



E-MOTORSPORTS PROMOTION LIMITED

EPP SPORTING CODE 2023

All Drivers, Competitors should fully read this regulation document before joining any race organized by e-Motorsports Promotion Limited (EPP). All Drivers, Competitors will fully comply with all statement in this regulation document.





A.1 INCIDENT

"Incident" means any occurrence or series of occurrences involving one or more drivers, or any action by any driver, which is reported to the Stewards by drivers (or noted by the Officials and referred to the Steward for investigation) and which:

- a. Causing a collision;
- b. Forcing a car off track;
- c. Unsafe rejoining track;
- d. Abusing track limit.
- e. illegitimately impeded another car during overtaking.

A.2 BEHAVIOR

"Behavior" means any occurrence or series of occurrences involving driver's driving conduct. Effecting the right to influence fair competition among another driver.

- a. 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;
- b. Any driver defending his position on a straight, and before any braking area, may use the full width of the track during his first move, provided no significant portion of the car attempting to pass is alongside his. Whilst defending in this way the driver may not leave the track without justifiable reason.
- c. 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 strictly prohibited
- d. Drivers must use the track at all times and may not leave the track without a justifiable reason. Should a car leave the track for any reason, the driver may rejoin. For the avoidance of doubt, the track boundaries are whatever is defined as legal by the automated cut-track detection of the gaming platform. However, this may only be done when it is safe to do so and without gaining any lasting advantage.
- e. Disrespecting the white line that divide pit entry or exit and track when leaving pit lane.
- f. Deliberate action to slow down on track;
- g. Deliberate action to cause a collision;
- h. Deliberate action to force a car off track;
- i. Repetition of serious mistakes or the appearance of a lack of control over the car.
- j. Using banned Hot Key "TELEPORT TO PIT" in non-approved situation.





B.1 PENALTY

- a. Stop and Go Penalty, Driver Through Penalty and Disqualifying Penalty imposed by the gaming platform during race, all drivers must respect to the decision made by the system. Mentioned penalty may impose to driver who offence following matters:
 - i. Abusing track limit;
 - ii. Overtaking under yellow flag;
 - iii. Speeding in Pit-Lane.
- b. When a penalty is applied under the EPP Sporting Code, the stewards may impose penalty points on a ETCC DRIVER LICENSE.
- c. The Stewards may impose one or more of the following penalties, simultaneously if applicable and/or in substitution or in addition to other available penalties, on any driver involved in an Incident.
 1. Fine;
 2. Warning;
 3. Time penalty; Time penalty means a penalty expressed in minutes and/or seconds. The imposed penalty time is added to the race time from provisional result of the driver concerned.;
 4. Dropping of any number of places in the final result of the race;
 5. Qualifying Session Suspension of upcoming round;
 6. Disqualification;
 7. A deduct of any number of points from driver had scored during the cup, series and championship;
 8. A Race Suspension of any number during the cup, series or championship;
 9. Exclusion from the cup, series or championship.
 10. Banning of any number of years in joining any event organized by EPP.





C.1. EXPLANATION

- a. All penalties will be decided by the Steward Group.
- b. Steward Group may turn down any case in a situation if protester not complying articles of Protest Section from the Regulation of the Championship, Series or Cup.
- c. Touching and rubbing between competing cars when fighting for position is permitted. Meaning competing cars leaning on each other but not causing competitors lost control, spin or out of track.
- d. The track boundaries are whatever is defined as legal by the automated cut-track detection of the gaming system.
- e. Alongside/Side by Side situation means, two cars positioning one on the left and one on the right, within the track limit, with the front bumper of the car behind reaching the rear axle of the car in front.
- f. All penalties in Race1 of each weekend will not affect the starting grid of Race2.

~The end of EPP Sporting Code 2023~

