2 When the 90 seconds timer goes off, drivers start the “formation lap” from the third sector of the track.
- 22.2.1 Drivers are reminded to press the “Drive” button on the left top of the screen before the 90 seconds timer goes off. If drivers fail to do so, they will be automatically moved on the pit lane, starting the race from it.
- 22.3 Drivers must keep their position as indicated from the HUD, standing left or right from their original position.
- 22.4 If anyone starts the race from an incorrect position will get penalized by the Game or the Stewards.
- 22.5 When approaching the main straight, drivers will see all the 5 red lights on, and they must proceed at a speed of 70km/h.
- 22.5.1 If any drivers exceed this speed for more than 3 seconds, a penalty might be given by the Game or the Race Director, such as Stop&Go or Drive Through.
- 22.6 When the Pole Sitter approaches the starting line, at a random point the lights become green and drivers start racing.
- 22.7 See also article 4 and article 22.3.

## 23. RACING FLAGS

- 23.1 The flags are displayed directly from the game and consist of both in light-flash panels (at 3-4 Hz) and by marshalls that physically wave the flag in their posts.

- 23.2 Different flag colors take on the following meanings:
- 23.2.1 **YELLOW FLAG** (can also be exposed with VSC / SC regime)
- 23.2.1.1. Overtaking prohibited.
- 23.2.1.2. Danger. Slow down, be prepared to change lines or stop.
- 23.2.2 **GREEN FLAG**
- 23.2.2.1. End of Yellow Flag regime.
- 23.2.3 **BLUE FLAG** in Qualifying
- 23.2.3.1. This is exposed when two drivers with large speed differences on lap are closing on each other. The slow pilot must not hinder the faster.
- 23.2.4 **BLUE FLAG** in the Race
- 23.2.4.1. This is exposed when a car is lapping another one.
- 23.2.4.2. Drivers lapped may not hinder the faster and move as soon as practicable out of the racing line, letting the faster cars pass.
- 23.2.5 **CHECKERED FLAG** in Qualifying
- 23.2.5.1. Exposed when the time is over.
- 23.2.5.2. No driver may start another timed lap by crossing the Line.
- 23.2.6 **CHECKERED FLAG** in the Race
- 23.2.6.1. Any driver passing the flag sees his own race ended.
- 23.3 During the race, all competitors must strictly adhere to any signal provided by Race Control (flags, messages, etc.).

## 24. TRACK LIMITS CONTROL AND PENALTIES

- 24.1 In Free Practice and Qualifying, cars reported for track limits may receive the following warnings and penalties for subsequent infractions:
- 24.1.1 screen/radio warning
- 24.1.2 black and white flag warning
- 24.1.3 stop and go penalty of a time set by the Stewards of the Meeting
- 24.2 In the race, cars reported for track limits may receive the following warnings and penalties for subsequent infractions:

- 24.2.1 1^ and 2^ infraction: radio warning
  - 24.2.2 3^ infraction: final warning
  - 24.2.3 4^ infraction: black and white flag warning
  - 24.2.4 5^ infraction: 15s Time Penalty
- 24.3 All warnings or penalty must be reported by game text and by radio, with the following standard format:

**CAR NUMBER ## [TLA] - WARNING/PENALTY – REASON**

- 24.4 The driver subjected to a penalty will directly receive the type of penalty that was given from the Stewards on the game display with a sound alert.
- 24.5 If a driver will not serve a penalty during any practice session, he will be disqualified.
- 24.6 If a driver will not serve a penalty during the race within the indicated laps, he will be disqualified. He will have to join the pit-lane and retire from the race.

## **25. SUSPENSION OF A SESSION**

- 25.1 If competitors or officials are placed in immediate (virtual) danger by cars running on the track, and the clerk of the course deems circumstances are such that the track cannot be negotiated “safely”, even behind the safety car, any session will be suspended.
- 25.2 Should it become necessary to suspend the practice, qualifying sessions or the race, the session suspension is communicated to the competitors mainly by radio, by Race Control. A message also on the game chat shall be promptly written and sent.
- 25.3 When the signal is given, overtaking is forbidden. All drivers must slow down and disconnect from the server.
- 25.4 If a race is suspended and cannot be resumed, no points will be awarded if the leader has completed two laps or less, half points will be awarded if the leader has completed more than two laps but less than 75% of the original race distance, and full points will be awarded if the leader has completed 75% or more of the original race distance.

## 26. INCIDENTS DURING SESSIONS

- 26.1 The Race Director may report any on-track incident or suspected breach of these Sporting Regulations or the Code (an "Incident") to the stewards. After reviewing it shall be at the discretion of the stewards to decide whether to proceed with an investigation. The stewards may also investigate an Incident noted by themselves.
- 26.2 It shall be at the discretion of the stewards to decide if any driver involved in an Incident should be penalized. Unless it is clear to the stewards that a driver was wholly or predominantly to blame for an Incident no penalty will be imposed.
- 26.3 If an Incident is under investigation by the stewards a message informing all Competitors which driver or drivers are involved will be sent via the official messaging system. Provided that such a message is displayed, the driver shall consider that messages will be sent (privately) and so, a reply should be given in a short time.

## 27. FINISH

- 27.1 A checkered flag will be the end-of-session race signal and will be shown at the Line as soon as the leading car has covered the full race time.
- 27.2 Should the end-of-session race signal be delayed for any reason, the race will be deemed to have finished when it should have finished.
- 27.3 At the end of every Qualifying Session, the top three driver are allowed to stop their cars under the podium in the pit lane, disposed as it follows:
- 27.3.1 The First at the center of the track
  - 27.3.2 The Second behind the First and at his right
  - 27.3.3 The Third behind the Second and at his left
- 27.4 At the end of every Race Session, the top three drivers are allowed to stop their cars on track, before the start-finish line, disposed as it follows:
- 27.4.1 The First at the center of the track
  - 27.4.2 The Second behind the First and at his right

27.4.3 The Third behind the Second and at his left

27.5 At the end of every session, all the drivers must complete a cool-down lap and return to the pits. For no reason drivers are allowed to stop their cars at the end of their lap and return to the pits via the menu. The infringement of this rule can lead to a penalty for the next session (If the last session is a race one, the penalty is assigned for the next Event Qualifying session)

## 28. RACE CLASSIFICATION

- 28.1 The car placed first will be the one having covered the scheduled distance in the shortest time, or, where appropriate, passed the Line in the lead at the end of 90 minutes (see the relative article).
- 28.2 All cars will be classified considering the number of complete laps they have covered, and for those which have completed the same number of laps, the order in which they crossed the Line.
- 28.3 The official classification will be published after the race. It will be the only valid result subject to any amendments which may be made under the Code and these Sporting Regulations.
- 28.4 There will only one type of classification:
- 28.4.1 One classification for all drivers' standings
  - 28.4.2 One classification for all team standings
  - 28.4.3 The only classification who will award the prize will be the drivers' standings.
  - 28.4.4 For all the other classifications a certificate must be sent to the winners

## 29. PRE-EVENT PROCEDURES

- 29.1 For each Event, the Race Director will talk with the competitors about any question concerning racing in the championship, or for any sort of clarification about the last, the current and the future events.
- 29.2 Due to what stated above, drivers shall join the discord server at the time indicated in the timetable.
- 29.3 **The participation in the pre-race briefing is not mandatory, however**

**should a driver miss the briefing, it will be his responsibility to inform himself about any rule-related amendment decided by the Clerk of The Course and communicated during the briefing.**

- 29.4 After the end of the Race, the Organizers will require the podium-finishers to hold an interview. The duration of the whole process may not exceed the duration of 12 minutes (4 minutes for each driver).

## **30. RACE'S STARTING GRID (FORMAT 1)**

- 30.1 At each Event where an endurance session is not scheduled, the grid for the race will be formed in accordance with the provisions of this Article.
- 30.2 Unless the track was declared wet by the Race Director, any driver whose best qualifying practice session lap exceeds 107% of the fastest time set during that session, or who fails to set a time, will not be allowed to take part in the race.
- 30.3 Under exceptional circumstances however, which may include setting a suitable lap time in a free practice session, the stewards may permit the car to start the race.
- 30.4 Any Competitor whose car(s) is (are) unable to start for any reason whatsoever (or who has good reason to believe that their car(s) will not be ready to start) must inform The Race Director accordingly at the earliest opportunity and, in any event, no later than five minutes before the start of the relevant formation lap.
- 30.5 The grid will be drawn up as follows:
- 30.5.1 following the order (Article 19.3 of this Code) of the 15-minute session quoted at Article 19.
  - 30.5.2 If two or more drivers set identical times during this session, priority will be given to the one who set it first.

## **31. PENALTIES AND PROTESTS**

- 31.1 Any driver who infringes the regulations may be subject to a penalty given by The Stewards.

- 31.2 A penalty involves a loss of points, a loss of time or a loss of grid positions (if the penalty is applied in practice sessions), depending on the situation and what concerns the events in such a moment.
- 31.3 A penalty may involve the super license (Article 3) of the driver.
- 31.4 The Stewards can even give only warnings, such as unsportsmanlike conduct.
- 31.5 Any penalty to be imposed is considered in the entirety of the actions of the interested parties, for example, last race's behavior is taken in consideration.
- 31.6 **Any driver could send a report to the Race Direction, to request the review of a situation. The Race Direction will only consider the requests sent by the Google Form created for the event within 24 hours from the end of the Event.**
- 31.7 After the end of an event, if requested by more than one driver, Race Control shall also publish a form to be filled in by the competitors, to permit a faster reporting of the incidents.
- 31.8 If any driver would like to request a refund, the request must be sent to ATOM Esports via email at the address: giogallo202@gmail.com.  
**Please note that after competing in three (3) races of this championship (Appearing for three (3) different events in the Entry List posted by the Race Directors prior to any event), the request will be denied.**
- 31.8.1 **Any driver who hasn't competed in at least three (3) races and would like to request a refund, must send the request before the last event of this championship (Silverstone GP) which will be hosted by calendar on the 21 December 2022.**

## 32. PRIVACY

The security of your personal data is extremely important to the organization ("ATOM", "us", "we", "our"). You may be aware of the General Data Protection Regulation ((EU) 2016/679) ("GDPR"), which now requires us to set out the details regarding how we collect and use your personal data. As part of your team's entry into the GT Series ED2 edition Championship (the



“Championship”), you may provide to us, and we may collect from you, certain personal data (as defined in applicable data privacy laws, including the GDPR (“Privacy Laws”)), including, without limitation the information set out in the application form (being your name, contact details and driver’s license number, as applicable) and certain other information, including biographical information, such as your name, etc.

We are the data controller in respect of your personal data and will handle your data in accordance with our obligations under the Privacy Laws. We will use this information solely in connection with administering the Championship and exploiting the rights granted to us pursuant to any separate agreement entered with your team or otherwise.

We are entitled to do so based on our legitimate interests, namely, to enable us to operate the Championship and promote and exploit your participation in the same. We may also be required to disclose your personal data if we are required to do so by law or pursuant to a binding regulatory request (in such circumstances, such disclosure will always be solely to the extent required by law or the applicable regulatory request). We will retain your personal data on our systems only for as long as is strictly necessary for the purposes for which such data was originally collected (as referred to above), and thereafter for such a longer period as may be required by law.

In certain situations, you are entitled to: (i) request access to your personal data; (ii) request that we correct your personal data; (iii) request that we erase your personal data; (iv) object to processing of your personal data where we are relying on a legitimate interest; (v) request the restriction of processing of your personal data; (vi) request the transfer of your personal data to a third party; or (vii) where you have provided your consent to certain of our processing activities, you may withdraw your consent at any time (but please note that we may continue to process such personal data if we have legitimate legal grounds for doing so).

To exercise these rights please contact: [privacy@atomesports.it](mailto:privacy@atomesports.it).

Please note that you also have a right to complain to the Italian Data Protection Supervisory Authority if you are concerned about the way we are handling your personal data.

## 33. TELEMETRY

After a discussion with the drivers, this matter is dismissed.

## 34. FOLLOWING UPDATES

34.1 To be announced, under the responsibility of ATOM Organizers.

**Regulations approved and VALID from:**

**15 DEC 2023**

**15 DEC 2023**  
**ATOM**  
ESPORTS  
(signed)

**THE RACE DIRECTORS**

**THE ORGANIZERS**

Simone Gallo

## APPENDIX A - “Radio Communication Details”

1. As of article 8) of the Code states, all the drivers must download and install “Zello”, available at [this website](#). No premium version(s) are required.
2. Once registered to the system, login via the installed application.
3. Please set your name to be quickly identified. You can use “Name Surname” or even a nickname, but this must be somewhat recognizable (e.g. like your Discord nickname) to avoid ambiguity about identifying yourself.
4. **Drivers shall join this channel:**
  - a. **ATOM RACE CONTROL**
  - b. To join:
    - i. Tools > Add Channel
    - ii. Type the channel name “ATOM RACE CONTROL”, click “Next”,
    - iii. Select the channel, click “Next”,
    - iv. Type the password, click “Next”,
    - v. Click “Finish”.
  - c. To set the Output device:
    - i. Tools > Options
    - ii. Select “Audio” on the left,
    - iii. Set the playback device to your headphones, adjust the volume,
    - iv. Under “Controls” on the left, you may also want to set a Push to Talk button. This will help you, being so able to talk.
5. Once you have joined the channel, you will have to keep Zello open during all the events.
6. You can use Zello even on your phone, if you rather to do so. Be aware that you will be required to listen to Race Control messages all time.

# Appendix B - “Custom Liveries”

1. For all the Championship, all drivers can decide to use a Custom Liveries (“The Livery”) manually created by the user or downloaded via the internet.
2. For all the liveries downloaded by the internet, **you must be sure that they are FREE TO USE (If not ask the creator if u can use it in a Twitch streamed Championship)**
3. All liveries must be sent to the Race Director at the email address [atomf1league@gmail.com](mailto:atomf1league@gmail.com) for evaluation by the Stewards, at least 10 Days before the Test Session.
4. When creating a Livery:
  - a. During the creation process, **IS STRICTLY BANNED** the use of every form (implicit or explicit) of harassment regarding religion, gender, personal differences of any type.
5. If u need any help or have any question about this topic, please contact us via our Discord Channel