



# **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 pilots and racing enthusiasts throughout the New Eden star cluster. Founded by Gyra Rho as a fledgling arm of the now defunct Glamour Syndicate, it later earned its independence and struck out on its own with the Racing League as its primary 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 pilots and teams will win trophies and prizes for each class.

For a full review of the season schedule and prizes, please consult the appropriate sections of our [website](#) for further details. Information can also be found at our [forums](#).

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 (2 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

## 1. Pre-Race

- 1.1. Arrive at the official in-game channel: **Racing League** roughly an hour before the event for notification of the starting point.
- 1.2. The starting location will be listed on the channel MOTD.
- 1.3. The entry fee for the main season events is one million ISK per pilot, sent directly to the racing coordinator on the day of the event.
  - 1.3.1. The entry fee automatically enrolls you into the individual class competition and any other pots available to you.
  - 1.3.2. Entry will be allowed up to fifteen minutes before the scheduled start time of the event.
  - 1.3.3. Individual pilots should include the model (Ares, Incursus, Jaguar, etc.) of ship they plan on flying for the event in the reason text field of their payment.
  - 1.3.4. Team leaders should send an eve-mail with a listing of pilots on their team and the ships they'll be flying along with their fees.
- 1.4. 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.
- 1.5. Competitors may choose any ship in the interceptor, frigate, or assault frigate classes.
  - 1.5.1. Faction frigates are now allowed to participate in the frigate class.
- 1.6. All modules, rigs, implants, and boosters are legal for the races.
- 1.7. 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.
- 1.8. 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.*

## 2. During the Race

- 2.1. After the countdown, the race coordinator will announce the first waypoint location and the password to access the containers.
  - 2.1.1. This password applies to all of the waypoints during the event.
- 2.2. Once the first waypoint and can password has been announced, the racers may undock and begin the event by proceeding to the first location.
- 2.3. 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.*

- 2.4. Waypoints may require racers to travel through high/low security systems and to various celestial objects (moons, stars, planets, stargates, etc.) dictated by the organizer.
  - 2.4.1. Waypoint containers will *always* be located in low security systems.
- 2.5. Once the location is reached, players will need to locate the first waypoint container.
- 2.6. Official waypoints are designated "Waypoint X", where X begins at 1 and increments in numerical order.
- 2.7. Players must access each waypoint to receive credit for finishing.
- 2.8. 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.
- 2.9. Enter the password supplied *EXACTLY* as instructed and wait for the container to open.
- 2.10. Once opened there will be ten locked and several unlocked bookmarks. Racers will be required to attempt to unlock (or lock) any of the bookmarks by right clicking on it, and selecting **Unlock** or **Lock**.
- 2.11. If external influence (pirate camps of waypoints) causes a waypoint to be unapproachable, the organizer may declare a location *optional*. From that point forward, any individuals who access the point (that has not done so already) may still access the container for an additional five minute reduction from their total time, but will not be required to access.
- 2.12. Pilots may take one unlocked bookmark from the container as an option.
- 2.13. Pilots will read the location inscribed on the label.
  - 2.13.1. **NOTE:** that there IS a delay when opening containers.
  - 2.13.2. 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 punishment.
- 2.14. Racers will be instructed on the bookmark label the location of the next waypoint.
  - 2.14.1. 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.
- 2.15. 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.
- 2.16. Pilots should remain docked and not linger outside the station after finishing, avoiding confusion from those who may not have finished yet.
- 2.17. 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.*

### 3. **Combat: Rules of Engagement**

- 3.1. Pilots may only engage one another in combat DURING the race, not before or after finishing.
- 3.2. Should a vessel be destroyed in combat, racers will need to purchase the same class (frigate, interceptor, assault frigate) ship they started with to be counted at the finish line.
- 3.3. Pilots are required to fly the entire event in the class they announced prior to racing.
- 3.4. 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.
- 3.5. Pod destruction is expressly prohibited from League play, and will result in the punishment for the aggressor and/or team.
  - 3.5.1. Perpetrators proven to have committed the act intentionally with malice aforethought will be expelled from the League immediately.
  - 3.5.2. Accidental situations are resolved in the following manner:
    - 3.5.2.1. The two parties reach an agreement that the aggrieved party finds a suitable reimbursement.
    - 3.5.2.2. If the aggrieved party is unwilling or unable to find a suitable solution, then the team captain of the aggrieved party negotiates reimbursement from the offending party (or their team).

3.5.2.3. If the above two options are yielding unfavorable results and some kind of agreement cannot be made, the aggrieved party may submit a claim and a fine will be levied against the perpetrator commensurate with the value lost. They will be unable to return to the League until this fine is paid.

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

#### 4. **Waypoint Possibilities**

Pilots may encounter a variety of challenges whilst on the track. Here are just a few of those circumstances:

**Split Waypoints:** Upon arriving at a waypoint location, the racer may be presented on their overview multiple waypoints with the same number. Some tracks provide the opportunity for racers to split up and go in two or more separate directions that later converge back together. Pilots are expected to access at least **one** of these waypoints to receive credit for the waypoint.

**Decoy Waypoints:** Much like the above example, a racer will be directed to a waypoint location with two or more waypoint containers of different or similar numbers. However, unlike a split waypoint, one or more of the points will contain bookmarks that lead nowhere with the label: WRONG LOCATION. Racers who encounter these points are advised to move onto one of the other waypoints of the same number for the direction of the next point, as they will not receive credit for accessing a decoy.

**Multi Waypoints:** When arriving at a waypoint location, the racer is presented with a series of sequentially numbered waypoints (f.ex 5,6 or 5,6,7). If collected in order, these points may lead to the same waypoint location that the pilot is already in, which means they should approach the next waypoint in the number sequence until a waypoint directs them to another area or system. They are expected to activate each of those points as normally through the lock/unlock process.

#### 5. **Post Race**

5.1. The race automatically ends after two hours and any pilots left on the track will be counted as a "Did not finish" (or DNF).

5.2. 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.

5.2.1. Pilots will be penalized for each waypoint accessed but not registered as locked/unlocked with an additional five minutes to their total time.

5.2.2. Racers who have not accessed a waypoint at all (not registered as opened) will be disqualified from the event.

5.3. Ties will result in the rewards for both scores and divided up equally between the individuals involved.

5.4. A race report will be written up reviewing the happenings of the event.

## Sportsmanship & Conduct

Participants of the Racing League are expected to demonstrate a respectful attitude and good sportsmanship with their fellow racers, the organizer, and the universe around them during the event, on our forums, and in official communications on external forums. Abusive dialogue or harassment by racers will be at the discretion of the organizer and dealt with on an individual basis.

## Scoring & Rewards

The following discusses how scoring works for both individual races and season totals are calculated.

### Scoring For Racing Events

Point totals are calculated based on a racer's placement in each class. Placement is dictated by total flight times at the end of the event, including any time penalties or bonuses accumulated during the race.

The point total earnings for placement in each event are:

1<sup>st</sup> 25 pts

2<sup>nd</sup>: 20 pts  
3<sup>rd</sup>: 16 pts  
4<sup>th</sup>: 13 pts  
5<sup>th</sup>: 11 pts  
6<sup>th</sup>: 9 pts  
7<sup>th</sup>: 7 pts  
8<sup>th</sup>: 6 pts  
9<sup>th</sup>: 5 pts  
10<sup>th</sup>: 4 pts  
11<sup>th</sup>: 3 pts  
12<sup>th</sup>: 2 pts  
13+: 1 pts

1. 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.
2. Team scores are calculated based on the first member of the team to finish in each class.
3. Racers on the same team are still competing against one another for the independent season pot and title.
4. Disqualifications (DSQs, or finishes later thrown out due to missed waypoint containers or rule breaking behavior) and DNFs (pilot didn't finish the race) are marked against a pilot's score with a 0. If no racer completes the track on a team, the team itself will also suffer a 0 penalty. This will affect an individual pilot's average score when factoring their placement in either the professional or amateur category.

### **Seasonal Scoring**

There are two main brackets in each racing class pilots may be allowed to compete for during the course of the season: Team and Individual. Within the Individual bracket, there are three categories available to racers in each class: Professional, Amateur, and Rookie. The following pots are up for contention in season 6 in each class:

**Team** – Racers compete under a single banner against other teams for top honors.

**Professional** – The best of the best in the individual class. Pilots who manage to maintain an average score above the number set are placed automatically in the top bracket to compete against one another.

**Amateur** – The lower half of the individual bracket. Pilots who cannot exceed the minimum average score to rank amongst the Professionals are automatically placed in the amateur column. The rewards are not as worthy but are recognized nonetheless for their dedication to the sport.

**Rookie** – First time participants in the League are allowed to compete in a separate category against other newcomers in each class. While the rewards are nowhere as spectacular as the Individual class awards, this gives rookies a taste of success and real competition. Rookies are still allowed to compete in the Pro/Am and team brackets.

### **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 from each class are distributed to the winners in the following way:

60% 1st place winner

30% 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. First place finishers in all four categories in each of the three classes will receive the awards posted on the prizes section of the Racing League Website. The top three pilots in each category and class will receive medals.

The awards are as follows:

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

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

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

## Sponsorship & Advertisement

Corporations or individuals interested in being a sponsor for the League may do so by providing ISK, service equipment as prizes for the winners of the racers. Sponsors can be advertised in the form of their name, a phrase, and a link to a website on the *Racing League's* Official Website, located [here](#). Maximum Banner sizes are 600pix wide x 150 pixels high. Minimum advertisement values are based upon the location of the banner on the Racing League website.

Please contact the race organizer via FTL (in-game) mail or the ISGC forums to inquire further about advertising on the Racing League. Advertisement locations are given on a first-come, first-serve basis, but there will always be room in the Sponsors section.

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. Sponsorship of teams or individuals is handled privately between all parties and is not the responsibility of the League.

## What-ifs

This section describes some potential scenarios one might encounter during a racing event that may not have been intended in the design of the event, and what one should do in response.

### *Waypoint container is missing*

You arrive at a waypoint and there's not a waypoint container in sight. You're either in the wrong place, the previous waypoint directed you to the wrong spot, or it's been destroyed. In some extreme cases, the waypoint has been placed outside of the scan range of the location or simply refuses to show up on the overview.

**Solution:** Bring the situation to the organizer's attention in the Racing League channel. Once the situation has been confirmed by 1 or more other racers, the organizer will announce the next waypoint in chat in the following format: SKIP WP X, WPX+1 <location>

This announcement will be repeated infrequently to ensure that all the pilots get this information, or until all the participants they at least pass this waypoint.

### *Waypoint container is empty*

You enter the password to a waypoint and find absolutely nothing inside. Double-check that the can isn't lagging extraordinarily bad before addressing this as an issue, as a lagged container will show the contents of 0 until it loads.

**Solution:** As with the previous situation, confirmation from two or more racers will be needed before action is taken. Racers will still be expected to access the container but nothing else. The organizer will announce the waypoint in chat in the following format: ACCESS WP X CONTAINER, WPX+1 <location>

### *Waypoint container has all locked/unlocked bm's*

After accessing the waypoint, you find that the waypoints inside are either all locked or unlocked.

**Solution:** Either unlock or lock one of the waypoints to receive credit at the waypoint. You can take a waypoint afterward if they are unlocked, otherwise, write down the next point if you're used to taking a bookmark at each point. Feel free to bring this to the organizer's attention, but no additional action will be taken.

### *Waypoint container doesn't require a password*

A rare case where the container isn't anchored and pilots will not be prompted for a password when opening the container.

**Solution:** So long as the waypoint container remains stationary, pilots will be expected to access the waypoint, but locking/unlocking isn't necessary. If the container is destroyed or taken, the point will be stricken from the official record.

*Waypoint X doesn't point to the next waypoint*

The label of the bookmarks point to a dead location, skip ahead, or back to waypoints and out of order.

**Solution:** There are dummy containers positioned around the race to surprise the pilots that say: WRONG LOCATION. These are intentionally placed to add a surprise element to the league events and should be treated as known variables unless there are no other cans to give you a location to the next waypoint.

If the bookmark points to a location out of order to a waypoint ahead, simply fly to it and continue with the event. if the waypoint points to a dead location or a previous waypoint, follow the instruction solution for empty waypoint containers.

*Waypoint X is being camped by pirates*

Multiple pirate or capsuleer (player) hostiles are guarding a waypoint location, rendering the possibility of accessing those points nearly impossible for an unknown amount of time.

**Solution:** Be warned this is at the organizer's discretion when to take action. If it's established the situation is difficult enough that the event is being disrupted, the race organizer may deem the waypoints *optional*. This means that the points will not be counted against pilots for credit in the event, but those who decide to mark the waypoint after will receive a time bonus for accessing them anyway.