

2019 FIA MOTOR SPORT GAMES: DIGITAL CUP

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2019 FIA MOTOR SPORT GAMES: DIGITAL CUP – SPORTING

The FIA and the Automobile Club d'Italia (ACI) will sanction the FIA MOTOR SPORT GAMES: DIGITAL CUP competition (“the Cup”), which is the property of the FIA. All the participating parties (FIA, ASNs, Organisers, competitors and facility) undertake to apply, as well as observe, the rules governing the Cup. The Cup competition will be held at the Autodromo Vallelunga Piero Taruffi from 31st October to 3rd November 2019 as part of the FIA Motor Sport Games.

The FIA Motor Sport Games will be sanctioned by the FIA and Automobile Club d'Italia (ACI) and is the property of the FIA, and comprises various races for different categories.

Gran Turismo Sport, under licence from Polyphony Digital, will provide the platform for the competition.

Should any dispute arise during the Event, the panel of the Stewards of the meeting will be the only authority competent to make a decision (ISC-Art. 11.9).

1) REGULATIONS

1.1 The final text of these Sporting Regulations 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 Sporting Regulations.

1.2 Clarification, interpretation and arbitration of any rules, requirements and regulations shall be decided by the Stewards of the meeting.

1.3 These Sporting Regulations come into force from the time of their publication on the FIA Website (www.fia.com) and replace all previous Sporting Regulations.

2) GENERAL CONDITIONS

The entrant shall declare that to the best of his belief his driver(s) possess(es) the standard of competence necessary for an event of the type to which the entry relates, that should his driver(s) at the time of the event be suffering from any disability whatsoever he shall declare the disability to the Stewards prior to the driver(s) entering the competition area.

3) ELIGIBLE CARS

This Race is reserved exclusively for cars made available in Gran Turismo Sports.

The organiser will restrict the choice of car that may be used in the competition to ensure a balanced level of performance among drivers.

4) ELIGIBLE COMPETITORS

The drivers must both carry the Passport of the country they are representing and have been selected by the ASN of that country. Only one driver is permitted to represent each nation.

5) COMPETITION

5.1 The competition shall follow the below format, however the organisers reserve the right to amend the format by Bulletin prior to the start of the competition should they require, based on the number of entries. Race length, car choice and designated circuits for each race and practice session will be announced during the competition to restrict outside practice.

5.1.1 Practice

The time allocated for practice will be stipulated in the event timetable. The time will be evenly divided up to ensure that all competitors receive equal amount of practice. The cars and circuits that competitors will be permitted to use for practice will be restricted.

5.1.2 Qualifying

During the qualifying sessions, the system will be setup so that each competitor is driving on a clear track free of other competitors in order to set a qualifying time. Each driver will be allocated the same amount of time for qualifying, as per the event timetable.

At the end of the session, each competitor will be ranked according to their fastest qualifying times, with the fastest time at the top of the qualification ladder. Should multiple competitors set identical fastest qualifying times, they will be separated by their second fastest time, then third fastest, etc.

5.1.3 Quarter Finals

The ladder based on qualifying results will be used to assign the grids for each of the four quarter finals, as per the below table:

Qualifying Result	QF A	QF B	QF C	QF D
Driver #1	Pole			
Driver #2		Pole		
Driver #3			Pole	
Driver #4				Pole
Driver #5	2 nd			
Driver #6		2 nd		
Driver #7			2 nd	
Driver #8				2 nd
Driver #9	3 rd			
Driver #10		3 rd		
Driver #11			3 rd	
Driver #12				3 rd
Driver #13	4 th			
Driver #14		4 th		
Driver #15			4 th	
Driver #16				4 th
Driver #17	5 th			

Driver #18		5 th		
Driver #19			5 th	
Etc, etc...				

The top placing six drivers from each quarter final will progress through to their respective semi-final. Drivers from Quarter Finals A & B will proceed through to Semi Final AB, with the drivers from Quarter Finals C & D proceeding to Semi Final CD. The drivers finishing in the bottom 6 of each quarter final are eliminated.

5.1.4 Semi Finals

Following the quarter finals, each driver that progresses will go through to two semi finals of 12 drivers each. The grids from each semi final will be determined by the below table, with the fastest race lap between the winner of each Quarter Final will be used to determine pole for the semi final, and grid positions alternating from then onwards (In the below example, the race winner of QF A set a faster time than the Race winner of QF B):

QF Result	Semi Final (AB) Grid
1 st QF A	Pole
1 st QF B	2 nd
2 nd QF A	3 rd
2 nd QF B	4 th
3 rd QF A	5 th
3 rd QF B	6 th
4 th QF A	7 th
4 th QF B	8 th
5 th QF A	9 th
5 th QF B	10 th
6 th QF A	11 th
6 th QF B	12 th

The top four drivers in each semi final will progress to the final. The last two drivers in each semi final will be eliminated. The drivers placing between 5th and 10th in each semi final will go through to a repechage race to compete for the final places in the final.

5.1.5 Repechage Race

Following both semi finals, there will be one repechage race to select the remaining four drivers for the final.

The grid for the repechage race will be determined by the results from each semi final, with the fastest race lap between the 5th place finisher of each Semi Final will be used to determine pole for the repechage, and grid positions alternating from then onwards, as per the below table (In the below example, the 5th place competitor of SF AB set a faster time in his race than the 5th place competitor of SF CD did in his):

SF Results	Repechage Grid
5 th SF AB	Pole
5 th SF CD	2 nd
6 th SF AB	3 rd
6 th SF CD	4 th

7 th SF AB	5 th
7 th SF CD	6 th
8 th SF AB	7 th
8 th SF CD	8 th
9 th SF AB	9 th
9 th SF CD	10 th
10 th SF AB	11 th
10 th SF CD	12 th

5.1.6 Final Race

The grid for the Final race will be determined by the results from each semi final, along with the Repechage race. The pole position will be awarded to either the winner of Semi Final AB or CD, depending on who set the fastest lap time in their race. The next seven grid positions will rotate according to the final positions of each semi final, with the final four positions determined by the results of the Repechage race, as per the below table (In the below example, the race winner of SF AB set a faster time than the Race winner of SF CD):

SF / Repechage Results	Final Grid
1 st SF AB	Pole
1 st SF CD	2 nd
2 nd SF AB	3 rd
2 nd SF CD	4 th
3 rd SF AB	5 th
3 rd SF CD	6 th
4 th SF AB	7 th
4 th SF CD	8 th
1 st Repechage	9 th
2 nd Repechage	10 th
3 rd Repechage	11 th
4 th Repechage	12 th

5.2 The Competition will take place at the Autodromo Vallelunga Piero Taruffi from 31st October to 3rd November 2019.

5.3 The Promoter, in conjunction with the Autodromo Vallelunga Piero Taruffi, reserves the right to postpone, abandon or cancel the Event or part thereof. In the event of abandonment, cancellation or postponement for more than 48 hours, the Entrant/Competitor will have no right of claim against the Promoters or the Autodromo Vallelunga Piero Taruffi in respect of any prize moneys or loss of expenses that he may have incurred or may incur as a result.

6) FIA MOTORSPORTS GAMES: DIGITAL CUP FOR DRIVERS

The award for the FIA MOTOR SPORTS GAMES: DIGITAL CUP for Drivers will be presented to the Drivers who finish the Main Race in first position.

The FIA MOTOR SPORTS GAMES: DIGITAL CUP will contribute one Gold, one Silver and one Bronze medal towards the overall FIA Motor Sport Games medal table.

7) FIA MOTORSPORT GAMES

The award for the FIA Motorsport Games will be presented to the ASN who places first in the medal table across all disciplines of the FIA Motorsport Games . Each discipline taking part will be able to award one Gold, one Silver and one Bronze towards the overall table. The ASN with the most Gold medals will be the winner. Should multiple ASNs have the same amount of Gold medals, the ASN with more Silver medals will be classified ahead. Should multiple ASNs have the same amount of Gold and Silver medals, the ASN with more Bronze medals will be classified ahead. Should ASNs end the event with the exact same medal haul, they will be classified as in equal position and any prize shall be shared.

8) ORGANISATION AND INSURANCE

8.1 The Organiser shall supply the information set out in Appendix 1, part A hereto to the FIA no later than 30 days before the Event. The FIA, if satisfied with such information, shall complete part B and forward both parts to all competitors no later than 10 days before the Event.

8.2 The Promoter of the Event must procure, 30 days before the event, documentary evidence proving that all competitors, their personnel, sponsors, agents and drivers are covered by adequate third-party insurance.

8.3 The Promoter must, thirty days before the Event, send the FIA details of the risks covered by the insurance policy, which must comply with the national laws in force.

8.4 Third party insurance arranged by the Promoter shall be in addition and without prejudice to any personal insurance policy held by a competitor or any other participant in the Event. Drivers taking part in the Event are not third parties with respect to one another.

8.5 Sight of the policy must be available to the competitors on demand.

9) FIA DELEGATES

9.1 The FIA reserves the right to nominate the following delegates:

- An FIA Coordinator

9.2 The role of the FIA delegates is to help the officials of the Event in their duties, to ensure, within their fields of competence, that all the regulations governing the Competition are respected, to make any comments they judge necessary and to draw up the various reports required by the FIA concerning the Competition.

9.3 The Technical Delegate nominated by the FIA will be responsible for scrutineering and will have full authority over the national scrutineers.

10) OFFICIALS

The FIA reserves the right to nominate the following officials:

- A Race Director
- A Steward(s)

11) ENTRIES

11.1 A minimum of 12 competitors must have been entered for the Cup to be run.

11.2 Drivers will only be permitted to enter into a second FIA Motorsport Games Discipline alongside the Digital Cup so long as this does not take place on track nor impact on their participation in the mandatory events in the FIA Motor Sport Games: DIGITAL Cup, including briefings, podiums, press conferences etc.

11.3 Competitors' registration will be opened by the FIA on 15th July 2019 and will close on 1st October 2019. Applications to represent a nation must be made to the ASN of the Driver.

11.4 Each Competitor shall pay a non-refundable entry fee of €1,000 per competitor to the FIA.

This entry fee will allow the drivers to compete for the "FIA Motor Sport Games: DIGITAL Cup" (See Art. 6) and contribute towards their ASN competing for the "FIA Motor Sport Games" (See Art. 7).

11.5 The official entry list of selected teams and drivers will be confirmed by the FIA, not later than 15th October 2019.

12) PASSES – TEAM IDENTIFICATION

Two identification passes will be issued for each competitor permitting access to the entire venue during the FIA Motorsport Games.

Identification passes will be issued at the track office to the entrant, or to his representative authorized in writing. Identification must be properly worn. Abuse of the privileges will result in these privileges being withdrawn completely.

13) INSTRUCTIONS AND COMMUNICATIONS TO COMPETITORS

13.1 The Stewards or Race Director may give instructions to competitors by means of special circulars. These circulars will be distributed to all competitors, who must acknowledge receipt.

13.2 All classifications and results of practice and the races, as well as all decisions issued by the officials, will be posted on the official noticeboard which will be communicated by Bulletin.

13.3 Any decision or communication concerning a particular competitor should be communicated to him forthwith in writing within 30 minutes of such decision and receipt must be acknowledged.

14) INCIDENTS

14.1 Incident means any occurrence or series of occurrences involving one or more drivers or any action by any drivers, which is reported to the Stewards by the Race Director or noted by the Stewards and subsequently investigated and include:

- When your car gains an advantage due to a collision with another car;
- When an opponent loses position in the race due to your collision with another car;
- When an opponent is pushed off track due to your collision with another car;
- When an opponent is sent into a spin due to your collision with another car;
- When the opponent receives mechanical damage due to your collision with another car;
- Blocking with more than 2 direction changes on the track;
- When closing out another driver parallel to you, not leaving one car width of space ("driving parallel" means at least 1/3 of the car behind lines up next to the car in front);
- Forcing yourself into the inside of a car in front at a corner when you were not parallel to it already ("driving parallel" means at least 1/3 of the car behind lines up next to the car in front), forcing the other car to avoid you;
- Braking in a location that does not require brakes / Performing brake tests on the track;
- When returning to the track after driving off track, returning to the track without waiting for a car behind to pass;
- Interfering with an attack lap of another car during qualifying;
- When coming out of a ghosted state after clearing a penalty, blocking another car by not driving off of the main racing line on track;
- Secretly working to give advantage to a team other than your own;
- Not following tire usage rules;
- Other unsportsmanlike conduct.

14.2

- a) It shall be at the discretion of the Stewards to decide upon a report or a request by the Race Director, if a driver(s) involved in an incident shall be penalised.
- b) If an incident is under investigation by the Stewards, a message informing all teams of which driver(s) are involved will be displayed, if the circuit facilities so permit.
- c) Provided that such a message is displayed within 25 minutes of the end of the race, or if a message is delivered to any team concerned within this time limit, the driver or drivers concerned may not leave the circuit without the consent of the Stewards.
- d) Penalty Processing
 1. When a car is considered for a penalty, 'Under Investigation' will be displayed on screen;
 2. Once a penalty has been assigned, penalty details will appear on screen;
 3. Once the car passes over an automatic penalty line on the track, the car will automatically slow down until the penalty has been cleared;

4. While the penalty is being cleared, the car will enter a ghost state, and once the penalty has been cleared, the ghost state will be cleared. There is a possibility of collision with other cars when exiting the ghosted state, so avoid driving on the main racing line while ghosted.

e) Up to a 99 second penalty or disqualification can be issued for these actions above.

Incidents that occur near the end of a race can also lead to additional time being added to the lap after the race or disqualification after judgement.

14.3 The Stewards may impose any one of the penalties below on any driver involved in an incident:

- a) A slow down penalty of a given time. The driver must enter the slow down zone indicated on the track, slow down for at least the time given and then re-join the race.
- b) A post-race time penalty.
- c) A reprimand.
- d) A fine.
- e) A drop of a certain number of grid positions.
- f) Starting from the pit lane.
- g) Deletion of a driver's lap time or times.

(If any of the penalties referred to in b) c) d) f) g) above are imposed, neither the penalty nor the reason for the penalty shall be subject to appeal).

14.4 Should the Stewards decide to impose the penalty under Article 14.3.a), the following procedure shall apply:

- a) The Stewards will give written notification of the time penalty which has been imposed to the competitor concerned and will ensure that this information is also displayed on the timing monitors where possible.
- b) From the time the Stewards' decision is notified on the timing monitors and/or on the Start/Finish Line, the relevant driver and his car may cross the Start/Finish Line on the track no more than twice.
- c) When the time penalty period has elapsed the driver may rejoin the race.

15) DRIVING STANDARDS

15.1 The driver must drive the car alone and unaided.

15.2 Drivers must observe the provisions of the Code relating to driving behaviour on circuits at all times.

15.3 Drivers must use the track at all times. For the avoidance of doubt the white lines defining the track edges are considered to be part of the track but the kerbs are not. A driver will be judged to have left the track if no part of the car remains in contact with the track.

Drivers consistently crossing the white lines defining the edge of the circuit, whether or not they gain an advantage, will be stopped during the free practice sessions, have their lap time(s) cancelled during qualifying and may receive a 'drive-through' penalty during the race.

Should a car leave the track for any reason the driver may rejoin. However, this may only be done when it is safe to do so and without gaining any 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.

A driver may not deliberately leave the track without justifiable reason.

15.4 More than one change of direction to defend a position is not permitted. Any driver moving back towards the racing line, having earlier defended his position off-line, should leave at least one car width between his own car and the edge of the track on the approach to the corner.

15.5 Manoeuvres liable to hinder other drivers, such as deliberate crowding of a car beyond the edge of the track or any other abnormal change of direction, are not permitted.

15.6 As soon as a car is caught by another car which is about to lap it during the race the driver must allow the faster driver past at the first available opportunity.

16) PROMOTION

16.1 Drivers must take part in any promotional activity requested by the Organisers such as autograph sessions, prize -giving, press conferences, photo shooting, social events and pre-race parades.

A photo-shoot, which all entered drivers must attend, will take place at a time and location to be confirmed in a Bulletin.

16.2 Use of the Organiser's logo by the competitors, Manufacturers and drivers or their agents or representatives is prohibited unless prior written permission has been obtained from the Organiser.

17) NUMBERS OF ENTRANTS PARTICIPATING

The maximum number of entrants invited will be 48, with a maximum number of competitors in each race or practice session of 12.

18) CONTROL DEVICE

The control device for the races will be the Thrustmaster T-GT steering wheel and pedal set (without Cone Adapter). Only the controls provided by the organiser will be permitted. **Competitors will not be allowed to use other control devices than this.**

19) MEETINGS

19.1 A Drivers' meeting will take place at the venue and time noted in the appropriate Appendix. All drivers entered for the Competition must be present. Any driver not attending and not signing the attendance sheet at the meeting will be brought before the Stewards for their consideration and subject to a penalty of € 500 (five hundred euros).

19.2 A further meeting, if deemed necessary by the Race Director, may take place and at a time to be notified to the competitors. If such a meeting is called, attendance is mandatory for all Drivers.

20) STARTING PROCEDURE / ROLLING START

Each race will use a rolling start.

21) CLASSIFICATION

21.1 The overall winner will be the car which completes the Final Race in the shortest time.

21.2 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.

22) PROTEST

As a rule, all judgments are final and protests will not be accepted.

23) PERIPHERALS & TECHNICAL ISSUES

Should any technical issues occur with the steering controller, pedals, PS4 and/or screens, those that arise after the start of a race will be considered a retirement from the race due to mechanical issues.

For any issues that occur during the practice, qualifying or before the Race Start, Equipment shall be replaced by the PDI Team and full session shall be restarted from beginning.

24) PODIUM CEREMONY

The drivers finishing the races in 1st, 2nd or 3rd positions in the Final Race must attend the prize-giving ceremony on the podium and abide by the podium procedure as directed by the Organiser and immediately thereafter make themselves available for a period of 90 minutes for the purpose of television interviews and the press conference in the media centre situated on the first floor of the pit building.

APPENDIX 1

INFORMATION REQUIRED UNDER

ARTICLE 10.1

PART A

1. NAME AND ADDRESS OF THE NATIONAL SPORTING AUTHORITY (ASN).
2. NAME AND ADDRESS OF THE ORGANISER.
3. DATE AND PLACE OF THE EVENT.
4. START TIME OF THE RACES.
5. ADDRESS AND TELEPHONE, FAX AND TELEX NUMBERS TO WHICH ENQUIRIES CAN BE ADDRESSED.
6. DETAILS OF THE CIRCUIT, WHICH MUST INCLUDE :
 - LOCATION AND HOW TO GAIN ACCESS.
 - LENGTH OF ONE LAP.
 - NUMBER OF LAPS FOR EACH RACE.
 - DIRECTION (CLOCKWISE OR ANTI-CLOCKWISE).
 - LOCATION OF END OF THE PIT LANE IN RELATION TO LINE.
7. PRECISE LOCATION AT THE CIRCUIT OF :
 - STEWARDS' OFFICE.
 - FIA OFFICE.
 - DRIVERS' AND COMPETITORS' BRIEFING.
 - OFFICIAL NOTICE BOARD.
 - WINNER'S PRESS CONFERENCE.
8. LIST OF ANY TROPHIES AND SPECIAL AWARDS.

PART B

THE NAMES OF THE FOLLOWING OFFICIALS OF THE EVENT APPOINTED BY THE FIA:

1. TWO STEWARDS OF THE MEETING, ONE OF WHOM BEING THE CHAIRMAN.
2. RACE DIRECTOR
3. FIA COORDINATOR.