DRL Community Fall Season

1. Time Zone Clarification

All dates and times mentioned in this document and throughout the DRL Community Fall Season should be interpreted in Coordinated Universal Time (UTC).

When a specific time is provided, it refers to that exact time in UTC. For example, a deadline of 12:00 PM on November 30th, 2024, means 12:00 PM UTC on November 30th, 2024.

When only a date is provided, it refers to the entire day in UTC. For example, if an event is scheduled for December 7th, 2024, it means the event will take place during the 24-hour period of December 7th, 2024, starting at 00:00 UTC and ending at 24:00 UTC.

2. Eligibility and Registration

2.1. Who can participate?

Anyone with a copy of the Drone Racing League Simulator can participate in the Community Fall Season! Whether you're a seasoned pilot or just starting your drone racing journey, you're welcome to join the competition.

However, to be eligible for prizes and compete in the Grand Finals tournament, you'll need to meet these additional requirements:

- Sign up on the Matcherino page for the Fall Season. This is how we'll manage the prize pool and distribute winnings.
- Participate in the qualifier, and be ranked in the top 24 pilots on the community season leaderboard at the end of the qualification period (-December 1st)
- Pilots will be **required** to join the Discord server https://discord.gg/wtuRmwpEJg. It will be our primary communication platform for updates and discussions about the tournament and is mandatory for participation in the Grand Finals.

By meeting these requirements, you'll be officially entered into the competition and eligible for prizes and a spot in the Grand Finals tournament!

2.2 How to register?

To participate in the DRL Community Fall Season and be eligible to compete in the Grand Finals, you must register through our Matcherino Page

During registration, you will be asked to provide the following information:

- **In-game DRL Name**: This is the name you use within the Drone Racing League Simulator. Please ensure this name remains consistent throughout the season, as changing it may affect your leaderboard standing and prize eligibility.
- **Discord Username**: We'll use this to contact you with important updates and announcements. To find your Discord username, click on your user profile within Discord, hover over your username, and select "Copy Username."

Please complete your registration by **December 1st, 2024, at 00:00 UTC**. This allows us to finalize the participants and prepare for the Grand Finals, which begins on Sunday, **December 8th, 2024**.

3. Qualification and Seeding

The DRL Community Fall Season Grand Finals features a qualification phase where pilots compete for a spot in the final tournament. This section outlines the process of qualification and seeding.

3.1. Qualification Phase

The qualification phase for the Fall Season began on **September 16th, 2024**, and will last until **December 1st, 2024, at 00:00 UTC**. During this period, pilots can earn points by flying the tracks from the 2024 Fall Community Season.

3.1.1. Track Series

A total of 24 tracks will be released throughout the qualification phase, divided into the following series:

Series	Difficulty	Tracks	Release Period	Description
🔵 **Blue**	Beginner (30-40 seconds)	5	15. - 20. Sep	Basic elements, chicane + slalom, gentle turns, lots of space between gates.
🟢 **Green**	Easier Intermediate (40-50 seconds)	5	24. Sep - 3. Oct	Easy elements, split S/Immelmann, sweeper/blaster tunnels.
🟡 **Yellow**	Intermediate (50-60 seconds)	5	6. - 15. Oct	Intermediate elements, inversions/gravity elements, dive gates, hairpin turns.
🟠 **Orange**	Easier Advanced (60-70 seconds)	5	17. - 27. Oct	Intro to technical elements, ladders, corkscrews, hurdles.
🔴 **Red**	Advanced (70-80 seconds)	4	29. Oct - 5. Nov	All elements, technical, precision, gravity. Complex combinations of elements, known as "Identities"

The tracks can be found within the featured tracks section of the DRL sim (Fly -> Solo Race -> Featured Tracks). They all start with "[FALL24-". You can also find a list of the already released tracks here:
https://drl-leaderboards.com/tracks-community

3.1.2. Earning Points

Pilots earn points based on their position on each track's leaderboard. The point system is explained in detail on the DRL Leaderboards FAQ page:

https://drl-leaderboards.com/faq?card=pointSystem

In summary, the number of points awarded decreases as the pilot's position on the leaderboard goes down. Bonus points are awarded for reaching certain top positions.
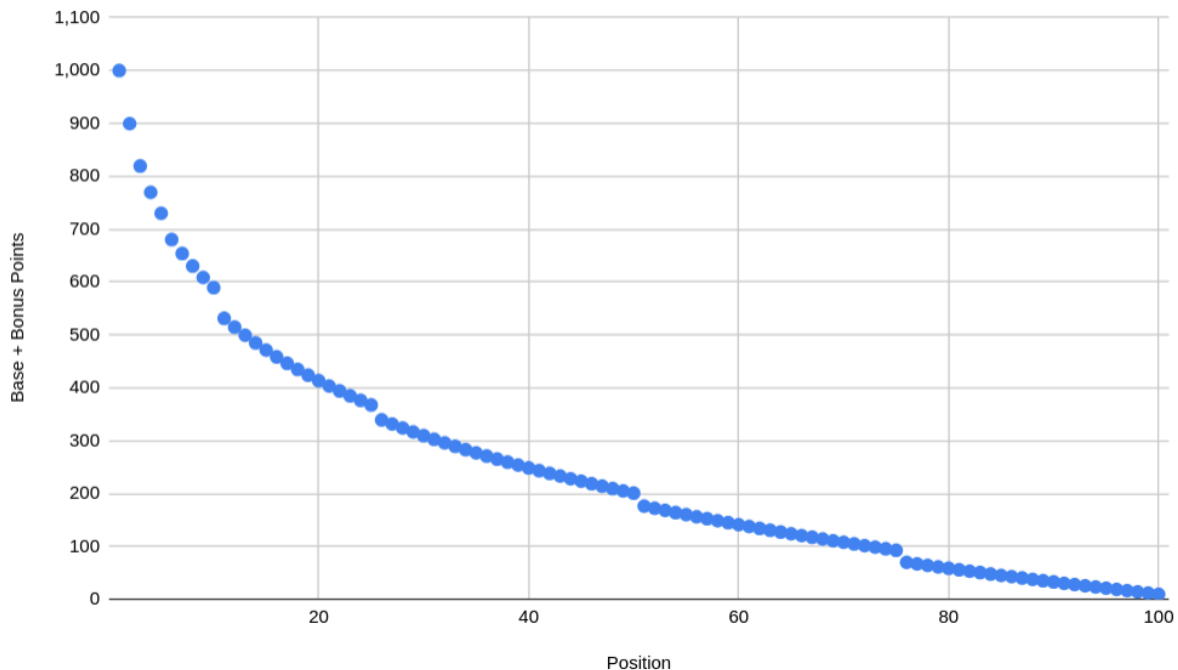
3.2. Leaderboard and Qualification

The leaderboard tracks pilots' progress and determines qualification for the Grand Finals. The leaderboard can be found here: https://drl-leaderboards.com/community-rankings

- The top 24 pilots on the leaderboard are marked green and qualify for the Grand Finals.
- The next 5 pilots are marked yellow and serve as backup pilots in case a qualified pilot misses the check in or otherwise cannot participate.
- The remaining pilots are marked red and do not qualify for the Grand Finals.
- The final list of participants & backups for the Grand Finals will be released on Wednesday December 4th.
- Pilots who have qualified should make sure that they are registered on the matcherino website and have joined the discord server before the final list of participants is released, otherwise we will assume you're not available for the tournament, and your position will be forfeit.

3.3. Matcherino Registration

In addition to appearing on the leaderboard, pilots must also register on the Matcherino page to be eligible for the Grand Finals: https://matcherino.com/t/drl-community-fall-season-2024
Registration on Matcherino closes on **December 4th, 2024, at 00:00 UTC**. The official list of participants and backups will be announced later that day..

3.4. Seeding for the Grand Finals

The top 24 pilots on the leaderboard at the end of the qualification phase will be seeded into the Grand Finals bracket using a modified **serpentine system** with an element of randomness for fairness and excitement.

Steps for Seeding:

1. **Top 4 Pilots:**
   The top-ranked pilots are placed into separate groups in order (1 in Group 1, 2 in Group 2, 3 in Group 3, and 4 in Group 4).
2. **Randomized Placement for Remaining Pilots:**
   The remaining pilots (ranked 5th to 24th) will be placed into the groups according to these rules:
   - Pilots are divided into tiers based on their leaderboard rankings.
     - **Tier 1:** Ranks 5-8.
     - **Tier 2:** Ranks 9-12.
     - **Tier 3:** Ranks 13-16.
     - **Tier 4:** Ranks 17-20.
     - **Tier 5:** Ranks 21-24.
   - Within each tier, pilots are randomly drawn into their groups while maintaining balance:
   - The serpentine system's snaking back-and-forth is still applied for general structure but adjusted with randomness.

Example Seeding Bracket:

The initial placements would look something like this, with randomness applied to tiers after placing the top 4 pilots:

Group 1	Group 2	Group 3	Group 4
1	2	3	4
Tier 1 (5-8)			
Tier 2 (9-12)			
Tier 3 (13-16)			
Tier 4 (17-20)			
Tier 5 (21-24)			

3.5. Final Seeding (2024-12-05)

Group 1	Group 2	Group 3	Group 4

gysi OG	WestFPV	Green OG	THE_B0B!!
Mr.Persister	Killian	AnnihilationRobo	TrippFPV
H5R	Corrupted	TWICEFPV	Goddess_Randi
itsLeeTV	HaloWalker	DefensiveDuck	squid-FPV
2018 Toyota Tacoma	Trozii	TurtleCheif	Doctor_Rumack
Giddy Gimbals	miller	Tydronious	Ainol13

4. Grand Finals Format and Rules

4.1 Tournament Structure

The DRL Community Fall Season Grand Finals will follow a **single-elimination format**, similar to the standard [DRL tournament structure](). The top 24 pilots from the qualification stage will be seeded into a bracket.

The tournament consists of three rounds:

- **Quarter-finals:** 24 pilots compete in 4 groups of 6. The top 3 pilots from each group advance.
- **Semi-finals:** 12 pilots compete in 2 groups of 6. The top 3 pilots from each group advance.
- **Grand Finals:** 6 pilots compete for the championship.

4.1.1 Key Differences for the Grand Finals

- Tracks for the Quarter-finals and Semi-finals will be randomly selected and announced 10 minutes before each round.
- The final, unreleased track of the season (#25) will be used for the Grand Finals.
- Pilots must finish or dnf within 30 seconds of the first pilot finishing in a heat or risk being disqualified from the tournament.

4.1.2 Additional Notes

- Each round (quarters, semis, finals) will be held on a different track.
- There will be a 10-minute break before Quarter and Semifinals for pilots to warm up on the next track.
- Pilots who qualify for the Grand Finals must join a dedicated Discord server and be present in a voice channel for announcements and communication.
- The tournament will be streamed live on Twitch, and the total duration is expected to be 2-3 hours.

4.2 Final Standings

- **1st place:** Winner of the Golden Heat.
- **Other placements:** Ranked by performance in the Golden Heat. For the Pilots who did not qualify for the Golden Heat the final standings are determined based on their best finishing placements (DNFs excluded) in the Finals for the remaining Pilots. In the rare case of an exact tie (down to the millisecond), additional races may be held.
- Pilots on the podium will be required to enter a voice chat with the stream hosts for a short interview.

4.3. Track Information and Preparation

4.3.1 Track selection

To ensure a fair and exciting competition, the tracks for the quarter-finals and semi-finals of the Grand Finals will be randomly selected from the following pool of tracks:

Track pool - Quarter Finals

1. [FALL-07] TANKS FOR FLYING
2. [FALL-10] CONTAINER CRUSIN'
3. [FALL-11] ARMORY APEX
4. [FALL-13] FIRST BLOOD

Track pool - Semi Finals

1. [FALL-15] HARVEST-IGATION
2. [FALL-17] RENAISSANCE
3. [FALL-18] CONTAINER SALAD
4. [FALL-19] DIZZY LIGHT DELIGHT
5. [FALL-21] DRACULA DIVE
6. [FALL-22] DIRT DASH
7. [FALL-24] THE WAFFLE IRON

The tracks will be randomly selected **live** during the Grand Finals stream on Twitch 10 minutes before the groups begin. We will be using the website https://spinthewheel.io/ to ensure transparency and prevent any bias in the selection process.

Tracks which appear on the same map as the Quarter Finals track will be excluded from the selection for the Semi Finals.

4.3.2 Track Release and Warm-up

To ensure a balance between preparation and the challenge of fresh tracks, the following procedures will be implemented:

- **Finals Track:** The final track will be released one hour before the start of the Grand Finals. This allows participants time to familiarize themselves with the track and develop their racing strategies.
- **Warm-up:** Before racing commences there will be a 10-minute warm-up period for Quarter and Semi-Final rounds. During this time, pilots can practice on the upcoming track and adjust their settings as needed.
- **Additional Practice:** It's important to note that once a group has finished their races, the winners may practice the tracks for the upcoming rounds. This adds a strategic element to the competition, as pilots need to balance their practice time between the current and upcoming tracks.

4.4 Tournament Timeline (2024-12-08)

Time	Description
19:30 UTC Saturday Dec. 7th (14:30 EST, 20:30)	**Check-in for Qualified Pilots**: You must check in on the Discord server between 24 hours before the event and 19:30 UTC on the event day. If you do not check in by the deadline, a backup pilot will take your spot to ensure fair preparation time for the final track.
19:30 UTC Sunday Dec. 8th (14:30 EST, 20:30)	**Check-in deadline.** To check in, please respond to the poll in the information channel.
20:00 UTC (15:00 EST, 21:00 CET)	**Release of the Finals Track (#25)**: Track #25 will be published 1 hour before the start of the event. Use this time wisely to familiarize yourself with the track.
20:45 UTC (15:45 EST, 21:45 CET)	**Mandatory Voice Channel Check-In**: Be sure to join the designated Discord voice channel by 20:45 UTC. This ensures that you are present, ready, and available for any last-minute instructions. If you are not in the voice channel by this time, you may forfeit your spot to a backup pilot.
20:45 UTC (15:45 EST, 21:45 CET)	- Pre stream begins - Quarter-Finals Track Announcement - Semi-Finals Track Announcement - You will have 10 minutes to prepare for the quarter-finals track before Group 1 starts.
21:00 UTC (16:00 EST, 22:00 CET)	**Start of Grand Finals on Twitch**: The live stream kicks off. - Commentators will welcome viewers and introduce themselves. - They will also review the tournament format
21:05 UTC (16:05 EST, 22:05 CET)	**Quarter-Finals** Begins **Group 1** starts

21:20 UTC (16:20 EST, 22:20 CET)	**Group 2** starts immediately after Group 1 finishes.
21:35 UTC (16:35 EST, 22:35 CET)	**Group 3** starts immediately after Group 2 finishes.
21:50 UTC (16:50 EST, 22:50 CET)	**Group 4** starts immediately after Group 3 finishes.
22:05 UTC (17:05 EST, 23:05 CET)	● You will have 10 minutes to prepare for the semi-finals track before Group 1 starts.
22:15 UTC **(17:15 EST, 23:15 CET)**	● **Semi-Finals** Begins ● **Group 1** starts
22:30 UTC (17:30 EST, 23:30 CET)	**Group 2** starts immediately after Group 1 finishes.
22:45 UTC **(17:45 EST, 23:45 CET)**	**Finals Begin**
23:10 UTC **(18:10 EST, 24:10 CET)**	Grand Finals Winners Determined
23:20 UTC **(18:20 EST, 24:20 CET)**	● End of Live Stream ● Prize money will be distributed through Matcherino.

4.5. Disconnections and technical issues

We recognize that technical issues can arise unexpectedly, and we are committed to ensuring fair and effective handling of such incidents during the tournament. The following protocol outlines how technical issues will be addressed:

1. **Reporting Technical Issues**:
   ○ If a significant technical issue occurs during a race (e.g., connectivity or software failure), participants should immediately report it by pinging **@Blinkin** in the text channel.
   ○ Blinkin, who will be present in voice chat, will assess the issue and determine the appropriate action. His decisions will be final.
2. **Race Interruption and Restart Policy**:
   ○ Major technical issues that impact a participant's ability to compete fairly may result in a race restart or temporary pause at the discretion of Blinkin.
   ○ Only one restart per race will be allowed in the event of technical issues. All decisions will prioritize fair competition and the timely progression of the event.
3. **Preparation and Continuity**:

- Participants are encouraged to conduct pre-event equipment checks and prepare any necessary backup hardware or network resources.
- Please note that minor issues or delays not significantly impacting gameplay may not be grounds for race interruption.

By following these guidelines, we aim to balance fairness with efficient event flow, ensuring a smooth and enjoyable experience for all participants.

4.6. Prizes and Payouts

The prize pool for the DRL Community Fall Season 2024 Grand Finals is distributed as follows:

- 1st Place: 40% of the total prize pool
- 2nd Place: 25%
- 3rd Place: 15%
- 4th Place: 10%
- 5th Place: 5%
- 6th Place: 5%

Note: The actual dollar amounts corresponding to these percentages will depend on the total prize pool at the time of distribution. For the most current prize pool information, please refer to the official DRL Community Fall Season 2024 Matcherino page: https://matcherino.com/t/drl-community-fall-season-2024/

4.6.1. Payout Process

To receive your payout:

1. Log in to your Matcherino account and navigate to your profile.
2. View your wallet to check your balance and available cash-out options.
3. Enter an amount of $5 or more and select PayPal or Bank Transfer to initiate cash-out.
4. Follow the prompts to complete the transaction.

For more details, refer to Matcherino's guide: Cashing Out of the Platform

4.6.2. Fees and Considerations

Fees: Matcherino charges a 4% fee on cash withdrawals. PayPal may also apply its own transaction fees. Additionally, standard credit card or other third-party processing fees may apply, as detailed in Section 5.2.2.1 of Matcherino's Terms of Service.

Tax Compliance: For U.S. residents, if your total winnings exceed $600 in any calendar year, Matcherino may send you an IRS Form W-9 and 1099-MISC, or a similar form, as required by law. Matcherino also reserves the right to withhold from your winnings as mandated by applicable tax laws.

By participating in this tournament, you agree to adhere to Matcherino's [Terms of Service](#) and comply with any applicable tax regulations.

4.7. Communication and Support

4.7.1 Official communication channels

- We will be using discord to prepare for and manage the tournament, the server is https://discord.gg/wtuRmwpEJg
- You will receive a role on this server when the qualification period has ended which will grant access to the "tournament" section. There is a text channel to discuss any questions or raise any issues. Please keep any tournament related discussion in this channel.
- The information voice channel will be for a primary check in before the tournament begins.
- After the primary check in you may stay in the information voice channel before your group begins
- When your group begins you must enter the voice channel for your group so management is able to address any issues that may arise during the competition.

4.7.2 Support and assistance

To ensure all participants have a smooth experience, support will be available both before and during the event in our Discord server, **DRL Mapping Community**.

1. Pre-Event Support

- Before the event, participants can request assistance in the **support channel**. Event organizers will be available to address questions regarding event logistics, technical setup, and general inquiries.
- For complete event details, please refer to this document (accessible from the **"Information" thread**.)

2. Support During Event

- During the event on **Sunday, December 8th, at 4 PM EST**, **Blinkin** will be providing live support. He will be present in the voice chat to assist participants in real-time as the different groups run their races.
- Additionally, Blinkin can be reached in the text channel by pinging **@Blinkin** for any immediate assistance required during races.
- Participants will be required to have their audio turned on so they can receive any necessary information during their heats.
- It is suggested that you mute your own microphone to prevent any distractions to other participants.
- If you are experiencing technical issues during the tournament, you will be expected to share your screen for troubleshooting purposes.

5 Code of Conduct

5.1 Sportsmanship and fair play

- As we advance through the tournament, let us remember that sportsmanship and fair play are the cornerstones of our community. True excellence is demonstrated not only through skill but through integrity, respect, and adherence to fair competition. Upholding these values honors the efforts of each competitor and maintains the spirit of a fair and rewarding event. Let us compete with integrity, ensuring an experience that reflects the highest standards of our community.

5.2 Respectful communication

- Throughout this tournament, respectful communication between participants and organizers is essential. All interactions should reflect professionalism, courtesy, and a commitment to constructive dialogue. Whether addressing questions, feedback, or concerns, each exchange should maintain a tone that upholds mutual respect, avoiding any language that could be perceived as offensive or hostile. Hateful language or hate speech of any kind will not be tolerated. Adhering to these standards ensures a positive environment which will contribute to a successful and inclusive experience for all involved.

6. Disclaimers and legal information

Participation Disclaimer
Participation in the DRL Community Fall Season is entirely voluntary, and participants are responsible for ensuring they have a stable and suitable setup for competing. The organizers, sponsors, and affiliates are not liable for any losses resulting from technical issues or unexpected interruptions during the event.

Technical Limitations and Issues
The organizers are not responsible for any technical difficulties, such as connectivity problems, server crashes, or other issues that may impact gameplay. Participants are expected to ensure their own equipment and internet connection are sufficient for competing.

Code of Conduct Compliance
By entering this tournament, all participants agree to comply with the established **Code of Conduct** (Section 6). Violations may result in disqualification or other penalties at the discretion of the event organizers.

Right to Modify Rules
The organizers reserve the right to modify the rules and conditions of the event if unforeseen circumstances require it. Any changes will be communicated through official channels (e.g., Discord server and Matcherino page) as soon as possible.

Personal Information Handling
Any personal information provided during registration will be used solely for managing the tournament (e.g., contacting winners, arranging payouts). We are committed to protecting your privacy in accordance with applicable data protection regulations.

Third-Party Services
This tournament uses third-party services such as Matcherino for prize distribution. By participating, you agree to the terms and conditions of these third-party services, including any associated fees and regulations.

7. Appendix

7.1 Understanding the Standard DRL Tournament Format

The standard DRL tournament format is a Bracket based single-elimination tournament designed to identify the top pilot. The format is dynamic, adjusting based on the number of participants to ensure a competitive and engaging experience.

- **Groups:** Pilots are divided into groups, typically of 6 pilots each.
- **Heats:** Within each group, pilots compete in a series of heats (races).
- **Advancement:** The top performers from each group advance to the next round, where they form new groups and repeat the process.
- **Finals:** This continues until the final round, where the remaining pilots compete for the championship.

It consists of up to four distinct phases:

1. **Qualification Phase (If necessary):**
   - This phase is triggered when there are more than six pilots.
   - Pilots compete for the top six positions on the leaderboard.
   - The top six pilots advance to the next phase.
2. **Quarter-Finals (If necessary):**
   - This phase is triggered when there are more than twelve pilots.
   - 24 pilots are divided into four groups of six.
   - The top three pilots from each group advance to the semi-finals.
3. **Semi-Finals (If necessary):**
   - This phase is triggered when there are more than six pilots, but no more than twelve.
   - Pilots are divided into two groups of six.
   - The top three pilots from each group advance to the finals.
4. **Finals:**
   - The final round features the top six pilots competing head-to-head for the championship title.

Structure of Quarter-Finals and Semi-Finals:

- Each group of a maximum of six pilots competes in three heats (races).
- A pilot who places 1st in a heat advances to the next round.
- All pilots participate in all three heats, regardless of their performance in prior heats.
- If three different pilots haven't advanced after the third heat, a sudden-death heat determines the remaining advancing pilot(s).

Structure of Finals:

- Consists of six heats and a final "golden heat."
- Pilots aim to gain a spot in the golden heat by placing 1st once or 2nd twice within the six heats.
- The golden heat determines the tournament winner.
- Other placements (2nd, 3rd, etc.) are determined by the pilot's position in the golden heat or their best placement in the preceding six heats.
- The outcome of the golden heat determines the tournament winner and final placement(s) for the other Pilot(s) that earned a spot in the golden heat.
    - The final placements for any Pilots who do not qualify for the Golden Heat is determined based on their best finishing placements (DNFs excluded) in the Finals for any remaining Pilots.