



GTC Manufacturer Cup | Season 4 | Super GT (Gr.2)

May 2024

Revision 6-6-2024 – Changes in **yellow**

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1. Season Structure

1.1 Day and Time of Events

- 1.1.1 – All events take place on Saturday's
- 1.1.2 – Races begin at 7:00 PM Eastern Time (New York)

1.2 Season Schedule

- 1.2.1 – There are 6 races (rounds) per season.
- 1.2.2 – The season schedule will be available when registration opens.

1.3 Lobbies

- 1.3.1 – There will be only 3 lobbies, with 15 drivers per lobby. The 16th slot is for host and/or broadcaster, should one become available/needed.
- 1.3.2 – Qualifying heats will determine the top 45 driver starting lobbies for the series (see section 5)
- 1.3.3 – There will be a single day open qualifier for all registered drivers to set their fastest lap. The top 45 will move on to the Day One Qualifying Heats, and the rest will be placed in reserve, based on their FL time. (see section 5.1)

2. Registration - Fees

2.1 Registration Form and Fees

- 2.1.1 – Drivers must register using the provided registration form. A link to the form will/is provided in the GTC Official Discord channel and on the website page for the event.
- 2.1.2 – Past season drivers are given priority over new registrants.
- 2.1.3 – There is a \$5 registration fee for the drivers who earn the top 45 spots.
- 2.1.4 – Drivers who drop from the series will not be issued a refund of their registration fee. Reserve drivers who move up to fill in open lobby spots due to full time dropped series drivers, will not have to pay a fee, as they will take the full time drivers already paid for spot.

2.2 Registration Limit

- 2.2.1 – There is no limit to the number of drivers that can register.
- 2.2.2 – Full Time Slots. There will be only 45 slots available.
- 2.2.3 – Reserve Slots. Drivers who qualify outside of the top 45 will be on the reserve list.

2.3 Driver Numbers

- 2.3.1 – Driver numbers range from #0 through #999. Leading zeroes are not allowed (e.g. #02).
- 2.3.2 – No two drivers may have the same driver number. Drivers from the previous season have priority in retaining numbers.
- 2.3.3 – Drivers can request a number in the #Driver Support channel on Discord. Once approved, they will be listed in the official number list on the website in Driver Support.



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2.4 Disqualified and/or Not Qualified

Race organizers retain the right to reject a registration. Some reason may include:

2.4.1 – Previous bans or disqualifications for improper behavior or driving etiquette.

2.4.2 – Not Qualified

2.4.3 – Performance in previous season(s)

2.4.4 – Organizers may recognize a bad qualifying run and move a drive to another division.

2.4.5 – Previous season will be used to help align drivers to their proper Lobby, despite their qualifying time(s).

3. Car Assignment

3.1 Allowed Cars

3.1.1 – GR.2 Lexus GT500 RC F '16 & Nissan GT500 GTR '16 only.

4. Livery Requirements

4.1 Livery Requirements

4.1.1 – Approved decals. May not contain profane language, pornography, or smoking related content.

4.1.2 – Required decals. Must include all required decals as described in the #Livery-Regulations channel on Discord. These include, but are not limited to, official number placards, sponsor logos and series logos.

4.1.3 – Required window banner must be used and may only include the official banner decal as described in the images. No other decals may be present on the window banner location.

4.1.4 – Required decals shall be placed in the location where indicated on the livery images.

4.1.5 – Required decals must be clearly visible in all locations.

4.1.6 – Required door placards must have the original background as created and not rotated or skewed.

4.1.7 – Required door placard numbers must be white and legible.

4.1.8 – Winglet flag decals are required but can be for any country you wish to identify/support.

4.1.9 – Class decals are not required, but are encouraged.

4.2 Livery Approval

4.2.1 – Livery Approval. Livery must be submitted in the Livery Approval section on the Discord event channel. A livery steward will approve or provide changes needed to be approved.

4.2.2 – Livery steward decisions are final

4.2.3 – Livery's must be submitted for approval before the first race. All livery's submitted, must be submitted no later than 24 hours before the first race.

4.2.4 – Any changes to livery's must be submitted for approval 24 hours or sooner before any round.

4.3 Livery Penalties

4.3.1 – Using unapproved livery's. Drivers that arrive for a race with an un-approved livery, will be banned from the next race until the livery is approved AND receive a drive through penalty. If the driver arrives for the next race with an un-approved livery, they will be removed from the series, and not permitted to participate in the current round.



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5. Pre Season Qualifying

5.1 Open Qualifier (pre-heat time trials)

5.1.1 – There will be a 2 day open qualifier (similar to World Cup) for drivers to post a FL time. Only drivers who participate in the open qualifier can race in the qualifier heats.

5.1.2 – The top 45 will move on to the Day One Qualifying Heats (see section 5.2), and the rest will be placed in reserve, based on their FL time.

5.1.3 – The track and TOD will be released 1 week or more before the day of the open qualifier.

5.1.4 – Drivers will have a spot/time to qualify, based on their registration time. Drivers who have competed in previous events have priority.

5.1.5 – There will be only 2 days for qualifying, and no makeup or special days. If a driver doesn't make the qualifiers, they will not be allowed to participate in the Qualifying Heats.

5.1.6 – Each driver will be allowed 2 hot laps to set a combined time for both laps. Drivers will have an out lap, 2 hot laps and an in lap to confirm their times before exiting the track. The 2 times will be added together for a total time.

5.2 Qualifying Day 1 (1st Round Heats)

5.2.1 – There will be 3 heats on Day One Qualifying.

5.2.2 – Each heat will be a 60 minute race, with the same settings as a normal race. With a 5 minute qualifier before hand.

5.2.3 – The RSVP tool will be utilized, and be limited to only 15 drivers per heat that can register.

5.2.4 – Drivers can choose which heat they want to participate in. The choices are limited to the number of drivers for each heat, and is first come first served. The driver names will be hidden to avoid drivers choosing which lobby to be in, based on who else is in there.

5.2.5 – All heats will be broadcasted live. So each heat will have a different time slot. Times will be posted on the official website page for the event.

5.2.6 – Heat promotion details:

- The top 5 from each heat will move onto the Finals Heat 1
- The bottom 10 from each heat will move on to the Semi-Finals Heat 1 and Heat 2, in random order.

5.3 Qualifying Day 2 Finals Heat 1 and Semi-Finals

5.3.1 – There will be 2 Semi-Final heats and a Finals Heat 1

5.3.2 – Finals Heat 1:

- The top 8 from Finals Heat 1 automatically head to Lobby One
- The bottom 7 move to the Finals Heat 2

5.3.3 – Semi Finals

- The top 4 from each semi final race will head to Finals Heat 2 to compete against the bottom 7 from the Finals Heat 1.
- The P5-7 from Semis Heats 1 and 2 will advance directly to Lobby 2
- The remaining drivers will go directly to Lobby 3.
- The 8th place finishers in Semi Heats 1 and 2 will have a chance at a wildcard spot in Lobby 2 for the last open spot. This will be determined by the fastest total race time in the semi final heat.

5.4 Qualifying Day 3 – Finals Heat 2

5.4.1 – Finals Heat 2



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- The top 7 finishers will go directly to Lobby 1
- The remaining 8 will go to Lobby 2.

6. Pre-Race qualifying

6.1 Qualifying

6.1.1 – Each race will have a 10 minute qualifier before the race. So the lobby will be setup as Practice/Qualifying/Endurance

6.1.2 – Lobby qualifying settings will be setup with the same conditions as the race.

6.1.3 – Continuation time for qualifying will be **60 Seconds**

7. Drop Rounds/Attendance/Relegation/Promotion/Reserves

7.1 Drop Rounds

7.1.1 – There will be a total of 6 rounds for the season, and all drivers will drop their worst performing round (or missed round).

7.1.2 – All points will be scored on the 5 best rounds per driver.

7.1.3 – The last round is not allowed to be dropped.

7.2 Attendance

7.2.1 – Drivers that miss more than 1 round, will be dropped from the series.

7.3 Relegation

7.3.1 – The bottom 3 finishing drivers from Lobby 1 and 2, will be relegated to the Lobby below them after each race. This would include any driver that didn't or couldn't show up.

7.3.2- An example of this is if someone misses a round (which could be their drop round), they would be one of the bottom 3 drivers from that round, and would be relegated to the next lower lobby. If more than 3 drivers miss a particular round in a single lobby, the bottom 3 would be based on their previous rounds performance.

7.4 Promotion

7.4.1 – Top 3 finishing drivers from Lobby 2 and 3 will be promoted up to the next Lobby after each race.

7.5 Reserves

7.4.1 – Reserve drivers may be called up into the series into Lobby 3, to start at the back of the grid, in order of their qualifying times from the open qualifier.

7.4.2 – Drivers who never ran the open qualifier or qualifier heats, will not be allowed to participate in the series.

7.4.3 – Drivers may not request another driver to drive in their place. This includes teammates.

7.4.4 – Reserve drivers are not guaranteed a full time spot, unless a full time driver misses a 2nd round. The highest placing reserve driver will be offered the first full time open spot.

7.4.5 – If more than 1 full time spot becomes available, the next appropriate reserve driver will be offered the full time spot.

8. Race Starts

8.1 Race Start – Grid Start False Check – Set By Host (normal procedure)

8.1.1 – When all drivers are checked into the race, the lobby host will sort the grid BY HOST to get the proper running order, then start the race. A 2 min warning will be given before it starts.



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8.2 Green Flag Start – (failed normal start due to tech issue or red flag)

8.2.1 – When all drivers are checked into the race, the lobby host will sort the grid BY HOST to get the proper running order.

8.2.2 – The race will then start again as normal.



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9. Race Format

9.1 Endurance Format

9.1.1 – Races are Endurance; therefore the lobby will be set with a timer. All drivers will have the max of 180 seconds (3 min) to complete the race on their final lap.

9.2 Require Tire Compounds

9.2.1 – There are no compulsory tire requirements, run what you want, when you want.

9.3 Pit Window for Fuel and Tires

9.3.1 – There is no pit window. Pit whenever you like.

9.4 Lobby Settings

9.4.1 – Race Settings

- Grid is set by the pre-race qualifier
- Grid Start, Fastest First, BOP **on**, tuning **off**
- Slipstream **real**, damage **light**
- Fuel is **x2** and tires **x5**, Grip **real**
- Brake Balance **Allowed**

9.4.2 – Penalty Settings

- Shortcut **Weak**, Wall collision **None**
- Correct vehicle **off**, car collision **off**
- Pit lane cutting **on**, Ghosting **off**
- Flag rules **OFF**

9.4.5 – Driving Options

- Counter steering Assist **prohibited**, all others assist **no limit**.

9.4.6 – Misc Settings

- Refuel speed is default 3L/sec
- Initial Fuel 100 Liters



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10. Points/Championship(s)

10.1 Driver points

10.1.1 – Drivers are awarded points for their final position placement and bonus points.

10.1.2 – A FL bonus point of 2

10.1.3 – A PP bonus point of 5

10.2 Points

Lobby 1		Lobby 2		Lobby 3	
1	46	1	37	1	28
2	42	2	33	2	24
3	40	3	31	3	22
4	38	4	29	4	20
5	37	5	28	5	19
6	36	6	27	6	18
7	35	7	26	7	17
8	34	8	25	8	16
9	33	9	24	9	15
10	32	10	23	10	14
11	31	11	22	11	13
12	30	12	21	12	12
13	29	13	20	13	11
14	28	14	19	14	10
15	27	15	18	15	9

10.3 Resolving Ties in the Final Scores

10.3.1 – A tie is 2 drivers with the same point totals at the end of the series. We will go to the finishing positions, and the driver with the highest average finishing position will take the lead points. First, we will look for a P1 finish, and if both drivers have equal P1 finishes, we will go to P2 finishes, if both drivers have equal P2 finishes will go to P3 finishes and so on.

10.4 Award(s)

10.4.1 – The champion will receive a physical award for the championship. The award will be the new GT Champions Collector Coin.



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11. Penalties

11.1 Shortcut and Pit Lane

Shortcut penalties are set to weak and pit lane penalties are on.

11.2 Contact Incidents

11.2.1 – Contact/Punting

Any contact that culminates in damage to another vehicle may be given a drive through, or other penalty in the next race. If the contact happens in the final round, stewards reserve the right to adjust time/position according to the severity of the incident.

11.2.2 – Aggressive driving

Aggressive drivers will be given 2 warnings, after which they will be removed from the series.

Aggressive driving can mean anything from dive bombing, pushing, or unsafe maneuvers.

11.2.3 – Steward Review

Contact incidents will be reviewed by the stewards after the race.

Contact incidents will result in penalties based on the severity of the incident.

11.3 Types of Penalties

11.2.1 – Drivers may receive drive through penalties, time penalties, position penalties, or race disqualifications, depending on what the stewards determine is appropriate. The stewards may disqualify a driver from a season outright depending on the severity of an incident.

12. Rules Of Conduct For Driving

12.1 Unsafe Re-Entry

Drivers recovering from an accident or returning to the track have no right of way until they reach the apex of the following corner.

12.2 Blocking Moves

Drivers are allowed to move once in an effort to defend a corner. Moving again is considered blocking and may be penalized.

12.3 Lapped Cars (BLUE FLAG)

12.3.1 – Going a lap down

Lapped (or being lapped) drivers must make reasonable effort to let lapping drivers pass unimpeded, by staying on the racing line and not “defending”.

12.3.2 – Unlapping

Lapped drivers are allowed to “unlap” themselves.

If a lapped driver has significant pace over the driver in front of them that is on the lead lap, they may overtake them.

The lead lap driver is NOT responsible for yielding to a lapped driver.

The lapped driver must make a safe overtake under normal race conditions.

12.4 Qualifying Conduct

No blocking, dueling, or contact is permitted during qualifying. During qualifying, drivers who are not, during their present lap, able to set a personal best lap time, may not impede other drivers. Slipstream in qualifying is allowed, but drivers may not, on the approach to a new timed lap, wait to follow another car or give draft.

12.5 Brake-checking

Slowing down needlessly with another car two (2) virtual meters or less behind is prohibited.



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12.6 Waiting/Self-Penalizing

A driver who recognizes their own responsibility for a racing incident and who slows down to return position to the wronged driver is considered to have partially or fully self-penalized, and this should factor into the stewards' decision on the incident.

12.7 Unprofessional Conduct

12.7.1 – Drivers may not engage in bullying or pestering behavior toward other drivers who have right of way, such as repeated slight contact, or flashing their headlights.

12.7.2 – Drivers who use the in-game chat system in a way that distracts other drivers will be penalized accordingly.

12.7.3 – GTC Stewards have the right to penalize drivers that appear to be blocking or slowing down other drivers on purpose or by accident. Stewards have the right to penalize a driver if they appear to demonstrate a significant slower pace after overtaking.

13. Red Flags

Organizers and hosts can, according to their own discretion, call red flags or race restarts.

13.1 Red Flags

13.1.1 – Red Flags **MAY** be called by lobby host or broadcaster, for major incidents on lap 1.

13.1.2 – Red flags may **ONLY** be called by the broadcaster or lobby host, and generally only during the first lap and first sector, unless a significant event occurs, and is left up to the lobby hosts discretion.

13.1.3 – Red flags are called if 1 or more cars are stuck on the grid

13.1.4 – Red flags may be called if 1 or more drivers are DC'd on the 1st lap. A DC means their account left the lobby, not just the track.

13.1.5 – Only 2 red flags can be called for any one round. After the 2nd is called, the next start goes, regardless of conditions.

13.1.6 – Drivers that call a red flag in party chat, are not official. Only the host or broadcaster may call red flags. If drivers exit the race, and an "official" red flag has not been called, then they will be given a DNF. So to be VERY CLEAR, if a driver is involved in an incident, and says "red flag" or "red" or similar in the chat, and exits the track, or a group of drivers call "red" or Red Flag" or similar and leave the track, without the broadcaster or lobby host calling it, may receive a DNF, and may receive a penalty for doing so.

13.2 Canceled Rounds

13.2.1 – Canceling a round is the discretion of the lobby host.

13.2.2 – If there are significant network issues, the host may cancel the round completely.

13.2.3 – A maximum of 30 minutes will be used to get a race going to keep on schedule. If the race cannot start within 30 minutes from the original start time, the round will be canceled.

13.2.4 – If a race has completed more than 50% of the race distance/time, and the lobby fails, the finishing order will be set to the place on track for each driver (only if there is a broadcast or other evidence to show the order).

13.2.5 – If a race has completed more than 50% of the race distance/time, and the lobby fails, and there is no solid view of the grid order, the race will be cancelled and zero points will be awarded for ALL rounds.

13.2.6 – The race organizer(s) will make the decision if the race will be re-scheduled or not.



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14. Stewarding Reporting

Stewarding is an important part of organized competition.

14.1 Driver Reporting

14.1.1 – Drivers have 24 hours from race finish to submit a stewarding report using the TICKETS Incident Report channel in Discord.

14.1.2 – GT Champions uses GT stewarding rule sets, not F-1 rule sets, and as such, are less stringent.

14.1.3 – Only officially filed reports will be reviewed. A DM to a division captain or steward will NOT be accepted.

14.1.4 – Drivers are encouraged to share video footage from their vantage point, to support their claim(s).

14.2 Steward Review

14.2.1 – Stewards will review footage that is available from either saved replay's, live stream footage, or driver submitted video evidence.

14.2.2 – Stewards will release an official Incident Report as soon as possible.

14.2.3 – Stewards reserve the right to make adjustments to penalties, even if not specifically listed in this rule book.

Not all incidents can be listed, and as such, stewards reserve the right to assign penalties or not assign penalties for a specific incident, if it is not specifically addressed in this rule book.

14.3 Driver Appeals

14.3.1 – Drivers will have 24 hours from the steward incident report filing to appeal the decision.

14.3.2 – Appeals must be submitted using the official Appeal Submission form, linked in Driver Resources on the website or on Discord.

14.3.3 – Stewards will review the appeal, and may or may not schedule a call or send DM's to the drivers involved.

14.3.4 – Steward results after appeal are final. There will be no further conversation with the stewards or drivers once the final report is completed.

14.3.4 – Any arguing, disrespectful comments to either drivers or stewards will not be tolerated, and may result in penalties and/or expulsion from the tournament/series.

15. RSVP Instructions – CRITICAL INFORMATION

15.1 RSVP Description

15.3.1 – GTC uses a Discord RSVP tool, for a number of reasons.

- Allows drivers to indicate with they can or cannot attend a race
- Allows drivers to see start times in their own time zone(s)
- Allows GTC Race Directors, to see who will be participating

15.3.2 – If a driver is having trouble using the RSVP feature, they must contact a @Staff member for help BEFORE the RSVP window closes.

RELEASE NOTES



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16. Release Notes:

1.1.2 – Races begin at 7:00 PM Eastern Time (New York)

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5.1.6 – Each driver will be allowed 2 hot laps to set a combined time for both laps. Drivers will have an out lap, 2 hot laps and an in lap to confirm their times before exiting the track. The 2 times will be added together for a total time.