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Oman Automobile Association (OAA)is organizing the "2021 Oman Digital Motorsport Cup" (The Cup) which will run incompliance with the FIA International Sporting Code (ISC) and these regulations.

This document outlines the 2021 ODMC in a general. More detailed Race Schedule will be provided for each round of the Cup.

All the participating parties (ASNs, Organizers and drivers) undertake to apply, as well as observe, the rules governing the Cup.

Gran Turismo Sport, under license from Polyphony Digital, will provide the platform for the competition.

Should any dispute arise during the Event, the panel of the Stewards of the meeting will be the only authority competent to make a decision (ISC-Art. 11.9).

1. Regulations

- 1.1 The final text of these Racing Regulations shall be the English version which will be used should any dispute arise as to their interpretation.
- 1.2 Clarification, interpretation and arbitration of any rules, requirements and regulations shall be decided by the Stewards of the meeting.
- 1.3 These Racing Regulations come into force from the time of their publication.

2 General Conditions

- 2.1 Drivers shall declare that to the best of their belief they possess the standard of competence necessary for an event of the type to which the entry relates, that should they at the time of the event be suffering from any disability whatsoever they shall declare the disability to the Stewards prior to entering the competition.
- 2.2 The driver is responsible of ensuring the availability of a high-speed internet connection, if a driver connection is lost during qualifying or race, he/she will be disqualified.

3. Eligible Cars

- 3.1 This Cup is reserved exclusively for cars made available in Gran Turismo Sports.
- 3.2 OAA will restrict the performance of the car that may be used in the competition to ensure a balancedlevel of performance among drivers "BOP On" and 'Tunning Prohibited'.
- 3.3 Tire Degradation and Fuel Consumption will be Turned On.

4. Eligible Competitors

- 4.1 The maximum number of drivers accepted will be 24.
- 4.2 If more than 24 drivers register, a Pre-Qualifying event will take place to determine the top 24 drivers who will compete in the official events.
- 4.3 The Pre-qualifying event will take place before all Cup events (Highlighted in the Official 2021 Calendar)
 - 4.3.1 Based on the Pre-Qualifying results the top 24 drivers with the fastest times will participate in the Cup events.
 - 4.3.2 Details of the Pre-Qualifying will be announced in a Bulletin.
 - 4.3.3 Once the 24 drivers are confirmed OAA will publish the Entry List.
- 4.4 The race is open only to Omani citizens or Omani residents.





- 4.5 Minimum age of any participant is 7 years old.
- 4.6 A Digital Motorsport License is required to participate in this cup. The License is provided by Oman Automobile Association for a fee of 25 OMR non-refundable.
- 4.7 Fees will be refunded only if the ODMC is cancelled.

5. Fntries

Closing date for registering is Monday 3rd of June 2021.

6. Events

- 6.1 The Cup consists of 4 events days.
- 6.2 The Dates of these event days are as follows:

Pre-Qualifying	Race Day
10 th June	11 th June
17 th June	18 th June
24 th June	25 th June
1 st July	2 nd July

- 6.3 Each event day will consist of 2 Groups with a maximum of 12 drivers in each Group.
 - 6.3.1 Drivers will be grouped according to their Pre-Qualifying times (Drivers with odd positions 1,3,5... inGroup A Drivers with even positions 2,4,6... in Group B)
- 6.4 Each Group will race twice per race day (Feature Race and Sprint Race)

7. Pre-Qualifier Structure

- 7.1 A Pre-Qualifier based on Fastest Lap will be organized to determine the top 24 drivers who will be participating in the weekend's ranked/official event.
- 7.2 A Pre-Qualifier will be organized before every official Cup Event.
- 7.3 The Pre-Qualifier will be run in Practice/Qualifying/Race format.
 - 7.3.1 The Results at the end of the Qualifying session will be registered as the final result of the Pre-Qualifier.
 - 7.3.2 No Race will take place.
- 7.4 Drivers will be split into groups randomly.
- 7.5 Each group will be provided with a specific time slot to join.
- 7.6 The Duration of the time slot will be 40 minutes.
 - 7.6.1 Practice: 10 minutes
 - 7.6.2 Qualifying: 30 minutes
- 7.7 The drivers with the top 24 fastest times from all groups will be allowed to participate the weekend's ranked/official event.





8. Race Structure

- 8.1 Each event will consist of a Feature Race (first) and a shorter Sprint Race (Second) for each group.
 - 8.1.1 Feature Race will be run in Practice/Qualifying/Race Format with the following durations:
 - 8.1.1.1 Practice: 10-minutes
 - 8.1.1.2 Qualifying: 10-minutes
 - 8.1.1.3 Race: TBD
 - 8.1.2 Sprint Race will be run in Practice/Qualifying Format with the following durations:
 - 8.1.2.1 Practice: 5-minutes
 - 8.1.2.2 Race: TBD
 - 8.1.2.3 The starting grid will be a reverse order grid start based on the results of the Feature Race (1st place winner in the Feature Race will start the sprint race last)

9. Race Format

- 9.1 The Race will be run in Gran Turismo Sport "Lobby Mode".
- 9.2 Each Race will have a maximum of 12 drivers.
- 9.3 The Race will be a "Friends Only" Race, must be friends with Host PlayStation Network Account to enter the room.
- 9.4 No Minimum Driver Rating is required.
- 9.5 Track Details will be announced by a "Time Schedule" and will be disclosed prior the Pre-Qualifier.
 - 9.5.1 Track Name: TBD
 - 9.5.2 Weather/Time Conditions: TBD
 - 9.5.3 Duration/Number of Laps: TBD
- 9.6 The Race will be run in Practice/Qualifying/Race Format with the following setup:
 - 9.6.1 Practice: 10-minutes
 - 9.6.2 Qualifying: 10-minutes
 - 9.6.3 Race: TBD
- 9.7 Race Start
 - 9.7.1 Will be determined by fastest lap in qualifying.
 - 9.7.2 Will be "Rolling Start".
- 9.8 Real Life Simulation
 - 9.8.1 Boost Off
 - 9.8.2 Slipstream Real
 - 9.8.3 Visible Damage On
 - 9.8.4 Mechanical Damage Off
 - 9.8.5 Tire wear TBD
 - 9.8.6 Fuel Consumption TBD
- 9.9 Car Used
 - 9.9.1 Car Category TBD
 - 9.9.2 Car Model TBD or Free
 - 9.9.3 Balance of Power will be On



- 9.10 Tires
 - 9.10.1 Tires allowed are Soft/Medium/Hard
 - 9.10.2 Required Tire Compounds will be announced in the Race Schedule Prior to the Pre-Qualifier.
 - 9.10.3 All drivers must use the Tire Compounds announced
- 9.11 Game Penalty System
 - 9.11.1 Ghosting during race Weak
 - 9.11.2 Shortcut Penalty Weak
 - 9.11.3 Wall Collision Penalty None
 - 9.11.4 Side Contact Penalty On
 - 9.11.5 Correct Vehicle Course After Wall Collision Off
 - 9.11.6 Replace Cars when they go off track On
 - 9.11.7 Flag Rules On
 - 9.11.8 Ghost Lapped Cars On
- 9.12 Driving Assists
 - 9.12.1 Drivers will be allowed to alter the following settings according to their preference.
 - 9.12.1.1 Automatic/Manual transmission
 - 9.12.1.2 Counter Steering Assistant
 - 9.12.1.3 Active Stability Management
 - 9.12.1.4 Traction Control
 - 9.12.1.5 ABS Settings
 - 9.12.1.6 Auto Drive

10. Point System

Feature Race Points:

Position	Points
1 st	40
2 _{nd}	36
3 _{rd}	34
4 _{th}	32
5 _{th}	30
6th	28
7 _{th}	24
8th	18
9 _{th}	12
10 th	8
11 th	4
12 th	2

Sprint Race Points:

Position	Points
1 st	20
2 _{nd}	18
3rd	17
4 _{th}	16
5th	15
6th	14
7 th	12
8th	9
9 _{th}	6
10 th	4
11 th	2
12 th	1





11. Officials

11.1 Officials for the National Final

OAA will appoint the following officials for each event or for the Cup:

11.1.1 Steward(s):

- 11.1.1.1 Will have supreme authority for the enforcement of the regulations by vote.
- 11.1.1.2 Shall decide what penalty to enforce in the event of a breach of the regulations.
- 11.1.1.3 May amend the Regulations.
- 11.1.1.4 Will be responsible for monitoring and reviewing each event, he/they will also approve and sign the final results for each event.

11.1.2 Race Director:

- 11.1.2.1 Will be responsible of ensuring implementation of these regulations and the smooth running of the events, approve entry lists for each event.
- 11.1.2.2 Report any incidents to the Steward(s).
- 11.1.2.3 Receive incident complaints from drivers after the race.

12. Time Schedule & Detailed Race Info

- 12.1 National Final Time Schedule and details will be announced prior to the Pre-Qualifier, the Time Schedule will include the following information:
 - 12.1.1 Event Date & Time Details
 - 12.1.2 Drivers Groups
 - 12.1.3 Race Room Settings & Setup
 - 12.1.4 Circuit Settings & Information
 - 12.1.5 Car Settings & Information

12.2 Practice

- 12.2.1 Practice sessions for the National Final are restricted to the drivers announced in the time schedule for that race.
- 12.2.2 Start date and time of practice session will be announced in the time schedule.
- 12.2.3 Practice will be open to drivers competing in the race, practice time will be fixed at 10 minutes.
- 12.2.4 It is the responsibility of the driver to ensure he/she attend the practice session, OAA is notresponsible for any driver not being able to attend practice sessions.

12.3 Qualifying

- 12.3.1 Qualifying will start automatically once the practice session ends, the session is 10 minutes.
- 12.3.2 During the qualifying sessions, all drivers are obliged to attend and register time, it is the responsibility of the driver to ensure he/she attend and register time in at least one full qualifying lap, the ASN is not responsible for any driver not being able to attend qualifying sessions.
- 12.3.3 Not attending qualifying for any reason will automatically disqualify the driver from the race.
- 12.3.4 Not registering a qualifying time will result in the driver being at the back of the grid.
- 12.3.5 At the end of the qualifying sessions, each driver will be ranked according to their fastest qualifying times, with the fastest time at the top of the qualification ladder.

12.4 Race

- 12.4.1 The race will start immediately after qualifying session is complete, start order is according to the qualifying times.
- 12.4.2 Start will be a rolling start





13. Incidents

- 13.1 Means any occurrence or series of occurrences involving one or more drivers or any action by any drivers, which is reported to the Steward(s) by the Race Director or noted by the Steward(s) or submitted as a complaint by a driver after the race and subsequently investigated and include:
 - 13.1.1 When your car gains an advantage due to a collision with another car.
 - 13.1.2 When an opponent loses position in the race due to your collision with another car.
 - 13.1.3 When an opponent is pushed off track due to your collision with another car.
 - 13.1.4 When an opponent is sent into a spin due to your collision with another car.
 - 13.1.5 Blocking with more than 2 direction changes or weaving in front the opponent on the track.
 - 13.1.6 When closing out another driver parallel to you, not leaving one car width of space ("driving parallel" means at least 1/3 of the car behind lines up next to the car in front).
 - 13.1.7 Forcing yourself into the inside of a car in front at a corner when you were not parallel to it already, forcing the other car to avoid you.
 - 13.1.8 Braking in a location that does not require brakes or Performing brake tests on the track.
 - 13.1.9 When returning to the track after driving off track, returning to the track without waiting for a car behind to pass.
 - 13.1.10 Interfering with an attack lap of another car during qualifying.
 - 13.1.11 When coming out of a ghosted state after clearing a penalty, blocking another car by not driving off the main racing line on track.
 - 13.1.12 Secretly working to give advantage to a team other than your own.
 - 13.1.13 Not using all required compounds of tires.
 - 13.1.14 Leaving the Track Limits
 - 13.1.15 Other unsportsmanlike conduct.
 - 13.1.16 Non-Racing Incidents, including:
 - 13.1.16.1 Not attending the Driver's Briefing
 - 13.1.16.2 Entering a race room that the driver is not registered for
 - 13.1.16.3 Other unsportsmanlike conduct

14. Penalties

- 14.1 There are 2 types of penalties in this race:
 - 14.1.1 Automatic Game Penalties
 - 14.1.2 Penalties Applied by the Race Stewards
- 14.2 The Game or Stewards may impose any one of the penalties below on any driver involved in an incident:
 - 14.2.1 A time penalty to be served within the race (0.5 Seconds and above)
 - 14.2.2 A post-race time penalty (5 Seconds, 10 Seconds, 30 Seconds, 60 Seconds)
 - 14.2.3 A reprimand
 - 14.2.4 A disqualification

If any of the penalties above are imposed, neither the penalty nor the reason for the penalty shall be subject to appeal.

- 14.3 Automatic game penalties can be applied at any time during the game and cannot be protested. They are awarded for:
 - 14.3.1 Leaving Track Limits
 - 14.3.2 Incidents with other vehicles





14.4 Penalties applied by the stewards for each incident will be applied in the following manner:

Incident	Min Penalty	Max Penalty	
10.1.1	5 Seconds	30 Seconds	
10.1.2	5 Seconds	30 Seconds	
10.1.3	10 Seconds	Disqualification	
10.1.4	10 Seconds	Disqualification	
10.1.5	5 Seconds	10 Seconds	
10.1.6	5 Seconds	30 Seconds	
10.1.7	5 Seconds	30 Seconds	
10.1.8	5 Seconds	30 Seconds	
10.1.9	5 Seconds	30 Seconds	
10.1.10	5 Seconds (on fastest lap)	30 Seconds (on fastest lap)	
10.1.11	5 Seconds	10 Seconds	
10.1.12	Disqualification	Disqualification	
10.1.13	60 Seconds		
10.1.14	Applied Automatically by Game (0.5 Seconds and above)		
10.1.15	30 Seconds	Disqualification	
10.1.16	30 Seconds	Disqualification	

14.5 Penalty Announcements

- 14.5.1 It shall be at the discretion of the Stewards to decide upon a report or a request by the Race Director, if a driver(s) involved in an incident shall be penalised.
- 14.5.2 If an incident is under investigation by the Stewards, a message informing all teams of which driver(s) are involved will be sent via the Announcement group.
- 14.5.3 Penalties will be announced to drivers via the Announcement group before the final results are announced.

14.5.4 Penalty Processing

- 14.5.4.1 Automatic Penalties provided by the game will be served during the race by forcing the driver to slow down to remove the penalty.
- 14.5.4.2 Automatic Penalties not served during the race will incur added time to the total time of the driver at the end of the race.
- 14.5.4.3 Steward Assigned Penalties will be investigated after the race and a time penalty will be added to the total time of the Penalized driver.
- 14.5.5 Incidents that occur near the end of a race can also lead to additional time being added to the lap after the race or disqualification after judgement.





15. Protests and Complaints

- 15.1 Protests: As a rule, all judgments by the Steward(s) are final, and protests will not be accepted.
- 15.2 Complaints
 - 15.2.1 Drivers may submit complaints against other drivers up to 15 minutes after the completion of the race.
 - 15.2.2 Complaints against other drivers are limited to incidents that have occurred during the race.
 - 15.2.3 Drivers may only submit complaints about incidents that affected them.
 - 15.2.4 Complaints must be submitted via email to following address

masoud.ali@Omanauto.org

The email should include:

- Incident description
- Lap # and Turn #
- A short video of the incident (if available)
- 15.2.5 Complaints will be reviewed by the Race Director and Submitted to the Stewards for a final decision.

16. Driving Standards

- 16.1 The driver must drive the car alone and unaided.
- 16.2 Drivers must observe the provisions of the FIA International Sporting Code (ISC) always relating to driving behavior on circuits.
- 16.3 Should a car leave the track for any reason the driver may re-join. However, this may only be done when it is safe to do so and without gaining any advantage.
- 16.4 A driver may not deliberately leave the track without justifiable reason.
- 16.5 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.
- 16.6 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 not permitted.

17. Driver's Briefing

- 17.1 A Drivers' Briefing will take place via video conferencing call, time will be announced in the Time Schedule. All drivers entered for the Competition must be present. Any driver not attending will be brought before the Stewards for their consideration and subject to a penalty of **disqualification**.
- 17.2 A further briefing, if deemed necessary by the Race Director, may take place at a time notified to the drivers. If such a meeting is called, attendance is mandatory for all Drivers.

18. Classification

- 18.1 Racer with the most points at the end of the final round will be Cup Champion.
- 18.2 In the case of a tie between drivers, the number of wins is taken into consideration. If the tie persists, the second-best position will be taken into consideration in the final decision.
- 18.3 The official classification will be published after the race. It will be the only valid result subject to any amendments which may be made under the FIA ISC and these Sporting Regulations.





19. Communications

- 19.1 The Steward(s) or Race director may give instructions to competitors by mans of circulars, they will be electronically distributed to all competitors, who must acknowledge receipt.
- 19.2 All classifications, practice/qualifying results as well as Steward(s)/Race Director Decisions will be circulated to all competitors electronically.

20. Prize

- 20.1 The top 12 Omani National Drivers with the greatest number of points after the 4 rounds of the Cup are completed will qualify to Oman Qualification for MENA Digital Motorsports Cup in September 2021.
- 20.2 The driver with the greatest number of points after all 4 rounds are completed will be crowned the 2021 Oman Digital Motorsports Champion.

