



2020 Phoenix Pulse Young Driver's Program Esports

Rules and Regulations

Version 5

As of April 16

ORGANIZATION:

The 2020 Phoenix Pulse Young Driver's Program Esports is organized by Tuason Racing in accordance with the Sporting Code of the Automobile Association of the Philippines (AAP).

SERIES TITLE:

2020 Phoenix Pulse Young Driver's Program Esports

ORGANIZERS:

TUASON RACING
TRS Centre
No.1 San Vicente Ferrer cor. Sta. Lucia St., SAV-1
Paranaque City, Philippines
Celphone# : 09175967580
Contact Person: Aileen Urgelles
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ESPORTS SECRETARIAT:

TRS Centre
No.1 San Vicente Ferrer cor. Sta. Lucia St., SAV-1
Paranaque City, Philippines
Cellphone # : 09175967580
Email: phoenixyoungdriver@gmail.com

SERIES / RACE OFFICIALS:

Series Director : JP Tuason
Race Director : Gav Quintos
Clerk of Course : Quattro Adriano
Race Steward : Oliver Aquino

CALENDAR OF EVENTS

(2020 RACE SERIES)

PHASE	DATE	REMARKS
Elimination Round 1	April 20, 2020	Online
Elimination Round 2	April 29, 2020	Online
Elimination Round 3	May 13, 2020	Online
Elimination Round 4	May 27, 2020	Online
Elimination Round 5	June 08, 2020	Online
Elimination Round 6	June 20, 2020	Live (Mall based)
Elimination Round 7	July 25, 2020	Live (Mall based)
CHAMPIONSHIP RD	August 20, 2020	YDP FINALS

SPORTING REGULATIONS

The Organizer reserves the right to carry out necessary changes to these regulations and event details or exclude participants due to but not limited to server connection issues, "force majeure", safety reasons, track and venue restrictions by means of an official bulletin. They also reserve the right to cancel, postpone or change event venue or race schedule if necessary due to unforeseen circumstances and are not liable for any damages or losses incurred as a result.

1. GENERAL UNDERTAKING

All drivers, competitors, and officials participating in the 2020 Phoenix Pulse Young Driver's Program Esports undertake, on behalf of themselves, their employees and agents, to observe all the provisions of the Rules and Regulations as specified herein.

All issues must be presented to the proper channels in the indicated process in the 2020 rules and regulations of the series. The participant's participation in the series indicates the acceptance of this authority. All rulings and decisions of the officials are final.

2. GENERAL CONDITIONS

IGNORANCE OF THE RULES EXCUSES NO ONE. COMPETITORS JOINING THE SERIES MUST ACCEPT THE RULES BEFORE JOINING.

It is the competitor's responsibility to ensure that all persons concerned by his entry observe all the Rules and Regulations. If it is not WRITTEN in the rules, then IT IS NOT ALLOWED or open to interpretation.

3. ELIGIBILITY AND COMPETITORS:

General Requirements:

- Open to all Filipino Citizens local and abroad.
- Duly signed Online Registration Form
- Sony Playstation 4 with an active PSN Account and PS PLUS Subscription
- Game: Gran Turismo Sport (GT Sport)
- Any gaming controller compatible with the game (Logitech G29 Gaming wheel is recommended)
- High Speed Internet access to avoid in-game lag
- Active Facebook account – for confirmed players to be invited to the drivers portal.

Complete General Requirements:

1. **Race for Frontliners Minimum Requirements:** This is a fund raising online race that will help provide the needs of our frontliners following the cases of COVID-19. For every participants who will be joining, the organizing team will donate a meal to the frontliners.

- 9 years old and above – as long as they understand basic racing rules.
- Participants may share different players on a single PSN account as long as they will not compete on the same event day.
- Participants that has a Professional Sim Racing / eSports background or is associated to any Professional eSports Racing Team can join the an Invitational Pro Class race (minimum of 9 drivers) and will be eligible for the Top three (3) prizes on their Class. The Pro Class Winner will not be eligible to move to the next round of the competition (YDP Top 40).

2. **Young Driver Program for eSports Minimum Requirements:** Grassroots-level Drivers who wish to compete for the Phoenix Young Driver Program for eSports and will be given a chance to represent the Philippines for the upcoming FIA Games 2020 at France.

- Valid Passport to Travel until June 2021
- Participants that has no Professional Sim Racing / eSports background or should not be associated to any Professional eSports Racing Team. (Subject to Organizers approval)

- Participants must be willing to compete in three (3) stages of the search:
STAGE 1: Online or Live Qualifiers
STAGE 2: Final Event
STAGE 3: Final Assessment

4. DRIVER CLASSIFICATION:

Racing For Frontliners Class (RFF Class): Drivers who wish to participate only on the Race for Frontliners event.

Young Driver Program for eSports Class (YDP eSports): Grassroots-level Drivers who wish to compete for the Phoenix Young Driver Program for eSports and will be given a chance to represent the Philippines for the upcoming FIA Games 2020 at France.

5. GENERAL COMPETITION MECHANICS:

How to Join:

- Fill out the registration form from this link: <https://bit.ly/2Xrk03X>
- Participants must secure all General and Minimum Requirements for desired Classification. Participants unqualified for YDP automatically drops any form of awards and prizes. Necessary Prizes will be provided in lieu of championship packages for qualified YDP participants.
- A screening team will check all requirements and will notify you thru email if you are eligible to compete in your desired classification. Once verified, you will be given the Official Event Rules and Technical Regulations Manual and will be added to the (Official Drivers Portal Facebook Group).
- Your Driver Groupings, Race Schedules, Drivers Bulletins and other event-related updates will be posted the Official Drivers Group. Please be attentive on any updates to be posted. Participating Drivers are not allowed to share any information outside the Official Drivers Group.
- To compete in the event you must obtain or purchase in-game the "86 GT Limited 2016" from the Toyota dealer under the Asia Pacific region in "Brand Central". The cost of the car in-game is 31,840 Cr. Any color may be purchased.
- OFFICIAL LIVERY AND EVENT HOST PSN ACCOUNT:**
 - Participants are required to add the Host/Server's PSN Account: TUASONRACING
 - To obtain the Official Livery:
 - Press START while on GT Sport's main menu
 - Proceed to "Friends" and select TUASONRACING and press R1
 - Look for "Gallery" and select "CAR LIVERY"
 - Click on "TRS 01" and press "ADD TO COLLECTION". Do this process also for "TRS 02" and "TRS 03".
 - You will be assigned by the organizers on which Livery will you be using for your race.
 - Once you have acquired the car and livery prior to your official session, at GT Sport's main menu, proceed to "LIVERY EDITOR", open "New Design" under the "Car Livery" and select your assigned Livery (TRS 01, TRS 02, TRS 03) for the 86 GT Limited 2016.
 - Participants are not allowed to use other custom liveries aside from the official livery.
 - Participants are not allowed to use the official livery outside the competition.
 - In the event that there will be no available official livery provided by the organizer, participants can select any preferred color of the 86 GT Limited 2016.
- Connecting to the Official Lobby Server
 - If the Participant has already obtained his Race Schedule from the Official Drivers Group, he/she should be on-time to connect to his/her scheduled session.
 - To connect to the Host/Server's in-game Lobby:
 - Under the Main Menu, select "Lobby"
 - Select "Show only rooms with Friends"
 - Enter lobby called "TRS DIGITAL MOTORSPORTS"
- Re-registration on Online and Live Events
 - Participants can register multiple Persons on a single PSN if they want as long as each participant using the same PSN account will race on a different Elimination Round Event day.

- Non-winning participants of the Elimination Round Events may re-register and compete again on the next Elimination Event. They are not allowed to compete again on the same day.

6. GAME FLOW AND MECHANICS

Game Flow Mechanics for OVERALL EVENT DURATION

- STEP 1:** Participant should have the minimum requirements and shall choose either the Race for Frontliner (RFF) or the Young Driver Program for eSports(YDP) class. They will need to Register on the following link: <https://bit.ly/2Xrk03X>
- STEP 2:** Once approved they are now eligible to race at the Online and Live Event Elimination Rounds. For those who will be joining the Race for Frontliners . One entry will be equivalent to a Frontliner Meal to be donated at our designated Charity.
- STEP 3:** Race Winners of the Online and Live Event Elimination Rounds will win a slot at the CHAMPIONSHIP ROUND of the Young Driver Program for eSports (T&C will apply)
- STEP 4:** The Championship Round will determine the 2020 YDP for eSports overall winner.
- STEP 5:** The overall winner will get a chance to represent the Philippines for the FIA Games in France.

Game Flow Mechanics for Online Eliminations

- STEP 1:** Registration and Confirmation of slots will be confirmed once general requirements are approved.
- STEP 2:** Inclusion to the Official Drivers Portal Facebook Group and obtaining the Official Rules and Technical Regulations of the Event.
- STEP 3:** Participants shall wait for updates regarding their Race Schedule, Track for the Week, Livery Assignment and Grid Groupings at the Facebook Group.
- STEP 4:** Participants will have to Qualify on a non-broadcasted QTT session (schedule TBA)
- STEP 5:** Race Proper (Broadcasted Event)
- STEP 6:** Announcement of Winners

Game Flow Mechanics for Live Event Eliminations

- STEP 1:** Register at our Mall Event. Terms and Conditions will apply.
- STEP 2:** Participants will compete in an Elimination-style race until organizers reach a certain cutoff of winners.
- STEP 3:** Winners of the elimination-style races will advance to a semi-final round later in the day to compete on a Time Attack competition.
- STEP 4:** The Fastest Times on the semi-final round will advance to the Championship Round (on August 20, 2020)

7. ELIMINATION ROUND ONLINE EVENT Schedule

Qualifying Time Trial – non broadcasted official QTT (date and time TBA)

Elimination Race Proper:

- Race preparation – all confirmed drivers should be at the Host's Lobby within 10 minutes before their scheduled race session.
- Race proper – official race session will start 8:00PM for the first group with 10-minute intervals for the succeeding groups for the day.
- Participants shall be duly informed of any changes to the length of the races.

8. ELIMINATION ROUND LIVE EVENT Schedule

Elimination-style races – 11:00am to 5:00pm cutoff

Semi-Final rounds for the live event – 6:00pm onwards

9. TECHNICAL REGULATIONS:

Car Setup In-game Settings

Online and Live Event Qualifier in-game Settings

Race duration: 5 laps (subject to change on live event)

Start Type: Grid

Start Order: Fastest First in Qualifying

Boost: None

Slipstream Strength: Realistic

Visible Damage: On

Mechanical Damage: off

Fuel Consumption: off

Initial Fuel: Default

Grip Reduction on Wet Track / Track Edge: Real

Race Finish Delay: 30 Seconds

Balance of Performance: Enabled

Max Power Limit: as per BOP

Minimum Weight: as per BOP

Maximum Tire Rating: Sports Soft

Minimum Tire Rating: Sports Soft

Livery Restrictions: Official Event Livery only or Plain Colors if not available (other custom liveries not allowed)

Tuning: Disabled

Ghosting During Race: None

Shortcut Penalty: Strong

Wall Collision Penalty: Time Penalty (Strong)

Wall Collision Detection: Default

Side Contact Penalty: On

Correct Vehicle after Wall Collision: Off

Replace Car at Course Out: Off

Flag Rules: On

Countersteering Assist: Off

Active Stability Management (ASM): Off

Driving Limit Assist: Off

Traction Control: Off

ABS: No Limit

Auto-Drive: Prohibited

Minimum Drivers to start a Race Session

- To start a race session in the Elimination Rounds (ONLINE) the total number of cars in one grid should be half of the whole race session plus one (Total minimum drivers = 9)
- Organizers may adjust Groupings on the Elimination Round QTT session to achieve minimum amount of drivers in one race session.

Track Selection

Organizers will announce the Track on the Official Drivers Portal and Tuason Racing FB Page. It is the participant's responsibility to acquire the selected track for their Elimination Round Session.

Host Disconnection

- If the Host disconnects from a race before at least one Participant has completed the first lap, the race will be restarted with the original grid placements. If the Host disconnects from a race after at least one
- Participant has completed the first lap, the race will continue to completion. If Participant disconnects from a race prior to its completion they will not be eligible to re-join and will not earn points for that race.

In-game Technical Glitches

QUALIFYING TIME TRIAL GLITCH

- a. If drivers experience glitches at Qualifying session without setting a lap time, Please exit server immediately. The server will manually include you at the back of the grid for the main race ALPHABETICAL ORDER (by PSN account name).
- b. No qualifying will be restarted unless the whole grid experiences a technical glitch. Only one Qualifying Time Trial restart will be allowed.
- c. In case more than one Qualifying Time Trial glitch happens. Race order will be by Alphabetical Order according to PSN account name.

RACE GLITCH

- a. If there is glitched driver(s) during the starting grid formation and race start, it's his responsibility to inform the organizer thru the in-game chat. The host will only restart the race ONCE if at least half of the grid experience glitches.
- b. If less than half of the grid experience technical glitches, they are officially marked as DNS (Did Not Start). They cannot compete in a different group on the same day but they may re-register again on the succeeding Elimination Rounds

Race Cancellation

Race Cancellation may depends on the organizing team based on the following: connection issues, "force majeure", safety reasons, track and venue restriction

Broadcasts

The Organizer reserves the right to broadcast any Race of the Tournament, at its sole discretion. If Organizer chooses to broadcast a Race, Organizer will choose to either: (a) host each individual Race, and all participating Participants must join that Race; or (b) join a Race that's being hosted by a participating Participants.

10. RACE FORMAT

1. ELIMINATION ROUND ONLINE Format

Game Mode: Online Qualifying Session and Online Race Session

Car: 86 GT LIMITED 2016

Track: TBA per round

- a) There will be five rounds of ONLINE ELIMINATION ROUNDS
- b) Participants will be advised on their race schedule once their registration has been approved.
- c) Participants per Elimination Round session: 15 drivers per Group, 5 Groups per day, total of 75 racers in one Elimination Round Event.
- d) a QUALIFYING TIME TRIAL will be held on a scheduled date and time prior to the Elimination Race. The schedule will be posted at the Official Drivers Portal.
- e) The Elimination Round Race Proper will be held after the organizers have determined the grid positions from the QTT
- f) Prizes will be awarded to the top 3 winners in each race leg.
- g) The winner of each Elimination Round Race will automatically advance to the Championship Round

Qualifying Time Trials (QTT)

- a) Participants will be notified by the organizer for their respective grouping and schedule for the QTT.
- b) Participants should be in the lobby 10 mins prior their scheduled QTT Session.
- c) Qualifying Time Trial will be a one 5-minute session per group.
- d) Participants must put in at least one (1) complete lap to set a QTT time.
- e) Grid positions will then be assigned according to their fastest laps.
- f) Participants who are not able to set at QTT time will be placed on the back of the grid in Alphabetical Order according to PSN Account name.

The Grid

- a) At the end of the Qualifying Time Trials, the fastest time achieved by each driver will be officially published

- b) The grid for the elimination race will be drawn up in the order of the fastest time achieved by each driver in the Qualifying Time Trial. Should two or more competitors have identical fastest times, the participant with the faster second-fastest time shall have a higher grid position.

The Race

- a) The race shall commence from a standing start and shall end once the race leader receives the checkered flag.
- b) During the course of the race, competitors are under the authority of the Clerk of Course (COC), Race Officials and Race Stewards.

2. ELIMINATION ROUND LIVE Format

- a) There will be two rounds of LIVE EVENT ELIMINATION ROUNDS
- b) Participants needs to sign up to be able to join the live elimination round events.
- c) All participants are allowed to re-participate should the slots are still available.
- d) Total of 15 finalists will be chosen from the two live event elimination rounds

Game Mode: Live Elimination Races and Time Attack Semi-Finals
Car: 86 LIMITED 2016
Track: TBA

Elimination-style race Format:
QTT: 4 minutes (to determine grid position)
Race: 5 laps

Semi-Finals Time Attack race Format:
QTT: 5 minutes (fastest time will be recorded)

- a) Participants will be required to register on-site at the Live Event (T&C will apply)
- b) There will be a Qualifying Time Trial to determine participant's grid position at the Elimination Races.
- c) Prizes will be awarded to the top 3 drivers in each elimination round.
- d) The first-place winners of the live event elimination-style races will advance to the semi-final round at the end of the day (schedule TBA).
- e) The semi-final round will be a Time Attack Competition where in participants will be given a certain amount of time slot to record his fastest lap.
- f) The TOP 8 (round 6) and TOP 7 (round 7) fastest of each Live Event Elimination Round Time Attack will automatically advance to the Championship Round.

3. CHAMPIONSHIP ROUND

- a) THE TOP 40 FINALISTS from the 7 Elimination Rounds (both Online and Live event) are invited to race at the Championship Round.
- b) Participants will be notified by the organizer for their respective schedule
- c) In the event that the Qualifying Player no longer wants to continue his/her participation in the Competition, or fails to claim his/her place in the Finals within the relevant deadline, or is disqualified from the Competition in accordance with these Terms or for failure to comply with these Terms, they will cease to be a Qualifying Player and TRS, at its sole discretion, will select a substitute Player to become a Qualifying Player. The substitute Player shall be chosen from those pool of Players who achieved the next best performance in the Live Events; and TRS shall repeat this process until the number of Participants required to participate in the Finals is reached.

CHAMPIONSHIP ROUND Game format: (subject to changes)

- a) TOP 40 TIME ATTACK: 5-minute QTT Session to determine participants' Fastest Time. Top 16 will advance.
- b) Top 16 will be divided into 2 groups according to their lap times.
- c) Two groups of 8 drivers each will race on an Elimination-style Race with QTT to determine their grid position. Top 4 winners of each group will advance to the Final Race.

- d) The final 8 drivers will have a 4-minute QTT to determine grid position for the 5-lap Final race. The winner of the race will be crowned as the 2020 Phoenix Pulse Young Driver's Program Esports Champion.



*subject to change

11. PROTESTS AND APPEALS

- Top 4 drivers only are allowed to file protests.
- Protests should be filed 20mins after the checkered flag has been waved on their session
- Protest must be submitted to the Secretariat / Office of Driver Affairs within 20 minutes of the release of the Provisional Results of the particular event in question.
- Any protest must be accompanied by the corresponding video.
- Any decision by the Organizer or Race Official shall be final. NO appeals will be entertained.
- Incomplete incident reports will not be accepted
- Once the protest has been approved revised results will be posted immediately

Protest format:

Your Name:

Your PSN Name:

Name and PSN of Offending Driver:

Incident Details

Session: (QTT or Race)

Lap Number:

Turn Number:

Time of incident:

Short description of incident:

12. COMPETITION

Participants are expected to compete at the best of their ability at all times during the Tournament.

Cheating is defined as any act that gives one participant a competitive advantage over another. If Participants feels that they have been cheated by another participant, that participant must raise their concern with the

Organizer immediately, providing as much detail as possible. Complaints should always be accompanied by video evidence. All complaints will be handled on a case-by-case basis, and depending on severity may result in:

- an initial warning followed by forfeit of current Game or Match for a second offense;
- immediate forfeit of current Game or Match; or
- immediate disqualification from the Tournament.
- Examples of cheating include, but are not limited to:
- Collusion and Match Fixing, defined as any agreement between two (2) or more Participants to disadvantage opposing Participants.
- Hacking or modifying the Game.
- Spectating an opposing Participants' monitor or live streams.
- Using restricted items during a Game. Using restricted hardware during a Game.
- Using any player that was not registered during registration.
- Intentionally disconnecting from any Game prior to its official conclusion.
- Exploiting known in-game bugs, glitches, and unintended Game features to disadvantage opposing Participants

13. SPORTSMANSHIP

Organizer are committed to providing Participants with a competitive environment that is free of harassment and discrimination. To that end: Participants may not use language in relation to the Event that is deemed by Organizer to be obscene, foul, vulgar, insulting, threatening, abusive, or otherwise offensive or objectionable.

Participants may not engage in the harassment of a private person or group of people through discriminatory words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

Participants may not disclose any confidential information provided by Organizer, Event Sponsors, or Press, by any method of communication, including all social media channels.

Participants are expected to respond to requests from Organizer in a timely manner.

All decisions regarding the enforcement of the General Rules are at the discretion of the Administrator and are final and binding.

14. PENALTIES

Incident	Penalty
Shortcut / Track Cutting	In-game Penalty
Side Contact Penalty The penalty incurred when a car pushes another car, runs another car off the road, or drives another car into a track wall.	In-game Time Penalty
Flag Rules The flag indications given by the marshal on the side of the track will be enforced, and drivers will incur penalties for disregarding them	In-game Time Penalty
Wall Collision Penalty The penalty incurred when a car collides with a trackside wall.	In-game Time Penalty
Car Collision Penalty The penalty incurred when a car collides with another car.	In-game Time Penalty

15.PRIZES

Online and Live Event

Champion – 3K worth of products from sponsors and TRS gift packs

2nd place – 2K worth of products from sponsors and TRS gift packs

3rd place – 1K worth of products from sponsors and TRS gift packs

Finals

Champions may have a chance to compete in the FIA Games to represent the country.

*Special prizes await participants and spectators.

*prizes subject to change

16. NOTIFICATION OF WINNERS

Each winner must confirm their full mailing address to the Organizer within five (5) days, starting from the final event date to successfully claim the prize or such prize may be deemed forfeited. The procedure for claiming of prizes will be announced by the Organizer.

In the event that the Participant no longer wants to continue his/her participation in the Competition, or fails to claim his/her place in the Finals within the relevant deadline, or is disqualified from the Competition, they will cease to be a Participant and TRSU, at its sole discretion, will select a substitute participant to become a Qualifying participant. The substitute Player shall be chosen from those pool of Players who achieved the next fastest time performance in the Live Events; and TRSU shall repeat this process until the number of participants required to participate in the Finals is reached.

During the search, participants may be required to compete in virtual and live event to test their skills and abilities, and undergo assessments which may include medical and physical assessments. Participants may be eliminated at any stage in the Finals on the basis of their performance in, or the results of, any of these challenges or assessments. Participants will be scored and assessed throughout the process.