



A VIRTUAL RACING CHALLENGE BY FORMULA BHARAT
in collaboration with IR eSports

Rules and Regulations

Organised by



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Disclaimer

This document must be read by all participants. For participants under the age of 18, this document must also be read by their respective parents and / or, guardians. It is the duty of participants to ensure that they properly read, understand & ensure that they are well acquainted with this document & all rules and regulations mentioned in this document. It is compulsory for all participants to adhere to all aspects mentioned in this document.

Definitions

Participant/s / Competitor/s / Racers: Individual/s who decides to participate in any aspect of the Rev-it! competition. The moment an individual either directly or indirectly fills the initial registration form, they are deemed to be a participant / competitor, irrespective of if they have filled any form themselves, or if a third person/s has filled any form on their behalf.

Organizer: IR eSports & their contracted agencies / partners, along with Formula Bharat and Curiosum Tech Private Limited

R&R: Rules & Regulations

The competition: Rev-it! - A Virtual Racing Challenge by Formula Bharat

Document Version

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Revision Log

Date	Status	Description	Initials
April 2, 2021	Released	Rev-it! 2021 Rules Book Release	F.M.
April 9, 2021	Update	A.1.4.1 Correction of organizer name. A.3.2.1 Mentioned minimum of 2 team members. A.3.3.1 Allowance for minimum 2 drivers and maximum 6 drivers per team.	C.D.
April 25, 2021	Update	A.1.2.4 Removed text 'fully'.. A.1.7.1 Competition schedule updated. D.2.4.2 ABS assist ON.	C.D.

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A ADMINISTRATIVE REGULATIONS

A.1. COMPETITION OVERVIEW

A.1.1. Competition Objective

A.1.1.1. The purpose of this virtual racing challenge is to allow participants an opportunity to engage their Formula Student team in a fun event while applying their engineering knowledge in the field of vehicle dynamics. Participants will be able to test their driving capabilities on one of the most powerful vehicles selected for this challenge.

A.1.2. Competition Procedure

A.1.2.1. The virtual racing competition is split into the following events:

- Drag
- Hill Climb
- Endurance

A.1.2.2. In addition to the online virtual racing events, an Engineering Design Q&A Judging session on the topic of vehicle dynamics will be conducted for a selected number of top teams at the Endurance - Qualifying and the Endurance race events.

A.1.2.3. All races will take place on the Assetto Corsa platform.

A.1.2.4. The vehicle selected for this competition is the Lotus 98T with an open setup. Teams will not be able to make any changes on track while driving, with exception towards brake bias and the turbo level.

A.1.2.5. Teams will be required to download at least two copies of Assetto Corsa on their device, which would either be a desktop or a laptop.

A.1.2.6. A controller / gamepad or a keyboard-mouse setup will be required to maneuver the vehicle.

A.1.2.7. Except for the Endurance races which will be held in a wheel-to-wheel race scenario, the other events such as Drag, Hill Climb and Endurance Qualifying shall be hosted with the vehicle performing solely to gain the best lap time.

A.1.2.8. Majority of the communication between the organizers of the event and its participants, including announcements shall be shared on Discord.

A.1.3. Competition Information

- A.1.3.1. The competition is hosted by Formula Bharat and its organizer, Curiosum Tech Private Limited.
- A.1.3.2. The competition is organized and monitored by IR eSports.
- A.1.3.3. All financial queries such as registration fees and payment shall be directed to Curiosum Tech: info@curiosumtech.in
- A.1.3.4. All queries with regards to the rules of the competition, practice servers, live streaming and scores shall be directed to IR eSports: revit@iresports.in
- A.1.3.5. The competition and its organizers will operate from India. In all communication, any dates and time slots mentioned will be considered as Indian Standard Time (IST) unless stated otherwise.

A.1.4. Organizing Committee

- A.1.4.1. The organizing committee for the competition includes but is not limited to:

Name	Title	Company
Cathy DSouza	Director & Formula Bharat Event Manager	Curiosum Tech
Crystal Furtado	Program Manager	Curiosum Tech
Sharlet Mariados	Partnership Developer	Curiosum Tech
Renita DSouza	Media Associate	Curiosum Tech
Ruben DSouza	Events Assist	Curiosum Tech
Rayomand Banajee	Founder	IR eSports
Saurav Bandyopadhyay	C.E.O	IR eSports
Firoz Mehta	Head of eSports Operations	IR eSports
Gaurav Mohadikar	Events and eSports Operations Manager	IR eSports
Shreevar Jhunjhunwala	Social Media and Content Strategist	IR eSports

A.1.5. Competition Awards

- A.1.5.1. The following are a list of tentative awards (however, not limited to) that will be provided by the competition:

Overall:

- Winner / 1st Place (Team) : INR 20,000
- 2nd Place (Team) : INR 15,000
- 3rd Place (Team) : INR 10,000
- 4th Place (Team) : INR 5,000

Endurance:

- Winner / 1st Place (Team)

- 2nd Place (Team)
- 3rd Place (Team)
- Best Driver (Qualifying + Endurance)

Hill Climb:

- Winner / 1st Place (Team)
- 2nd Place (Team)
- 3rd Place (Team)
- Best Driver

Drag:

- Winner / 1st Place (Team)
- 2nd Place (Team)
- 3rd Place (Team)
- Best Driver

Engineering Design Q&A:

- Winner / 1st Place (Team)
- 2nd Place (Team)
- 3rd Place (Team)

Media:

- Most Popular Livery Design

Note: Cash prizes are awarded to the Overall Top 4 Teams only.

A.1.6. Competition Registration

- A.1.6.1. The registration fees, methods of payment and relevant deadlines shall be outlined on www.formulabharat.com/rev-it

A.1.7. Competition Schedule

- A.1.7.1. The 2021 competition schedule is as follows:

Schedule Item	Timeline (Days)	Timeline (Hours)
Registration and Payment	August 10 - 31	
Selection Form	August 10 - September 3	
Practice Servers	September 6 - 15	4 PM - 11 PM IST
Driver Briefing for Drag event	September 15	7:30 PM - 8:30 PM IST
Drag Event	September 16 - 20	3:30 PM - 10:30 PM IST
Driver Briefing for Hill Climb event	September 23	7:30 PM - 8:30 PM IST
Hill Climb Event	September 24 - 29	3:30 PM - 11 PM IST
Driver Briefing for Endurance - Qualifying	October 3	7:30 PM - 8:30 PM IST

Endurance - Qualifying**	October 4 - 6	3:30 PM - 11 PM IST
Driver Briefing for Endurance (All)	October 8	7:30 PM - 8:30 PM IST
Endurance - Quarter Finals	October 9 - 21	7 PM - 10 PM IST
Endurance - Semi Finals	October 26 - 28	7 PM - 10 PM IST
Endurance - Finals**	October 30	7 PM - 10 PM IST
Engineering Design QA	October 31	TBA; Aired Live online
Awards Ceremony	November 2	TBA

*Teams choose preferred time slots for run

**Teams are required to upload a screenshot of their setup parameters via www.formulabharat.com/rev-it before beginning their events.

Any changes to the scheduled shall be communicated to the participants via Discord.

A.1.8. Vehicle Liveries

A.1.8.1. Each team has the option to design its own artwork for their vehicle and display their sponsors' logos or artwork on the same.

A.1.8.2. The following brands / logos / companies / types of branding are NOT allowed:

- Religion
- Controversial / offensive brand / idea / creative / message
- Anything considered illegal as per Indian / International Laws
- Any brands / companies / logos which are in any way related to the above list or promote the above list.

The organisers reserve the right to revise this list, at their discretion. In such a situation, artwork which may then post a conflict will be removed.

A.1.8.3. Each team is also required to display **the competition's sponsors logos** on their vehicle as well. Mandatory placement of the competition sponsor logos are as follows:

- Wing - IR eSports logo
- Side duct - Rev-it! logo
- Main hoop - OptimumG logo
- Nose - Formula Bharat logo

The following points are with reference to the mandatory competition sponsor logos mentioned above:

- The logos on the Wing, Side duct and Main Hoop must be replicated on both sides of the vehicle.
- The logos size and aspect ratio should not differ from the images shown below.
- Teams can choose their choice of logo color composition as per available in the link below.
- The logo colors cannot be modified from their original composition.

The competition's sponsors logos can be downloaded from www.formulabharat.com/rev-it.

Example of logo placement is shown in both images below.



A.1.9. Selection of Car Number

- A.1.9.1. Each team will have the opportunity to select their preference of upto two car numbers.
- A.1.9.2. Upon registration, the team may provide upto six potential car numbers of their choice.
- A.1.9.3. The car numbers will be assigned to the team based on first-come-first-serve basis post confirmation of registration fee payment.

A.1.10. Car Setup Parameters

- A.1.10.1. The following are a list of car setup parameters that can be changed before each event:

- All damper, drivetrain and suspension settings
- Camber and toe settings
- Tyre compound and tyre pressure settings
- All gear ratio settings
- Amount of fuel in the car
- Turbo% under electronics
- Front wing and rear wing aero
- Engine Limiter
- Brake Bias
- Brake Power

A.2. RULES OF CONDUCT

A.2.1. General Officials Authority

- A.2.1.1. The officials reserve the right to revise the schedule of the competition and/or interpret or modify the competition rules at any time and in any manner that is, in their sole judgment, required for safe, fair and efficient operation.
- A.2.1.2. The organizers reserve the right to introduce any means to ascertain the identity of any driver participating during the competition.
- A.2.1.3. The organizers reserve the right to individually ask any driver to prove their skills either remotely or in-person. If a driver is unable to post a lap time within 102% of their fastest lap time posted in the same conditions, the organizers reserve the right to disqualify the driver from further participating in the competition. Any driver found to be incapable of matching their lap time within a 30 minute session window could also have their past results removed from the competition.
- A.2.1.4. All team members are required to cooperate with, and follow all instructions from the officials.

A.2.2. General Driving Conduct

- A.2.2.1. Drivers are required to maintain healthy competition during the races for a safe and efficient operation.
- A.2.2.2. When drivers are in a situation where they are racing alongside on track, a minimum distance of 1 car width must be maintained between vehicles.
- A.2.2.3. If a driver finds themselves in a situation where another vehicle is directly behind them, the driver must not change direction on any single straight more than once. The driver can move back to the original line on the next corner, but when doing so, must maintain a distance of 1 car width on their outside, before the corner.
- A.2.2.4. The following list of misconducts (including but not limited to) shall be penalized within a range of two places up to disqualification, depending on the severity of the misconduct. The severity of the misconduct and the level of penalty imposed shall be determined by the organizers.
 - Intentionally bumping into another vehicle
 - Going off track with all four wheels outside the white line
 - Taking shortcuts anywhere on track
 - Intentionally blocking other vehicles, or preventing them from posting a lap time
 - Hindering another competitor from driving
 - Forcing another vehicle off track, while racing alongside
 - etc.....

A.2.3. Official Instructions

- A.2.3.1. Failure of a team member to follow an instruction or command directed specifically to that team or team

member will result in 25 penalty points being deducted from the team's overall score.

A.2.4. Unsportsmanlike Conduct

- A.2.4.1. In the event of unsportsmanlike conduct, 20% of the team's overall secured points will be deducted from the team's overall score. A second violation will result in expulsion of the team from the competition.
- A.2.4.2. Competitors must not resort to social media or other public forums to address their grievances.

A.2.5. Violations of Intent

- A.2.5.1. Violation of the intent of a rule will be considered a violation of the rule itself.
- A.2.5.2. Any parts, devices or software fragments designed with the intent to violate a rule, will be considered as a violation.

A.2.6. Questions about the Rules

- A.2.6.1. Questions about the rules may be asked to the officials at revit@iresports.in.
- A.2.6.2. The frequently asked questions (FAQ) section on the competition website must be checked before submitting a question.
- A.2.6.3. The officials will only answer questions that are not already answered in the rules or FAQs or that require new or novel interpretation.

A.2.7. Protests Process

- A.2.7.1. **Preliminary Review** - Required If a team has a question about scoring, judging, policies or any official action it must be brought to the officials' attention within the specified amount of time for an informal preliminary review before a protest can be filed. An email must be sent to revit@iresports.in.
 - In the case of Drag / Hill Climb / Endurance Qualifying - Within 24 hours of situation
 - In the case of Endurance races - Within 1 hour after the end of the race.
- A.2.7.2. **Cause for Protest** - A team may protest any rule interpretation, score or official action which they feel has caused some actual, non-trivial, harm to their team, or has had a substantive effect on their score. The team must provide a detailed account of the concern presented, including time of offence committed, where necessary.
- A.2.7.3. **Protest Format and Forfeit** - All protests must be filed in writing and presented to the officials by the team captain. Each team will receive one (1) free protest. If the protest is upheld by the competition officials, the team can save its one free protest for other situations. For additional protests, a team must post a bond of 20% of their overall score, which will be forfeited if their protest is rejected.

The decision of the officials regarding any protest will be in a written form and is final.

A.3. GENERAL REQUIREMENTS FOR TEAMS

A.3.1. Teams per University

- A.3.1.1. A university or college may have more than one team register.
- A.3.1.2. Participating teams in this competition do not need to have a previous participation history within the Formula Student series.
- A.3.1.3. Participants on one team can be students of different universities or colleges.
- A.3.1.4. The competition is open to participants from all countries.

A.3.2. Team Members

- A.3.2.1. A team can have a minimum of 2 and a maximum of 20 members registered for the competition.
- A.3.2.2. A team member may only be part of one team.
- A.3.2.3. Each team must have one team member identified as the team captain. The team captain is the main contact person for the officials during the registration process and the competition.
- A.3.2.4. Team members must be enrolled as degree seeking undergraduate or graduate students in any College or University.
- A.3.2.5. All team members must have a 'current' student status at the attended College or University, at the time of the competition.
- A.3.2.6. All team members must have valid University / College-issued photo identification.

A.3.3. Drivers

- A.3.3.1. Each team must register a minimum of 2 drivers and a maximum of 6 drivers.
- A.3.3.2. Two drivers will be assigned by their team to each event.
- A.3.3.3. Each driver can participate in one of the events.
- A.3.3.4. Drivers are required to use their registered full name throughout their participation in the competition.
- A.3.3.5. Only registered drivers must operate the vehicle at their respective scheduled times during the competition. Teams found disregarding this rule shall be subject to A.2.1.3 and will be disqualified from the competition.
- A.3.3.6. All drivers must operate the vehicle themselves; unaided and without help from anyone else.

- A.3.3.7. In the case that a registered driver is unable to participate further in the competition, the team must immediately send an email to revit@iresports.in with the concern and appointment of a new driver on the team as a replacement.

A.3.4. Participation Certificates

- A.3.4.1. All team members will receive electronic participation certificates after the end of the competition.
- A.3.4.2. Each team will be required to submit a Team Member Information (TMI) document to the organizers to avail the certificates. The organizers shall make the template available during the competition.

A.4. GENERAL RULES

A.4.1. Forfeit for Non-Appearance

- A.4.1.1. It is the responsibility of each team to be in the right place at the right time.
- A.4.1.2. If a team is not present and ready to compete at the scheduled time, they forfeit attempt at that event.

A.4.2. Team Briefings

- A.4.2.1. All team captains and drivers must attend the required briefings as scheduled by the organizer.

D DYNAMIC EVENT REGULATIONS

D.1. DRIVING RULES

D.1.1. Driving under Power

- D.1.1.1. Vehicles must not be driven in reverse.
- D.1.1.2. Drivers are required to follow A.2.2 General Driving Conduct.

D.1.2. Practice Runs

- D.1.2.1. Drivers will have an opportunity to practice on all three events during the stipulated time frame as mentioned in the competition schedule.

D.2. SERVER RULES

D.2.1. Server Requirements

- D.2.1.1. Teams will be required to download and install Content Manager and Custom Shaders Patch (and related files), in order to connect to the organizers servers. Teams may refer to the [Assetto Corsa Tutorial document \(Point 6\)](#).

D.2.2. Server Rules

- D.2.2.1. If lap times remain unrecorded due to unforeseen reasons or technical issues at the organizer's end, the organizer reserves the right to re-run any particular session. The new server details with a reduced time will be emailed to the affected participants.
- D.2.2.2. Drivers who join the wrong server will be removed. If this is repeated, the driver will be disqualified from the competition and will not be allowed to participate further.
- D.2.2.3. If a driver drops out in the middle of their Endurance - Qualifying session due to a failed connection, the driver can rejoin the same session on the same server. No extra time will be provided. If the participant cannot rejoin, the fastest time attained in the Qualifying server before being disconnected, will be considered their Qualifying time.
- D.2.2.4. If a driver tries to join a session on another server in an attempt to qualify again, after he / she has completed their run, the driver will be disqualified from the competition and will not be allowed to participate further.

D.2.3. Server Settings for Practice Sessions, Drag, Hill Climb, Endurance Qualifying and Endurance Quarter-Finals.

D.2.3.1. Vehicle Settings

Fuel Rate*	100%
Damage Rate	100%
Tyre Wear	100%
Setup	Open

D.2.3.2. Driver Assists

ABS	ON
Traction Control	OFF
Stability Control	OFF
Tyre Blankets	Allowed
Auto Blip	Allowed

Auto Clutch	Allowed
Auto Shift	Allowed
Ideal Line	Allowed

D.2.3.3. Track Condition

Dynamic Track	ON
Start Value	60%
Randomness	5%
Transferred Grip	80%
Laps to improve Grip	2 laps
Ambient Temperature	32°C +/- 1°C
Road Temperature	40°C +/- 5°C
Wind Direction	North East
Wind Speed	25 km/h
Wind Variation	25°

D.2.4. Server Settings for Endurance Semi-Finals and Finals

D.2.4.1. Vehicle Settings

Fuel Rate*	100%
Damage Rate	100%
Tyre Wear	100%
Setup	Open

D.2.4.2. Driver Assists

ABS	ON
Traction Control	OFF
Stability Control	OFF
Tyre Blankets	Allowed
Auto Blip	Allowed
Auto Clutch	Allowed
Auto Shift	Allowed
Ideal Line	Allowed

D.2.4.3. Track Condition

Dynamic Track	Variable
Start Value	Variable
Randomness	Variable

Transferred Grip	Variable
Laps to improve Grip	Variable
Ambient Temperature	Variable
Road Temperature	Variable
Wind Direction	Variable
Wind Speed	Variable
Wind Variation	Variable

D.2.5. Technical issues

- D.2.5.1. This section covers the resolution process for numerous aspects which could go wrong as a result of temporary or permanent loss of speed, position, results, network etc. for one or multiple participants.
- D.2.5.2. **Drag Event:** In case of a technical issue at the organizer's end, which forces the session to end or lead to other major problems in the session:

Occurrence during entire session	Solution
Within first 5 mins	Re-run. Lap times from the earlier part of the session will not be counted.
> 5 mins to < 15 mins	Fresh session of 25 mins will be conducted. Lap times from the earlier part of the session will not be counted.
> 15 mins to < 25 mins	Session split in 2 parts. <ul style="list-style-type: none"> If lap times from the earlier session are available, then these times will be considered and an additional session of 15 mins will be conducted. The fastest time out of any of the 2 sessions will be considered for each driver. If lap times from the earlier session are not available, then a fresh session of 25 mins will be given and only the fastest lap time from the fresh session will be considered.
> 25 mins	Session will be considered to have ended, with no additional time provided.

- D.2.5.3. **Hill Climb and Endurance Qualifying Events:** In case of a technical issue at the organizer's end, which forces the session to end or lead to other major problems in the session:

Occurrence during entire session	Solution
Within first 10 mins	Fresh session of 55 mins will be conducted. Lap times from the earlier part of the session will not be counted.
> 10 mins to < 50 mins	Session split in 2 parts. The second session's length will be calculated as the difference between the first session's length and the total of 60 mins {i.e. 60 mins - Session 1 length} <ul style="list-style-type: none"> If lap times from the earlier session are available, then the fastest time out of any of the 2 sessions will be considered for each driver. If lap times from the earlier session are not available, then a fresh session of {60 mins - Session 1 length + 10 mins} will be given. The minimum time for

	such a fresh session will be 30 mins. Only the fastest lap time from the fresh session will be considered.
> 50 mins	Session will be considered to have ended, with no additional time provided.

D.2.5.4. In case of a technical issue at the participant's end:

- D.2.5.4.1. A driver who joins the session late for any reason, will not be granted additional time.
- D.2.5.4.2. If a driver faces a technical failure such as power, internet or anything else in the middle of their session, they are free to rejoin the server. However in this case, the earlier secured lap times will count and the fastest lap time during the session will be considered.
- D.2.5.4.3. All sessions will start approximately 5 mins before the original slot time. This will allow drivers to join in early and be prepared. Any lap times secured within or in the course of the early start will be considered.
- D.2.5.4.4. If two or more lap times have been set, no new session will be provided. The driver is free to rejoin the existing session, as long as there is time remaining within that session.
- D.2.5.4.5. If a driver incurs a technical issue before joining the session or during their session, they must inform the organizers via email revit@iresports.in or Discord, before or within the first 10 mins of their session.
- D.2.5.4.6. Any driver who does not join the session at all, will not be given an opportunity later, as they have completely missed the qualifying slot.
- D.2.5.4.7. The organizer's decision on all matters in this respect will be final.

D.3. DRAG EVENT

D.3.1. Drag Layout

D.3.1.1. The drag course is a straight line with a length of approximately 2 kms from starting line to finish line.

D.3.2. Drag Procedure

- D.3.2.1. Teams will be required to select their run time slot via the scheduling tool provided by the organizers.
- D.3.2.2. Each team will have 30 minutes scheduled on a server with unlimited trial runs. The two selected drivers on the team will participate within the same scheduled session.
- D.3.2.3. Each driver's best lap time during the entire slot will be used towards that driver's scores. Refer to the scoring table in D.3.3.

D.3.2.4. The final score of the team will be the sum of both drivers' scores.

D.3.3. Drag Scoring

D.3.3.1. The following is the scoring table for the Drag event with rank as per lap time versus points allotted - Rank 1 indicating highest lap time amongst all drivers in the Drag event.

Drag Scoring Table							
Rank vs. Points Allotted							
1	1000	26	750	51	500	76	250
2	990	27	740	52	490	77	240
3	980	28	730	53	480	78	230
4	970	29	720	54	470	79	220
5	960	30	710	55	460	80	210
6	950	31	700	56	450	81	200
7	940	32	690	57	440	82	190
8	930	33	680	58	430	83	180
9	920	34	670	59	420	84	170
10	910	35	660	60	410	85	160
11	900	36	650	61	400	86	150
12	890	37	640	62	390	87	140
13	880	38	630	63	380	88	130
14	870	39	620	64	370	89	120
15	860	40	610	65	360	90	110
16	850	41	600	66	350	91	100
17	840	42	590	67	340	92	90
18	830	43	580	68	330	93	80
19	820	44	570	69	320	94	70
20	810	45	560	70	310	95	60
21	800	46	550	71	300	96	50
22	790	47	540	72	290	97	40
23	780	48	530	73	280	98	30
24	770	49	520	74	270	99	20
25	760	50	510	75	260	100	10

D.4. HILL CLIMB EVENT

D.4.1. Hill Climb Layout

- D.4.1.1. The hill climb course will be Topanga Canyon (Hill Climb layout).

D.4.2. Hill Climb Procedure

- D.4.2.1. Teams will be required to select their run time slot via the scheduling tool provided by the organizers.
- D.4.2.2. Each team will have 60 minutes (1 hour) scheduled on a server with unlimited trial runs. The two selected drivers on the team will participate within the same scheduled session.
- D.4.2.3. Each driver's best lap time during the entire slot will be used towards that driver's scores. Refer to the scoring table in D.4.3.
- D.4.2.4. If a driver drops out of the session in the middle of their run, they can restart the climb from the start line.
- D.4.2.5. The final score of the team will be the sum of both drivers' scores.

D.4.3. Hill Climb Scoring

- D.4.3.1. The following is the scoring table for the Hill Climb event with rank as per lap time versus points allotted - Rank 1 indicating highest lap time amongst all drivers in the Hill Climb event.

Hill Climb Scoring Table
Rank vs. Points Allotted

1	1000	26	750	51	500	76	250
2	990	27	740	52	490	77	240
3	980	28	730	53	480	78	230
4	970	29	720	54	470	79	220
5	960	30	710	55	460	80	210
6	950	31	700	56	450	81	200
7	940	32	690	57	440	82	190
8	930	33	680	58	430	83	180
9	920	34	670	59	420	84	170
10	910	35	660	60	410	85	160
11	900	36	650	61	400	86	150
12	890	37	640	62	390	87	140
13	880	38	630	63	380	88	130
14	870	39	620	64	370	89	120

15	860	40	610	65	360	90	110
16	850	41	600	66	350	91	100
17	840	42	590	67	340	92	90
18	830	43	580	68	330	93	80
19	820	44	570	69	320	94	70
20	810	45	560	70	310	95	60
21	800	46	550	71	300	96	50
22	790	47	540	72	290	97	40
23	780	48	530	73	280	98	30
24	770	49	520	74	270	99	20
25	760	50	510	75	260	100	10

D.5. ENDURANCE

D.5.1. Endurance Track Layout

D.5.1.1. The endurance track will be Autodromo Nazionale di Monza.

D.5.2. Endurance Event Procedure

D.5.2.1. There are three races within the Endurance event: Quarter-Finals, Semi-Finals and Finals. The races involve wheel-to-wheel racing.

D.5.2.2. A qualifying session will determine the starting grid for the Quarter-Finals.

D.5.3. Weather

D.5.3.1. The weather for the Semi-Finals and Finals races will be randomized on each server. Drivers will receive a 1 hour practice session prior to each race with the chosen weather pattern.

D.5.4. Qualifying

D.5.4.1. The Endurance event consists of a Qualifying session which will be used to determine the starting grid for the Quarter-Finals based on the individual lap times of each driver against the highest lap times within the entire group.

D.5.4.2. Each session will consist of six drivers - two from each team. Since the Qualifying session only uses lap times to determine the drivers' placement in the Endurance races grid, wheel-to-wheel racing is not involved.

- D.5.4.3. Teams will be required to select their run time slot via the scheduling tool provided by the organizers.
- D.5.4.4. Each qualifying session will consist of 60 minutes (1 hour) scheduled on a server with unlimited trial runs. The run with the best lap time during the entire slot will be used towards each driver's position on the starting grid in the Quarter-Finals.
- D.5.4.5. If a driver drops out of the session in the middle of their run, they can restart the climb where they dropped off.
- D.5.4.6. Except for the Qualifying session in Endurance which involves one vehicle on the track at a time, the remaining events - Quarter-Finals, Semi-Finals and Finals - will involve wheel-to-wheel racing.

D.5.5. Quarter-Finals

- D.5.5.1. The starting grid of the Quarter-Finals will be determined by the Qualifying session in the following manner. The total number of grids will be based on the total number of teams participating in the competition. For example, a total of 50 participating teams will consist of 10 grids. Based on the fastest lap time of each driver in the Qualifying, the fastest driver will be assigned to a position in Grid 1, the second fastest in Grid 2 and so on. Once the initial spot in each grid has been filled, the second slot on Grid 1 is assigned to the next driver in order of lap time and so on. This will continue until all grid slots have been filled.
- D.5.5.2. Five drivers with the fastest lap times within each grid will be selected to participate in the Semi-Finals.
- D.5.5.3. The total number of grids will be determined by the organizers.

D.5.6. Semi-Finals

- D.5.6.1. The placement of drivers within grids in the Semi-Finals will follow in the same manner as D.5.5.1.
- D.5.6.2. Two drivers with the fastest lap times within each grid will be selected to participate in the Finals.
- D.5.6.3. The total number of grids will be determined by the organizers.
- D.5.6.4. The weather in the Semi-Finals will be a random event. Please refer to D.5.3.

D.5.7. Finals

- D.5.7.1. The placement of drivers within the single grid in the Finals will follow in the same manner as D.5.5.1.
- D.5.7.2. The weather in the Finals will be a random event. Please refer to D.5.3.

D.5.8. Endurance Scoring

- D.5.8.1. The following is the scoring table for the Endurance Qualifying with rank as per lap time versus points allotted - Rank 1 indicating highest lap time amongst all drivers in the Endurance Qualifying.

Endurance Qualifying Scoring Table

Rank vs. Points Allotted

1	400	26	300	51	200	76	100
2	396	27	296	52	196	77	96
3	392	28	292	53	192	78	92
4	388	29	288	54	188	79	88
5	384	30	284	55	184	80	84
6	380	31	280	56	180	81	80
7	376	32	276	57	176	82	76
8	372	33	272	58	172	83	72
9	368	34	268	59	168	84	68
10	364	35	264	60	164	85	64
11	360	36	260	61	160	86	60
12	356	37	256	62	156	87	56
13	352	38	252	63	152	88	52
14	348	39	248	64	148	89	48
15	344	40	244	65	144	90	44
16	340	41	240	66	140	91	40
17	336	42	236	67	136	92	36
18	332	43	232	68	132	93	32
19	328	44	228	69	128	94	28
20	324	45	224	70	124	95	24
21	320	46	220	71	120	96	20
22	316	47	216	72	116	97	16
23	312	48	212	73	112	98	12
24	308	49	208	74	108	99	8
25	304	50	204	75	104	100	4

D.5.8.2. The following is the scoring table for the Endurance races with rank as per finishing position versus points allotted - P1 indicating highest finishing position amongst all drivers in the Endurance event.

Endurance Races

Driver Rank vs. Points Allotted

Quarters (x10)		Semis (x5)		Finals (x1)	
P1	300	P1	200	P1	100
P2	280	P2	190	P2	95
P3	260	P3	180	P3	90
P4	240	P4	170	P4	85

P5	220	P5	160	P5	80
P6	200	P6	150	P6	75
P7	190	P7	145	P7	70
P8	180	P8	130	P8	65
P9	170	P9	135	P9	60
P10	160	P10	130	P10	55

D.6. DEAD HEAT

D.6.1. Definition

- D.6.1.1. A situation where two or more drivers post the exact same lap time during a session(Drag, Hill Climb or Endurance Qualifying), hence finishing with the exact same points, resulting in a tie.
- D.6.1.2. A situation where two or more teams secure the exact same points at the end of the Drag or the Hill Climb events, hence resulting in a tie.
- D.6.1.3. A situation where two or more teams secure the exact same points at the end of the Endurance Races, hence resulting in a tie.

D.6.2. Resolution Process

- D.6.2.1. **In the case of a Dead Heat within the Drag or Hill Climb or Endurance Qualifying events**, the higher rank will be awarded based on the finish time of the lap within the driver's respective session. For example, if the total points secured by Driver A (1st place) and Driver B (4th place) of Team P is equal to the total points secured by Driver C (2nd place) and Driver D (5th place) of Team Q, the higher rank will be awarded to Team P.
- D.6.2.2. Following D.6.2.1., in the eventuality that for any reason, the organizers are unable to determine the point at which the lap time was set within the drivers' respective sessions, or if the dead heat remains unresolved for other reasons, the organizers will conduct a separate ten (10) minute session at their discretion for the drivers who are in the resolution process (i.e. tied in dead heat), during which the driver with the fastest lap time will be settled with a highest rank within those tied, and so on. If during this session, there is yet another tie, D.6.2.1 shall be followed.
- D.6.2.3. Following D.6.1.2, the higher rank will be given to the team who's driver has clocked in the fastest lap time in either event.
- D.6.2.4. **In the case of a Dead Heat in the Endurance races**, if two or more teams are tied on points, then the higher rank will be given to the team on the basis of the most number of race wins. If a tie still exists, it will be decided in favor of the team with the most number of 2nd finishing places and so on. If the tie still remains, then the tie will be resolved in favour of the competitor/s who had the better result in the last race.

D.7. DYNAMIC PENALTIES

D.7.1. Possible types of penalties imposed

- D.7.1.1. Any driver or team who is in violation of any rule or has been involved in misconduct will be penalized by the officials. The following types of penalties may be issued and these are at the complete discretion of the organizers:
- Disqualification from a session of the event.
 - Disqualification from the entire competition
 - Time penalty in seconds
 - Place / rank penalty
 - Financial penalty
 - Grid position penalty
 - Removal from a session of the event.
 - A combination of the above listed points
 - Any other penalty as deemed fit.
- D.7.1.2. Any driver or team found to be intentionally cheating or attempting to cheat or attempting to deceive the system or attempting to gain an unfair advantage, etc. will be penalized as per D.7.1.1., irrespective of whether a gain or advantage was secured or not.
- D.7.1.3. The officials reserve the right to penalize any competitor as per D.7.1.1., if the competitor gains an unfair advantage, irrespective of whether the advantage was secured intentionally or unintentionally. The organizers are the sole decision maker in this regard.

D.8. RESULTS

D.8.1. Announcement of results

- D.8.1.1. The results for each race will be posted on Discord under the 'Race Results' section, and the results will be reposted on the Formula Bharat website.

D.8.2. Protests

- D.8.2.1. Refer to A.2.7 for process.

E ENGINEERING DESIGN

E.1. ENGINEERING DESIGN Q&A

E.1.1. Format

- E.1.1.1. Top teams in the Endurance - Qualifying round and in the Endurance - Finals shall be selected to participate in the Engineering Design Q&A Session. The total number of teams selected will be based on the organizers' discretion. The selected teams shall be informed via email.
- E.1.1.2. This judging session will be led by Claude Rouelle of OptimumG.
- E.1.1.3. The points received in the Engineering Design Q&A Session will not count to the overall scores of the team in the competition.
- E.1.1.4. The Engineering Design Q&A session will focus on the team's vehicle's engineering setup in the area of vehicle dynamics. Teams will be questioned on the values chosen for their vehicle setup and their reasoning for the same.
- E.1.1.5. The Engineering Design Q&A session will be aired live on the Formula Bharat YouTube Channel.

E.1.2. Requirements

- E.1.2.1. Prior to the start of the Endurance - Qualifying session and the Endurance - Finals session, teams must upload a screenshot of both vehicles' 'Car Setup' via the upload link on www.formulabharat.com/rev-it. Screenshot must be in .jpg or .png format, and must be of size 1 MB or less.

An example of a 'Car Setup' screenshot:
- E.1.2.2. Teams are required to name the file in the following manner:
 - For Endurance-Qualifying: "Car#_TeamName_EnduranceQualifying"
 - For Endurance-Finals: "Car#_TeamName_EnduranceFinals"
- E.1.2.3. If a team selected for the Engineering Design Q&A would prefer to refrain from participating in this event, the team must send an email to formulabharat@gmail.com at least 2 hours prior to the live session.
- E.1.2.4. An example of a 'Car Setup' screenshot:

RULES & REGULATIONS DOCUMENT

Rev-it!
A VIRTUAL RACING CHALLENGE BY FORMULA BHARAT
in collaboration with IR eSports

