

DYNAMIC EVENT RULES

1. General Rules

1.1 Drivers eligible to participate

Each driver participating must be enrolled as degree seeking undergraduate or graduate students in any university. Team members who have graduated within the seven month period prior to the competition remain eligible to participate.

Drivers will have to provide a video connection for identification purposes via a video conference platform which will be announced to the teams prior to the event.

Each team will have the opportunity to take part in the event with up to 6 drivers, but only 2 can participate on the final day on the 8th of August.

1.2 Drivers registration

Each team can name 2 drivers who will take part in the events on the 8th of August. The teams have to register their drivers by the 7th of August 11am.

The first driver (Driver 1) will take part in the Autocross event and the FSO Super Special event.

The second driver (Driver 2) will take part only in the FSO Super Special event.

1.3 Bandwidth

It is each driver's responsibility to have a stable internet connection. During the autocross event, in case of lagging, if a driver hits a cone due to lag, the penalty will be assigned whether it was due to a connection issue or not.

Drivers with repeated connection issues can be excluded from the event.

1.4 Cheating and use of external software

It is not allowed to use external programs or data that alter the functions of the simulation in order to gain a competitive advantage. Drivers caught cheating in any part of the event will be excluded from all parts of Formula Student Online.

In case no use of software can directly be proven in the files, but due to video evidence it is still obvious that the driving behaviour of the car cannot be explained with normal game functions, a ban on video evidence is also possible.

1.5 Accounts

You have to enter your real name in your rFactor 2 ingame account in order to participate. Each driver has to have an original rFactor 2 account.

1.6 Decisions by the Staff

The decisions made by the FSO staff are binding. If a situation is not covered by the rules, the FSO staff will have the final decision on it. Any statements made by the FSO staff at Events, in Text Chatting or in Voice Chatting that are specified as rules, also count as rules and have to be accepted by all drivers.

1.7 Communication

We created a Discord server, which will serve both as a hotline during the dynamic event to share possible urgent information and we hope will serve as a community channel as well where all teams can connect with each other. Please use your full name on Discord.

To join the Discord server simply click on the following link:

<https://discord.gg/zkkretQ>

1.8 User Agreement

It is not allowed to unpack, modify or use any part of the DLC released for rFactor 2 beyond the Formula Student Online event.

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2. Points System

Autocross		FSO Super Special	
1st	50 points	1st	100 points
2nd	45 points	2nd	90 points
3rd	41 points	3rd	82 points
4th	38 points	4th	76 points
5th	35 points	5th	70 points
6th	32 points	6th	64 points
7th	29 points	7th	58 points
8th	27 points	8th	54 points
9th	25 points	9th	50 points
10th	23 points	10th	46 points
11th	22 points	11th	44 points
12th	21 points	12th	42 points
13th	20 points	13th	40 points
14th	19 points	14th	38 points
15th	18 points	15th	36 points
16th	17 points	16th	34 points
17th	16 points	17th	32 points
18th	15 points	18th	30 points
19th	14 points	19th	28 points
20th	13 points	20th	26 points
21st	12 points	21st	24 points
22nd	11 points	22nd	22 points

*Dead heat between 17th-22nd will be decided by the results of the autocross event. Playoff races will only be held for 1st-16th place.

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3. Event Formats

3.1 Autocross

3.1.1 General information

Driver 1, of each team will have the opportunity to set 1 timed lap. Drivers will take to the track in revised order of pre-qualifying, completing a single flying lap before returning to the pits.

Every driver has to join the server 15 minutes before the start of the event. EV and CV categories will be held separately and a different server will be started for both.

For each driver's run a "Race" will be started on the server. The drivers will have 10 seconds to join the track before the race will start. The run will be started by starting lights. A driver can begin his lap as soon as the lights turn green. Jumping the start will result in a 5 second penalty. After finishing the lap, the driver has to return to the pit. (Conehits after the finish line will NOT be counted.) After each run, the "weekend" will be restarted and a judge will write in the in-game chat which driver will make his run next. Using the in-game chat during a run is forbidden!

If a driver has a connection problem, he can re-join the server at the end of the event, after the other drivers completed their run.

Each driver has to log in into a **Zoom call** during the Autocross event. The links to the Zoom rooms will be sent out prior to the event.

3.1.2 Penalties

DOO penalty

A cone is Down or Out (DOO) if the cone has been hit by a car and gets moved out of its place. The DOO penalty during the live event is added for each DOO that occurs on that particular run until the finish line.

Penalty for DOO is 1 second.

Off-course (OC)

- An OC occurs when the vehicle has all four wheels outside the track boundary as indicated by the white lines.
- When an OC occurs, the driver must re-enter the track at the next possible point.

Penalty for OC is 10 seconds.

Jumpstart

If a driver jumps the start and begins his run before the lights turn green, he will receive a 5 second penalty.

3.2 FSO Super Special (RoC)

3.2.1 Group Stage

In the FSO Super Special event, the individual drivers compete head-to-head in one race around a parallel track, which has one crossover to ensure both drivers have to complete the same distance.

Teams have been assigned to groups based on their pre-qualification results. Group stage duels between 2 teams will consist of a single race. Each team has to compete with 2 drivers in the FSO Super Special and both driver has to compete in one race of the group stage. (In case of a group with 4 teams, it is up to the teams which of their drivers will compete in 2 races)

EV category

21 teams will be assigned to 7 groups that will have 3 teams. Each team will compete against the other 2 teams in their group respectively.

The winners of each group, and the best 2nd placed team will advance to the knockout stage.

If a dead heat occurs in the group stage, the places will be decided based on the results of the autocross event.

CV category

14 teams will be assigned to 4 groups. (2 with 3 teams and 2 with 4 teams.) Each team will compete against the other 2 teams in their group respectively.

The first and second placed teams of each group will advance to the knockout stage.

If a dead heat occurs in the group stage, the places will be decided based on the results of the autocross event.

3.2.2 Knockout stage

8 teams of 2 drivers in each category will compete in the knockout stage. Each duel consists of maximum 3 runs with the team that achieves two victories advancing to the next round. Both drivers have to compete in one run of each knockout stage duels.

Races for the 5th-8th places after the quarter final round will not be held. Their results will be determined based on the Autocross results.

Each driver has to log in into a **Zoom call** during the Knockout stage. The links to the the Zoom rooms will be sent out prior to the event.

3.2.3 Playoff races

In the playoff races a duel will consist of 1 run, where each team can decide which of their drivers will compete.

Playoff races will be held for 9th-12th places in the CV category, and 9th-16th places in the EV category. (In the EV category after the first round of the playoff races, seperate races for the 13th-16th places will not be held. Their results will be determined based on the Autocross results.

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4. Timetable

- 09:25 - 10:10 - Autocross event (EV)*
- 10:10 - 10:40 - Autocross event (CV)*
- 11:00 - 12:20 - FSO Super Special Group Stage (EV)**
- 12:30 - 13:20 - FSO Super Special Group Stage (CV)**
- 14:00 - 14:45 - FSO Super Special Races for 9-16th places (EV)
- 15:00 - 15:30 - FSO Super Special Races for 9-12th places (CV)
- 16:30 - 19:00 - Knockout stage and Finals (EV + CV)

*Each driver has to join the server 15 minutes before the event starts.

** Separate servers will be set up for each group. Every team with both of their drivers have to join on these 10 minutes before their group starts. Information about exact starting times will be available on discord.

It is mandatory for every driver who will be competing to be logged in in **Discord** as many informations will be available there regarding starting times, possible changes in the schedule, results, etc.

Dynamic Event – Finals CV Category

#	Car Number	Team Name	„Driver 1” Name	„Driver 2” Name	Autocross starting order	Super Special Group (RoC)
1	16	Cardiff Racing	Henry Durie	Aidan Bliss	1	Group 1
2	216	METU Formula Racing	Unknown	Unknown	2	Group 2
3	74	TU Brno Racing	Matěj Ecler	Radim Kříž	3	Group 3
4	196	FS USURT	Lev Matushkin	Lev Matushkin	4	Group 4
5	169	HAWKS Racing	Adam Wilewski	Gadso Peter Jürgen Rasch	5	Group 4
6	666	BME Motorsport	Marcell Gömbös	Bálint Kardos	6	Group 3
7	79	Arrabona Racing Team	Miklós Jecs	Zsolt Farkas	7	Group 1
8	153	Team Bath Racing	Sam Baxter	James Beumee	8	Group 2
9	254	Pravega Racing	Prudhvi Rao	Kashish Khandelwal	9	Group 4
10	94	Rennstall Esslingen	Pascal Ballauf	Erik Benz	10	Group 3
11	95	FSUPV Team	Jorge David García	Antonio Ortiz Poveda	11	Group 2
12	33	CTU CarTech	Filip Klier	Dominik Hošek	12	Group 1
13	235	UNI Maribor Grand Prix Engineering	Nik Strozak	Tadej Vidovič	13	Group 4
14	58	UPBracing Team	Jan Körbs	Henri Ebbing	14	Group 3

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Dynamic Event – Finals EV Category

#	Car Number	Team Name	"Driver 1" Name	"Driver 2" Name	Autocross starting order	Super Special Group (RoC)
1	96	WHZ Racing Team	Eric Vogt	Christoph Sträche-Flegel	1	Group 1
2	54	FSB Racing Team	Zvonimir Ercegovic	Petar Makarun	2	Group 2
3	28	Herkules Racing Team	Cedric Hebestreit	David Kreutzer	3	Group 3
4	42	Ampera Racing	Laerson Keler Machado Corrêa Júnior	André Brüning Tenfen de Andrade	4	Group 4
5	77	Formula Electric MADI	Ivan Firsov	Nikita Ivanov	5	Group 5
6	25	Prom Racing	Fotis Sotiropoulos	Alexandros Sioutis	6	Group 6
7	17	DHBW Engineering	Matthias Hentschel	Luis Diener	7	Group 7
8	187	Deefholt Dynamics	Sven Helms	Lukas Becker	8	Group 7
9	45	BRS Motorsport	Daniel Röhgen	Robert Böhm	9	Group 6
10	67	eForce FEE Prague Formula	David Koudelka	Ondrej Stogl	10	Group 5
11	101	CURE Mannheim e.V.	Marc Ullrich	Maximilian Kassner	11	Group 4
12	31	Tufast e-technology	Garvit Agrawal	Dominik Stärk	12	Group 3
13	4	LUMotorsport	Jack Lancelott	Chris Hancox	13	Group 2
14	12	UPC ecoRacing	Pau Ortega Gómez	Oriol Martínez Gutiérrez	14	Group 1
15	64	Kaiserslautern Racing Team - KaRaT e.V.	Khalil Mahjoub	Niklas Eberts	15	Group 7
16	111	E-Agle Trento Racing Team	Mirco Paoli	Davide Farina	16	Group 6
17	14	BME Formula Racing Team	Báldi Gergely	Kardos Gábor	17	Group 5
18	99	Ecurie Aix Formula Student Team RWTH Aachen e.V.	Fabian Otten	Felix Diepers	18	Group 4
19	76	Racetech Racing Team	Martin Buettner	Dominik Koegler	19	Group 3
20	90	Dynamis PRC	Marco Mandelli	Edoardo Cesaro	20	Group 2
21	51	ARUS E	Álvaro Torres	Fernando Guerrero	21	Group 1

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TITLE: DYNAMIC EVENTS
SUBJECT: RULES 2020

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5. Game settings

The simulation settings will be as follows:

Difficulty	Server settings	Rules	Server settings
Steering help	OFF	Fuel usage	Normal
Opposite lock	OFF	Tire wear	Normal
Braking help	OFF	Mechanical failures	Normal
Stability control	OFF	Race length type	2 laps
Spin recovery	OFF	Replay Fridge	Optional
Invulnerability	OFF	Record Replays	Optional
Auto Shifting	OFF	Fixed setups	No
Traction control	OFF		
Anti-Lock brakes	OFF		
Auto pit lane	OFF		
Auto clutch	ON		
Auto reverse	OFF		
Damage multiplier	100%		
Display	Required setting		
Message center	ON		
Default view	Cockpit		
Flag rules	Full		

Note: It is recommended to have replays ON, but not required. Incidents may require your own replay for accurate resolution. If you cannot provide a replay the incident may be resolved in a less than desired manner.