REGULATION DIGITAL MOTORSPORT
GRAN TURISMO CHAMPIONSHIP – 2023 V1.1

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1. DEFINITION / GENERALITY

1.1.   The Digital Motorsport Championship is a leisure sporting activity and will be practiced under the jurisdiction of the FIA National Sports Authority, the ATCN – Automobile and Touring Club of Nigeria. Therefore, correct behavior and attitudes are required from competitors and organizers, always respecting the Club's code of conduct.

1.2.   Virtual races are a simulation of a real race and the behavior of everyone involved must be appropriate as they are preparations for the real sport.

1.3.   The coordination and technical aspects of the races are ensured by the ATCN, as the ASN of the FIA.

2. ORGANIZING COMMITTEE

2.1.   The ATCN DIGITAL MOTORSPORT Division is headquartered at the following address:

Kado at ATCN – Cl. Omenai H. O
Phone: +234 901 644 7772
E-mail: digital.motorsport@atcn.org.ng

3. REGISTRATIONS

3.1.   Registration will be done online, through the weblink to be shared through the official means of communication or on the website: http://www.atcn.org.ng/

3.2.   Only those who have met the technical conditions necessary for their participation will be able to participate in the competitions.

3.3.   Registration is open to all Esports/Digital Motorsport and digital racing enthusiasts. However, only Nigerians and foreigners residing in Nigeria can receive prizes or opportunities that may arise from this

competition. The organization reserves the right to request proof of the same if necessary.

4. LICENSES

The Digital Motorsport Championship is a promotion initiative. As a way of creating a sustainability system for this project, which has costs, the ATCN is making Sports Licenses available for the Digital Motorsport Championship. Licenses are not mandatory, but it is a way for the pilot to contribute to the continuity of this project. The sports license has multiple advantages such as:

a. Only drivers with Digital Motorsports license will be entitled to submit protests;
b. Holders of Digital Motorsports licenses will have free access at the ticket office at some events at the discretion of ATCN.
c. Holders of Digital Motorsports licenses will be able to use the ATCN simulators for 2 hours a week, according to availability and with the booked reservation

d. Entitlement and eligibility to be considered by ATCN ASN to participate in International FIA homologated Championships & Competitions ie; FIA Motorsport Games.

The link to order the Digital Motorsport license is: https://atcn.org.ng/licences-online-application/

5. EQUIPMENT
To participate in this competition, participants must have:

- Playstation (as may be informed by ATCN)
- Gran Turismo 7
- Internet access
- PSN Network Account
- Gamepad Controller (Optional)
- Steering Wheel and Pedals (Optional)

6. QUALIFICATION FOR RACE GROUPS (Seeding)

6.1.   Since the races are online and given the limitations of internet connections, participants will be divided into groups of 14 who will race against each other.

6.2.   For the qualification of these groups, a track, a car and a period will be announced on our communcation channels as may be convenient for ATCN, with which the pilots will have to race. The lap times determined in these sessions will dictate the groups to which each one will belong.

6.3.   The 2024 ATCN Digital Championship will be divided into:

6.3.1. Season 1 = Seeding 1 + 4 Official Races

6.3.2. Season 2 = Seeding 2 + 4 Official Races

6.3.3. Season 3 = Seeding 3 + 4 Official Races

6.3.4. Season 4 = Seeding 4 + 4 Official Races

7. RACES

7.1.   The dates and particular conditions for each Race will be announced in good time by the Organization.

7.2.   At each race, a lobby will be created by the ATCN Host for each group, based on the official results, and each pilot must enter the respective lobby to be able to score.

7.3.   The Race Lobbies will be regulated in the Practice+Timed Practice+Race mode, being divided into:

7.3.1. **Free Practice Session:** The lobby will be created 1 hour before the timed practice session, to start the free practice session.

7.3.2. **Timed Practice (Qualifying) Session:** The timed practice (Qualifying) session will have a duration of 10 minutes (Except for the Nürburgring 24H or Nordschleife circuits, which will have timed practice session of 20 minutes) and will start at the time indicated by the Organization.

7.3.3. **Race Session:** The starting grid will be organized according to the results obtained in the Timed Practice (Qualifying) session and

will have the duration and conditions announced by the Organization.

7.4. Circuit Time of Day Conditions = will be set as Variable, Dynamic, Random.

7.5. Circuit Weather & Temperature Conditions = will be set as Variable, Dynamic, Random: Sunny, Cloudy, Rain

7.6. General Settings/Definitions:

- Boost (Impulse) = NO
- Grip Reduction Off Track = Real
- Slipstream Strength = Real
- Wide Body = Prohibited
- Nitrous = Prohibited
- Pit Lane Entry Line Cutting Penalty = ON
- Pit Lane Exit Line Cutting Penalty = ON
- Shortcut Penalty = High
- Penalty for Collisions with Other Cars = High
- Track Limit Penalty = High
- Mechanical Damage = High
- BOP = ON
- Tuning = NO
- Car Settings = Fixed
- Car Category = Gr.3 or Gr.4 (for the Official Championship Races)
- Ghosting = OFF
- Lapped Cars Ghosting = OFF
- ABS = Allowed
- Traction Control = Allowed
- FLAG RULES = ON = drivers need to respect the meaning and implications of **Yellow Flags** and **Blue Flags**.
- Race Finish Time Delay = After the leader driver crosses the Finish Line, there will be a waiting time equivalent to at least 1 (one) lap, depending on each circuit, which will allow the remaining drivers to also cross the Finish Line in reasonable time.

Additional Race definitions/settings such as Number of Laps, Race Time Limit Duration, Fuel Consumption/Depletion, Tire Wear/Degradation, Tires Regulation (Mandatory and Optional) will be in accordance with the details of each particular Race.

7.7.   For each Race the drivers will have to use the mandatory tire types (according to the Race details) for at least one lap.

NB: The Competition Lobbies will be regulated with a penalty of 60 seconds after the race for non-compliance with the use of the mandatory tires defined for each race. In case of a driver not complying with the tire rules, Admins (officials) can be alerted for verification and confirmation.

7.8.   The Competition Lobbies will be regulated with Penalty Compliance Zone. If the driver gets a time penalty during the race, it will be fulfilled before the end of the next lap. The pilot will fulfill his penalty, in the defined zone, outside the racing line and without harming the other drivers.

7.9.   During the 2024 Calendar, in addition to the Official Championship Events, throughout the year there are Friendly/Exhibition Races without Points Scoring. For Friendly Races, the General Settings above will apply, with the exception of:
- BOP = OFF
- Tuning = ON
- Car Settings = Allowed
- Nitro = NO
- Engine Swap = NO
- Extreme Tuning Parts - YES
- Ultimate Tuning Parts - NO

- Car Category (for the Friendly/Exhibition Races) = Gr.1 or Gr.2 or Gr.B or Gr.X (ex: Super Formula, etc) or N-Class (ex: Mazda Roadster Touring Car, etc)

7.10.   In case of confirmed symptoms of constraints of access conditions for the drivers (internet, electricity, PSN problems), for a Competition Lobby with a capacity of 12 drivers, the Minimum Number of drivers to start the Race will be considered: **5 drivers** or as decided by the organisation

7.11.   In case of technical issue of the Hosting and the Racing Lobbies are regulated with severe incorrect settings (example: Impulse/Boost = ON; etc) contrary to the Race Regulation previously communicated to the drivers, the Organization reserves the right to deliberate a Poll /Vote with the drivers on whether the Race is to be considered valid or not valid. The Organization may reserve a future date on a Wednesday at the same time for a repeat of the Race with the correct settings.

8. AUTODRIVE ISSUE

8.1.   **AUTODRIVE ISSUE Tests (Free Practice Session) -** During the Free Practice Sessions, 3 (three) Autodrive (AD) Problem 1-lap race start tests will be performed (indicated by the Host 30min, 20min and 10min before the Timed Practice Session). This will identify drivers with potential problems, and give them a chance to try and solve the issue before the actual Race starts. In case of identified pilots in the process of re-initializing their connection and exiting/re-entering the Lobby, the Host must wait for the identified pilots to successfully re-enter the Lobby, before starting the Timed Practice Session (Qualifying).

8.2.   **AUTODRIVE ISSUE (Timed Practice, Qualifying Session)** - Once the Timed Practices (Qualifying) Session is started, there will be no Restart due to Autodrive (AD) Problems.

8.3. **AUTODRIVE ISSUE (Race Start) -** A Race Restart will only be performed if there are at least 3 (three) drivers with AD Problems at the start. The Restart will be done with these drivers from the back of the grid, in the order of the starting grid of the Timed Practice (Qualifying) Session.

9. LOSS OF CONNECTION

In case the Host loses connection with the Lobby, the race will only be repeated if more than 75% of the total number of laps or duration of the race has not been completed. The Organization may reserve a future date on a Wednesday at the same time for a repeat of the Race.

10. CHAMPIONSHIP RACES POINTS SCORING

		Sistema de Pontuação					
Grupo A			Grupo B			Grupo C	
1st	45		1st	35		1st	25
2nd	42		2nd	32		2nd	22
3rd	40		3rd	30		3rd	20
4th	39		4th	29		4th	19
5th	38		5th	28		5th	18
6th	37		6th	27		6th	17
7th	36		7th	26		7th	16
8th	35		8th	25		8th	15
9th	34		9th	24		9th	14
10th	33		10th	23		10th	13
11th	32		11th	22		11th	12
12th	31		12th	21		12th	11
13th	30		13th	20		13th	10
14th	29		14th	19		14th	9

10.1. If the Host loses connection with the lobby, the race will only be repeated if more than 75% of the total number of laps or duration of the race has not been completed.

10.2. Any registered and enrolled driver who does not participate in the Competition Lobby Session will be considered as a No Show, and will have 0 points.

10.3.   Any driver who attempts to enter the Competition Lobby Session, but is unable to participate for technical reasons, must communicate in their Race Group channel (Whatsapp or Discord) in real time, sharing images/videos of the error seen at the time of occurrence. This will be considered a technical error (TEC), the driver will receive points, but will be at the bottom of his group. These TEC drivers rank above the No Show drivers. The position of the previous Seeding/Race serves as a tiebreaker in case there is more than 1 driver with TEC.

Grupo A	
1st	45
2nd	42
3rd	40
4th	39
5th	38
6th	37
7th	36
8th	35
9th	34
10th	33
11th	33
12th	33
13th	0
14th	0
10, 11 e 12 tiveram TEC	
13 e 14 não participaram	

Example: 3 drivers with TEC issues. 2 drivers with No Show

10.4.   After the 2nd race of each Season, the points will be summed up to determine the position of the Groups. The top 3 classified from each

group are promoted to the group above and the last 3 from each group are relegated to the group below.

10.5.   For each driver, the race with the "worst result" will be discounted from his Championship end result. Events in which the driver was penalized or has not participated, cannot count as its worst result.

10.6.   For each Group, the fastest lap of each Race will have 1 additional point on the table.

10.7.   For each Group, the qualifying pole-position will have 0 additional points in the table.

10.8.   Throughout the year we will have 1 Championship divided into 4 Seasons.

10.9.   At the end of the 2023 Championship, we will have 1 (one) champion driver of the year and 1 (one) champion team of the year.

11.   PENALTIES

11.1.   The game already includes some penalties for unsportsmanlike behavior. However, they are not always enough, and **virtual races are to be taken seriously and with behaviors identical to those we should have on a real track**. The online races allow replays to be recorded and through this, drivers who feel aggrieved can report the images for analysis by the Sports Commission, which may or may not act by penalizing the driver in question. N.B. Only those with an ATCN Digital Motorsport license can submit a protest. This decision was taken due to the high number of protests in the previous seasons. ATCN will

only make resources available to those who are really committed to the development of this sport.

11.2.   Complaints and protests must be sent to the email digital.motorsport@atcn.org.ng with as much detail as possible and the clip of the incident, no later than 12:00noon the day after the race.

11.3.   In case the claim is validated, the protest follows, if the claim is not valid the driver will be deducted 6 points in the classification of the race in question.

11.4.   If the drivers under review are found guilty, driving extremely aggressively and ruining the sportsmanship of others, **additional penalties or even banishment from the event** may be applied, the same applies to anyone who might try to exploit the game.

11.5.   Penalties can be in points, time or even an expulsion from the Championship.

11.6.   If any driver feels that the Commission's decision was unfair, he can make a video clip of the incident justifying its justice, the Tribunal can review the decision if it deems it necessary. The decision of the Tribunal may be appealed to the Appeals Committee which is final. This may include point deduction, time reduction, delayed start. The driver shall email the videoclip and images to digital.motorsport@atcn.org.ng including a description of why he believes to have been wronged.

12. CHAMPIONSHIP

12.1.   The Championship will have 10 Races each and the winner will be the driver who has added the highest number of points in all the races.

12.2.   The Race circuits and conditions will be shared at the discretion of ATCN Digital race management.

12.3.   For all registered and enrolled drivers, frequent withdrawals and non-attendance that are not informed will be entitled to expulsion from the Championship or event.

12.4.   Even if a Race is not going well for the driver, it must try to keep going and finish the Race. Drivers who constantly quit mid-race or "DNF" will be entitled to expulsion from the Championship or event.

12.5.   The registration of Teams that can be represented by 2 drivers will be allowed.

12.6.   There will thus be a Teams Championship and a Drivers Championship running simultaneously.

12.7.   The team will have the sum of the scores of the two drivers. If there is only one driver, only one score will count for that team.

12.8.   In case of high number of drivers no-show, the Organization can combine multiple Drivers Groups present to run in the same Race Lobby.

12.9.   N.B. Reminder, the race is not won at Turn 1.

13. OMISSIONS

The ATCN Sports Commission reserves the right to decide on all points not present in these particular Regulations, based on the FIA GT Sporting Regulations, in the International Sporting Code, and the legislation in use which will be analyzed and decided by the College of Sporting Stewards. All decisions may be allowed for appeal if the ATCN Sport Commission and College of Sporting Stewards are satisfied with the evidence.