

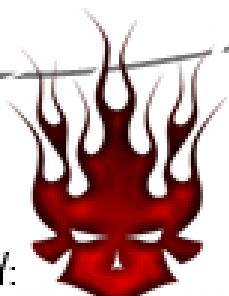
INTERSTELLAR GAMING CONSORTIUM

RACING LEAGUE

SEASON 5



PRESENTED BY:



**FRONTAL
IMPACT**

OFFICIAL RULES

What is the Racing League?

The **ISGC: Racing League** is an attempt to bring the adrenaline induced, heart-pounding sport of racing into the world of New Eden. Blending the competitive and dynamic nature of modern day racing with the raw brutality of the EVE Universe, participants will be presented with a multitude of challenges, both from the track and their fellow racers, in a fight for fortune and glory.

The Interstellar Gaming Consortium

The **Interstellar Gaming Consortium**, or ISGC, is a corporation dedicated to bringing quality sports entertainment to the capsuleers and racing enthusiasts throughout the New Eden star cluster. Founded by Gyra Rho as a sub-entity of the Glamour Syndicate, it later earned its independence and struck out on its own with the Racing League as its chief project.

How the League Works

The Racing League consists of a series of ten weekly races spread out over various regions within our star cluster. The League is further divided into three distinct classes: frigates, interceptors, and assault frigates. Standings are recorded for registered pilots for themselves in individual rankings, and if apart of a team will automatically be entered to score for the group. Points earned from an individual do not transfer if the pilot changes teams during a season. Unless banned, any corporation or pilot may participate in the races in any class at any time during the season, though it is recommended to start as early as possible to remain competitive. At the end of the League, the top scoring pilot and team will win trophies and prizes for each class.

For a full review of the season schedule and prizes, please consult the appropriate section of our forums (www.pleasure-hub.com/isgc/) for further details. Information can also be found at the official EVE: Online forums in the Intergalactic Summit.

The starting region of each event is usually announced one week in advance on the public boards, and reminder notifications will be sent out two days prior to the event via FTL (in-game) mail through our mailing list, **ISGC RACING**. If you aren't sure how to join a mailing list, see below.

How To Add a Mailing List

1. Click on the *Channels & Mailing Lists* icon on the in-game menu.
2. Click on the *Mailing Lists* tab.
3. Click the *Create/Join* button.
4. Type in **ISGC RACING** and press enter.

Now open up your mail and you should have a new tab labelled **ISGC RACING**. You will now receive mail notifications regarding any events related to the Racing League.

Racing Teams

In addition to competing for individual points, racers may choose to form (or join) a racing team to earn additional prizes and a competitive edge over their peers. Teams may compete in any or all of the classes and will be scored separately based on the best score in each class from that team.

Creating a Team

To register a team, contact the race organizer via FTL (in-game) mail or through the ISGC forums with your team's name, the team ticker (up to 3 letters/numbers) the name of the team leader, any members planning to sign on with this team, and an optional logo to associate with that group. The cost to register a team is 5 million ISK, paid to the race organizer directly along with your submission.

Member Contracts

Team leaders have the option of making formal contracts with new members wishing to join their team. The stipulation indicates that a member is required to fly at least X number of races for said team and if unwilling to do so or without the consent of both team leaders that member may not join another team until that number of races is completed. That member may choose to leave their existing team and fly solo until their contract is up. These contracts are recognized by the League only with the full consent of all parties.

Again, this is an *optional* rule but fully enforced by the Racing League.

Team Leaders

Team leaders are responsible for contacting the race organizer with roster changes during the season. They will also be the recipients of the prizes at the end of the season, so be sure you trust your team leader before joining a team as the ISGC is not responsible for the prizes after they have been handed out.

The Race

Pre-Race

Arrive at the official in-game channel: **Racing League** roughly an hour before the event for notification of the starting point. The starting location will be listed on the channel MOTD. Around thirty minutes before the race, participants will be asked what ship they intend to fly in the event. Competitors may choose any ship in the interceptor, frigate, or assault frigate classes. No faction ships allowed. All modules and rigs are legal for the races.

There are no limitations on the number of racers allowed to compete in an event and they may participate in any class from any corporation/team. Roughly fifteen minutes before the event, competitors will be asked to send their racing fees directly to the event coordinator in the amount of 1 million ISK. Racers (and their allies) are expressly prohibited from engaging one another outside the starting point during the one hour pre-race period at the risk of being denied into the event. The signal to begin the event will be made once all the racers are docked and ready, and a countdown has been made.

Competitors are advised to prepare themselves for the event by setting their overview to see pirate rats, player ships, warp beacons, and secure audit log containers.

During the Race

After the countdown, the race coordinator will announce the first waypoint location and the password to access the containers. This password applies to all of the waypoints during the event. Once the first waypoint and can password has been announced, the racers may undock and begin the event by proceeding to the first location. Any interference from allies not competing during the event will result in the disqualification of the individual and/or team who stands to gain the advantage.

Interference includes: helping to destroy belt rats, other racers, any kind of physical manipulation of the environment, or encouraging interaction at the waypoint from other players nearby.

Waypoints may require racers to travel to high/low security systems and to various celestial objects (moons, stars, planets, stargates, etc.) dictated by the organizer. Once the location is reached, players will need to locate the first waypoint container. Official waypoints are designated 'Waypoint X', where X begins at 1 and increments in numerical order. Players must access each waypoint to receive credit for finishing. If the waypoint, for any reason, cannot be located by more than one racer and is verified to be missing, the coordinator must be notified immediately and action will be taken accordingly.

Enter the password supplied *EXACTLY* as instructed and wait for the container to open. Once opened there will be one locked and several unlocked bookmark. Racers will be required to attempt to unlock the locked book mark by right clicking on it, and selecting **Unlock** or **Lock**. Pilots may take one unlocked bookmark from the container as an option. Pilots will read the location inscribed on the label. NOTE that there IS a delay when opening containers. Tampering with the containers is **PROHIBITED**. Items added to the container, more than one bookmark taken from the container, un-anchoring, or destroying the waypoint itself will result in immediate disqualification.

Racers will be instructed on the bookmark label the location of the next waypoint. DO NOT use (right-click, set destination) the bookmark itself to set your autopilot or travel to the location; read the label and manually enter the location. Pilots continue through the waypoints until the final destination is given at waypoint 15 where the endpoint will be identified as a station location. Racers will then proceed to this point and dock at the station, where their times will be recorded by the event coordinator waiting outside.

Pilots should remain docked and not linger outside the station after finishing to avoid confusion from those who may not have finished yet. Pilots are not allowed to return to the track after docking and completing the event, or assisting other racers still active in the field.

Pilots are strongly advised to move the bookmarks acquired to their People & Places section to avoid losing the locations if their ship is destroyed.

Combat: Rules of Engagement

Pilots may only engage one another in combat DURING the race, not before or after finishing. Should a vessel be destroyed in combat, racers will need to purchase the same model ship they started with to be counted at the finish line. Pilots are required to fly the entire event in the vessel they announced prior to racing. Racers will be asked to submit their kill/loss mails to the race coordinator at the end of the event for accurate post-race reporting.

Pod destruction is expressly prohibited from League play, and will result in the disqualification of the racer and/or corporation. Any interference from personal/corporate allies during the event is also prohibited, and will result in the disqualification of the racer and/or corporation.

Post Race

The race automatically ends after 3 hours. After all of the racers have completed the event, rewards will be handed out for the winners in each class after access times have been checked from the waypoints. Ties will result in the rewards for both scores and divided up equally between the individuals involved. A race report will be written up detailing the updated season scores and race details on the public communications terminals.

Scoring & Rewards

Individual racers will earn points for themselves and their team (if they have one) for the class they have chosen to participate in based on their placement. In the event of a tie, points are split evenly between the two competitors. Team scores are calculated based on the first member of the team to finish in each class. Pilots are still competing against one another for the event prize and independent scores. The point total earnings for placement are: 1st - 25, 2nd - 20, 3rd - 16, 4th - 13, 5th - 11, 6th - 9, 7th - 7, 8th - 6, 9th - 5, 10th - 4, 11th - 3, 12th - 2, 13+ - 1

Race Reward

There will be a 1 mil entry fee for the racers at the beginning of each event collected prior to the event. The total fees collected are distributed to the winners in the following way:

- 70% 1st place winner
- 20% 2nd place winner
- 10% 3rd place winner

Season Rewards

Individual racers and teams will be rewarded at the end of the season based on their overall standings in the League. For a detailed listing of prizes associated with each award, please see the official ISGC forums or the EVE: Online thread for more information.

The awards are as follows:

Tungsten Medal: *Recognizing first place teams and individuals.*

Platinum Medal: *Recognizing second place teams and individuals.*

Cobalt Medal: *Recognizing third place teams and individuals.*

Sponsorship & Advertisement

Third parties are welcome to participate by sponsoring other racers or teams in the events by supplying them with equipment (prior to the race) or by paying their entry fees.

Corporations interested in being a sponsor for the league may do so by providing ISK or equipment as prizes for the winners of the racers. Sponsorship can come in several forms:

1. Prizes and/or ISK for the individual season rankings in any/all classes.
2. ISK for the season team rankings for any/all classes.
3. ISK/Prizes for individual classes in a single race.
4. ISK/Prizes for exhibition events.

Sponsors will be advertised in the form of their name, a phrase, and a link to a website with every formal communication made by the ISGC organizer. As a general rule, sponsors will be allowed to customize what kind of sponsorship they would like included with their purchase, as shown in the table below.

Sponsorship Amount	Service Provided
10,000,000 ISK	The name of your corporation or entity that you wish to sponsor the League.
25,000,000 ISK	An external web link to your organization's site, image, or forums
25,000,000 ISK	A Tagline (commercial) or slogan (political/religious) phrase in addition to your organization.
100,000,000 ISK	An image featuring your organization's logo provided by you.
350,000,000 ISK	To be featured above sponsors as a presenter for the League.

All fees are negotiable by the race organizer. Please contact the race organizer via FTL (in-game) mail or the ISGC forums to inquire further about advertising on the Racing League.