

# LNT SEASON 3

Regulations Version 1.2 - 12/05/2024

## 1. COMPETITION

The LNT (Liga Nacional de Turismos) is an Esports competition, based on the Assetto Corsa Competizione (PC platform) simulation developed by Kunos Simulazioni, dedicated to virtual Drivers. The LNT is organised by AERO eSports to create a truly engaging competition and to promote Esports racing. The organiser reserves the right to edit the regulations at any time. Any changes to the regulations will be communicated to all the drivers through the official AERO Esports Steam Discord server.

## 2. TERRITORY

The LNT will be held online. All Drivers registered must meet the eligibility requirements in Art. 4 to join LNT.

## 3. DURATION

The series will last from the **29th of April, 2024** until the **10th of June, 2024**.

1. Qualifying for the Championship will begin on the **29th of April, 2024** and end on the **5th of May, 2024**. After this point onward qualification for the Championship will no longer be possible.
2. The Championship will begin on the **13th of May, 2024** and end on the **10th of June, 2024**. After this point, no further races will be scheduled.

## 4. DRIVER ELIGIBILITY

A "Driver" is any person who has registered through the official website during the registration time window. Drivers must meet the following requirements in their entirety to be eligible to compete:

1. Not be officially banned from any Esports competition managed by the organiser and partners;
2. Agree with the Terms and Conditions of this regulation;
3. Agree with the Sporting Code;
4. Agree with the Code of Conduct (Art. 8);
5. Meet the Hardware and Software requirements (Art. 5.1 and 5.2);

6. If qualified, pay the entry fee (2€) before the deadline of 10th of May, 2024

Drivers who do not meet these requirements will be deemed ineligible and removed from the LNT. The organiser reserves the right to investigate Driver information when eligibility is in question. Drivers should be prepared to provide a copy of personal identification or other applicable documents to verify if all the requirements are met.

The Organiser reserves the right to allocate a Wildcard slot to any race throughout the championship. The Wildcard may be a guest entry or a season entry, only season entry Wildcards are eligible for championship points and prize money.

## **5. PARTICIPATION**

### **5.1 SOFTWARE REQUIREMENTS**

1. Own an original copy of Assetto Corsa Competizione by Kunos Simulazioni on Steam (PC version only);
2. Own an original copy of Assetto Corsa Competizione - 2020 GT World Challenge Pack by Kunos Simulazioni on Steam (PC version only);
3. Own an original copy of Assetto Corsa Competizione - Challengers Pack by Kunos Simulazioni on Steam (PC version only);
4. Own a Driver profile in-game with a real Forename and Surname (Art 5.3)
5. Own a Discord account with a real Forename and Surname;

### **5.2 HARDWARE REQUIREMENTS**

1. Internet connection with a max ping of 150ms from race servers;
2. Wheel and Pedals set;

Exceptions will be permitted pending the connection is stable and not considered a danger in a racing environment.

### **5.3 DRIVER NAMES**

1. In-game Driver names must be the real ones and must not contain any of the following: nicknames, acronyms, obscene or suggestive language, corporation, company, sponsor or product. Drivers who attempt to change their in-game Forename and Surname during the event may be disqualified from the competition;

### **5.4 DRIVER CLASSIFICATIONS**

#### **5.4.1 SPLITS**

Driver classification is decided by the Organiser using results data from Qualifiers. The Split 1 will contain a maximum of 48 Driver slots across the course of the season, these slots will be allocated in two ways.

#### 5.4.2 CLASS SPLITS

Depending on the number of participants, there will be different categories in each split.

48 Drivers (GT3/M2)

72 Drivers (GT3/GT4/M2)

96 Drivers (GT2/GT3/GT4/M2)

## 6. FORMAT OVERVIEW

### 6.1 GENERAL RULES

1. Cars allowed during qualification period:

- AMR V8 Vantage GT3
- Audi R8 LMS Evo 2
- Bentley Continental GT3 2018
- BMW M4 GT3
- Honda NSX GT3 Evo
- Lamborghini Huracan GT3 Evo
- McLaren 720S GT3 Evo
- Mercedes-AMG GT3 Evo 2020
- Porsche 992 GT3 R

2. Cars allowed during the championship:

- AMR V8 Vantage GT3
- Audi R8 LMS Evo 2
- Bentley Continental GT3 2018
- BMW M4 GT3
- Honda NSX GT3 Evo
- Lamborghini Huracan GT3 Evo
- McLaren 720S GT3 Evo
- Mercedes-AMG GT3 Evo 2020
- Porsche 992 GT3 R
- Ford Mustang GT3

Drivers that have selected or qualified in cars that may be updated or succeeded by newer versions after the qualification period has ended will be required to change to the new car, this means your current car will be ineligible and you must run the new version of the car for the remainder of the season. You cannot change cars during the season.

3. Driving Assists: please refer to Art 6.1.13;

4. Car Setup: no restrictions;
5. Participants must always save the telemetry of the qualifying and race sessions and always be ready to send them to the organiser if requested.
6. On points equality, the Driver who scored more of the highest finishes receives the advantage. On the equality of the number of highest positions, the Driver with the higher number of their second highest position and so on;
7. If all positions show equality, the highest qualifying results are compared.
8. If all qualifying times are equal, then whoever finishes ahead in the final race of the season will be deemed to be the winner.
9. Organiser reserves the right to change the mix of silver and pro cars before the start of the competition

## 6.2 CAR LIVERIES

1. Drivers are allowed to use fully custom liveries or in-game custom ones;
2. Drivers who are using fully custom liveries must comply with the rules pointed out in the Sponsor and Sticker regulations document;
3. Car liveries must be submitted in the correct format to Admins;
  - a. Deadline to submit custom liveries to Admins: Sunday 23:00 CET, of the week before the first race.
4. Default official liveries are okay to be used as long as it also includes the Fanatec banner per 6.2.2.
5. Car liveries can be changed only 1 time during the championship, in case of additional request, the organiser reserves the right to deny the request

Liveries submitted in the incorrect format or with errors in the format or textures themselves may be rejected by the Admins without the possibility of resubmitting until the next deadline.

## 6.3 RACE FORMAT

Practice - 30m @ 22:00 CET  
Qualifying - 10m @ 22:30 CET  
Grid - 5m @ 22:40 CET  
Race - 30m @ 22:45 CET

No mandatory pit stop

## 6.4 SCORES

Drivers will be assigned the following points based on the order of arrival at the finish line of every championship race. Points are awarded per class, not overall, meaning GT3 & M2 drivers receive the top 15 and pole position points separately.

- P1 - 35 points
- P2 - 30 points

- P3 - 25 points
- P4 - 21 points
- P5 - 18 points
- P6 - 15 points
- P7 - 13 points
- P8 - 11 points
- P9 - 9 points
- P10 - 7 points
- P11 - 5 points
- P12 - 4 points
- P13 - 3 points
- P14 - 2 points
- P15 - 1 point
- Pole Position - 1 point

## 6.5 BALANCE OF PERFORMANCE

The Organiser will not apply a custom BoP to the LNT.

## 7. DRIVING ASSISTS

- Traction Control: allowed
- ABS: allowed
- Stability Control: not allowed
- Ideal Line: not allowed
- Automatic Gearbox: not allowed
- Engine Start: no restrictions
- Wipers: no restrictions
- Lights: Automatic only
- Pit Limiter: no restrictions

## 8. CALENDAR & TIMES

- Qualifying opens at Hungaroring: **29th of April @ 00:01 CET**
- Qualifying closes at Hungaroring: **5th of May @ 23:59 CET**
- Round 1 - Watkins Glen: **13th of May @ 22:30 CET**
- Round 2 - Red Bull Ring: **20th of May @ 22:30 CET**
- Round 3 - Monza: **27th of May @ 22:30 CET**
- Round 4 - Hungaroring: **3rd of Jun @ 22:30 CET**
- Round 5 - Valencia: **10th of Jun @ 22:30 CET**

\*(dates and times may be subject to changes)

## 9. CODE OF CONDUCT

Respect for the Code of Conduct is a fundamental aspect of every Esports competition. Every Driver who doesn't respect the rules of the Code of Conduct will be considered ineligible to participate in the LNT and, if an evident breach of the following rules of the Code of Conduct will happen during the event, the organiser may remove the guilty Driver.

1. All Drivers are expected to conduct themselves in a manner that reflects positively on the Organiser and shall not engage in conduct considered harmful to the business, reputation or relationships of an individual or their partners; All Drivers agree to avoid the following behaviours online and offline:
2. Hate speech or discriminatory behaviour: Drivers must not use language that is deemed by the Organiser to be obscene, vulgar, insulting, threatening, abusive, libellous, defamatory or otherwise offensive or objectionable, or promote or incite hatred or discriminatory conduct, at any time, off or on the broadcast. Drivers may not use this type of language on any social media or during any public-facing events such as streaming;
3. Harassment: any kind of harassment is strictly prohibited;
4. Discriminatory language: any kind of discriminatory words, phrases or gestures offending the dignity or integrity of a private person, a group of people, a team, a brand, a sponsor, or a country through contemptuous or discriminatory words or actions on account of race, skin colour, 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, are strictly prohibited;
5. Trolling: posting inflammatory, extraneous or off-topic messages in an online community, such as a forum, chat room, blog, or any social media, with the primary intent of provoking readers into an emotional response or of otherwise disrupting normal on-topic discussion, is strictly prohibited.
6. All Drivers shall not offer or accept any gift or reward to or from anyone for services promised, rendered, or be rendered in connection with the event;
7. Betting or gambling by any Drivers or anyone connected to any participant is prohibited. Moreover, no Driver or related person may benefit directly or indirectly from any betting or gambling;
8. Drivers must be respectful of the staff involved in the tournament by the organiser, sponsors, and/or their partners at all times;
9. Drivers must remain respectful in official Discord chats against other drivers, organizers, and race controllers; Drivers posting negative, disruptive and brand-damaging content on social media about the organiser, the game, AERO, Kunos Simulazioni, and their partners in general and/or any other participant, including but not limited to images and videos of game faults, may result in the participant disqualified (Driver removal) from the Event.

### 9.1 FRAUDULENT ACTIVITY

At any point during the Competition, the organiser has the right to exclude the Drivers in the event of:

1. Alteration of the results, times and video files relating to the online phases;

2. Hardware modification: any modification made to a piece of hardware allowing it to function in a way the manufacturer did not intend;
3. Software modification: any modification made to Assetto Corsa Competizione and third parties' software, allowing them to function in a way the developers did not intend;
4. Exploiting game glitches: intentionally using any in-game bug to seek an advantage;
5. Impersonation (including playing under another Driver's Steam account) – to be understood as playing under another Driver's account or soliciting, inducing, encouraging or directing someone else to play under another Driver's account;
6. Collusion: any agreement among two (2) or more Drivers and/or other persons to affect any competition or race and/or opposing Drivers;
7. Any other behaviour as determined to be cheating, gameplay, gamesmanship or gaining an unfair advantage in any way by the organiser.

Drivers must notify the Organiser of any unfair exploits that they become aware of. Any Driver who is deemed, in the sole determination of the organiser, to have cheated or behaved in any way as described above may be penalised and/or disqualified from the LNT. Any conduct that is considered in violation of this Code of Conduct is punishable at the sole discretion of the Organiser and may result in disqualification from the LNT. The Organiser also has the right to replace the excluded or disqualified Driver or who has abandoned the race by performing a repêchage.

Across the season the Organiser reserves the right to perform a Teamviewer check on any competitor within the championship. The Organiser will request the driver to give them access to a remote check of their PC, the driver has 10 minutes to allow the Organiser access, failure to do so will result in disqualification for the competition.

The check exists to verify that the integrity of the software being used is maintained and that drivers are not using software to hide their identification or location.

## **10. OFFICIAL COMMUNICATIONS**

All Drivers must be connected to the official Discord server. The official AERO Esports Steam Discord server shall be considered the main channel of communication between the Organiser, Race Direction and Drivers. Every Driver must join the official Discord server with their real Surname and Last Name to be aware of official communication.

## **11. CONTACTS**

For any additional information please refer to the following contacts:

- Discord server: <https://discord.gg/tTZty8pUEE>

## 12. PRIZE POOL - ENTRY FEE

The top 5 drivers for each class of the final championship standings will get access to dedicated prize money. **The entry fee for the series will be €2 for all classes.** All entry fees will be redistributed to stewards.

### 24 DRIVERS

#### SPLIT 1 - GT3

- P1 - 15€
- P2 - 10€
- P3 - 8€
- P4 - 5€
- P5 - 2€