



iRacing Sporting Regulations Edition 2024.01.2  
Changes Highlighted in **Yellow**

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## **1. Registration**

### **1.1 Registration Form**

- 1.1.1 – Drivers must register using the provided registration form. A link to the registration form will/is provided in the GTC iRacing Official Discord channel and on the website.
- 1.1.2 – Registration fees (if required) are due at the time of registration. Instructions for fees and submittal for such, will be listed in the registration details.

### **1.2 Registration Limit**

- 1.2.1 – Full Time Slots. The driver limit for any series/season will be announced ahead of the season, and will be first come first serve. Paid registrants have priority over registrants that have not paid the entry fee.
- 1.2.2 – Returning Drivers. Drivers who participated in the previous season(s), will have first priority for registration, and should be given pre-registration opportunities ahead of the general public.

### **1.3 Driver Numbers**

- 1.3.1 – Driver numbers range from #0 through #999.
- 1.3.2 – No two drivers may have the same driver number. Drivers from the previous season have priority in retaining numbers.
- 1.3.3 – 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 on the Driver Support page.
- 1.3.4 – Drivers may retain their number from a previous season. If a driver misses 1 season, their number may be given to a new driver.
- 1.3.5 – Some numbers will be reserved for staff members who may not be able to race in every season, such as broadcasters and production staff.

### **1.4 Disqualified and/or Not Qualified**

- 1.4.1 – Race organizers retain the right to reject a registration. Some reason may include:
- 1.4.2 – Previous bans or disqualifications for improper behavior or driving etiquette.
- 1.4.3 – Not Qualified
- 1.4.4 – Performance in previous season(s)

## **2. Car Assignment**

### **2.1 Allowed Cars**

- 2.1.1 – Series events will specify certain make/model/group cars
- 2.1.2 – Drivers must purchase/obtain the car needed
- 2.1.3 – Some events may be multi-class, and drivers will need to obtain the proper car for the class that they will participate in.
- 2.1.4 – Some events may have a BOP applied or “fixed setup”. If such a setup will be used, the details will be released ahead of registration.



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### **3. Livery Requirements**

#### **3.1 Livery Requirements**

- 3.1.1 – Approved decals. May not contain profane language, pornography, or smoking related items.
- 3.1.2 – Required decals. Must include all required decals as described in the Livery Requirements section of the event details. If window/sponsor decals are required, then GTC will provide them for the drivers to use or share with their livery designer(s). These include, but are not limited to, official number placards, sponsor logos and series logos.
- 3.1.3 – Drivers are required to run Trading Paints, so that the proper livery is displayed in live broadcasts.

#### **3.2 Livery Approval**

- 3.2.1 – 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.
- 3.2.2 – Livery steward decisions are final
- 3.2.3 – 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.
- 3.2.4 – Any changes to livery's must be submitted for approval 24 hours or sooner before any round.

#### **3.3 Livery Penalties**

- 3.3.1 – 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 will 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 for the remainder of the series.

### **4. Dropped Round(s)**

#### **4.1 Dropped Rounds**

- 4.1.1 – Some events will provide for a “dropped” round, and will be detailed as such if the series uses a drop round.
- 4.1.2 – A drop round is defined as, the one lowest performing round of all drivers, in the series. This may include a missed round, or a disconnect during a race.
- 4.1.3 – The drop round will be adjusted/removed from ALL DRIVERS at the end of the season.
- 4.1.4 – Some events may only allow for the drop round to be during certain rounds. Such as there may not be dropped rounds allowed during the final few races of a championship.

### **5. Mid-Season Registration & Reserve Drivers**

#### **5.1 Drivers may register mid season.**

- 5.1.1 – Drivers may register mid season, assuming there are spots available. Approval from the race organizer is required.

#### **5.2 Reserve may register mid season.**

- 5.2.1 – Reserve Drivers. Reserve drivers earn their own points for themselves, or for their team if team points are being scored. Approval from the race organizer is required.



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### **6. Penalties**

#### **6.1 Track Limits**

6.1.1 – Incident points will be accrued during a race, and the iRacing platform will provide drive through penalties accordingly.

6.1.2 – Details of incident penalties and their accumulation and given penalties, will be included in the series details.

#### **6.2 Contact Penalties**

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

6.2.2 – 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.

#### **6.3 Types of Penalties**

6.3.1 – 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.

6.3.2 – **Causing a yellow flag.** If found at fault for causing an incident that creates a Yellow Flag scenario, the at fault driver may receive a drive through in the current race or following race they participate in, or they might receive a Pit Lane Start in following race they participate in. This is open to interpretation from the stewards.

### **7. Rules Of Conduct For Driving**

#### **7.1 Unsafe Re-Entry**

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

7.1.2 – Drivers that cause an incident when returning to the track, may receive an additional penalty, on top of the incident point(s) they may receive by the iRacing platform.

#### **7.2 Blocking/Overtaking**

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

7.2.2 – Drivers are not allowed to move under braking. Once you start braking, you've committed to your line and you can't change direction until you turn in.

7.2.3 – **Overtaking:** An attacking drivers front wheels must be past the rear wheels of the car ahead in order to be considered to be in an overtaking condition (being left enough racing room either on straights or in corners by the leading driver). Once the attacking driver reaches this point, BOTH drivers are required to leave enough racing room for each driver(s). If the attacker is not to this point before the lead driver brakes in a braking zone, the attacker may be responsible for any contact between the drivers.

#### **7.3 Lapped Cars (BLUE FLAG)**

7.3.1 – 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”.

7.3.2 – 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.

#### **7.4 Qualifying Conduct**



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7.4.1 – 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.

7.4.2 – Most qualifying will be single driver on track, but in some cases, the entire field may be on track together.

### **7.5 Brake-checking**

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

7.5.2 – Applying the brakes to prevent a driver from overtaking, or to cause the following driver to make an emergency maneuver, is prohibited.

### **7.6 Waiting/Self-Penalizing**

7.6.1 – 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.

### **7.7 Unprofessional Conduct**

7.7.1 – 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.

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

7.7.3 – 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.

### **7.8 Pit Stops**

7.8.1 – Drivers may need to pit for damage/fuel/tires. In game penalties regarding pit speeds or requirements, will be handled by the game itself.

7.8.2 – Drivers must stay in the outside travel lane of pit lane until they reach their pit box.

7.8.3 – Drivers may not travel through more than 3 pit stalls before entering their own pit stall. This will be reviewed after each race and may incur a penalty accordingly.

## **8. Stewarding Reporting**

Stewarding is an important part of organized competition. Stewarding is done using the “Tickets” system in Discord.

### **8.1 Driver Reporting**

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

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

8.1.3 – Only officially filed reports will be reviewed. A DM to a steward will NOT be accepted.

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

### **8.2 Steward Review**

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

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

8.2.3 – 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.

### **8.3 Driver Appeals**



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- 8.3.1 – Drivers will have 24 hours from the steward incident report filing to appeal the decision.
- 8.3.2 – Appeals must be submitted using the official Appeal Submission form, linked in Driver Resources on the website or on Discord.
- 8.3.3 – Stewards will review the appeal, and may or may not schedule a call or send DM's to the drivers involved.
- 8.3.4 – Steward results after appeal are final. There will be no further conversation with the stewards or drivers once the final report is completed.
- 8.3.4 – 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.

### **9. Yellow Flags**

#### **9.1 Sector Yellow Flags**

9.1.1 – At times there may be yellow flags thrown to prohibit overtaking in certain sectors, due to an incident on track in that sector. Drivers must head yellow flag rules accordingly, such as are posted in the iRacing game instructions.

#### **9.2 Full Course Yellow Flags**

9.2.1 – At times there may be full course cautions thrown due to on track incidents. Details of how a yellow flag will be treated, will be released in the series details. Typically, a full course caution is handled by the in game iRacing safety car(s), and the in game instructions will alert the drivers to perform certain position changes.

## **RELEASE NOTES**

### **10. Release Notes:**

January 1<sup>st</sup>, 2024 – Initial Release.

August 14, 2024 – 6.3.2 Causing a yellow flag condition

August 14, 2024 – 7.2.2 added, in relation to moving under braking