Sporting Regulations

Forward

Slipstream Racing will follow the Sporting Code presented by the real life racing series.

It will include Cups: the Slipstream Racing GT3 Sprint Overall, Pro, Pro-AM, and AM Championships, the Slipstream Racing GT3 Endurance Overall, Pro, Pro-AM, and AM Championships, the Slipstream Racing GT3 Overall Championship, and the Slipstream Racing GT4 Championship.

Series Competitions

The Series is made up of Competitions consisting of

- Case A: two races, each with a maximum duration of 30 minutes. *(For the avoidance of doubt, the two races at each event are considered as a single Competition for the purposes of these regulations.)*
- Case B: a race with a maximum duration of 90 minutes. (GT3 Series)
- Case C: a race with a duration over 90 minutes. (GT3 Series)
- Case D: a race with a maximum duration of 40 minutes. (GT4 Series)

Case A: Sprint competitions with two thirty-minute races

Points are awarded overall and for all cups according to the following scales:

a. **Qualifying**

After each qualifying session, the driver of the car setting the fastest time overall will be awarded one point.

b. **Race 1 & Race 2**

Points are awarded after each race, overall and for each Cup, according to the following scale :

1st:	*16.5 points*
2nd:	*12 points*
3rd:	*9.5 points*
4th:	*7.5 points*
5th:	*6 points*
6th:	*4.5 points*
7th:	*3 points*
8th:	*2 points*
9th:	*1 point*
10th:	*0.5 points*

Case B: 90-minute races

Points are awarded overall and for all cups according to the following scales:

a. **Qualifying**

After each qualifying session, the driver of the car setting the fastest time overall will be awarded one point.

b. **Race**

Points for all titles are awarded, overall and in each Cup at each Competition according to the following scale:

1st:	*25 points*
2nd:	*18 points*
3rd:	*15 points*
4th:	*12 points*
5th:	*10 points*
6th:	*8 points*
7th:	*6 points*
8th:	*4 points*
9th:	*2 points*
10th:	*1 point*

Case C: 2-hour races

Points are awarded overall and for all cups according to the following scales:

a. **Qualifying**

After each qualifying session, the driver of the car setting the fastest time overall will be awarded one point.

b. **Race**

Points for all titles are awarded, overall and in each Cup at each Competition according to the following scale:

1st:	*33 points*
2nd:	*24 points*
3rd:	*19 points*
4th:	*15 points*
5th:	*12 points*
6th:	*9 points*
7th:	*6 points*
8th:	*4 points*
9th:	*2 points*
10th:	*1 point*

Case D: 40-minute races (*GT4 Series*)

Points are awarded overall and for all cups according to the following scales:

a. **Qualifying**

After each qualifying session, the driver of the car setting the fastest time overall will be awarded one point.

b. **Race**

Points for all titles are awarded, overall and in each Cup at each Competition according to the following scale:

1st:	*25 points*
2nd:	*18 points*
3rd:	*15 points*
4th:	*12 points*
5th:	*10 points*
6th:	*8 points*
7th:	*6 points*
8th:	*4 points*
9th:	*2 points*
10th:	*1 point*

Sign Ups

You can register to compete on our website. When you register use your real name or an alias that is an identifiable name (Ex. Justin Elmore or alias. Joe Dirt) Use a name you wish to go by so you can be known within the community. To be eligible for points you must compete in half of the races. The deadline to join the championship is halfway through the season. Your car will be locked to the car you use if the first race of the season.

Discord

When you join the Discord change your username to your registered name. (Ex. jelmore to Justin Elmore) You will be assigned your car number after you register and that will be included in your username. (Ex. #7 Justin Elmore)

Car Numbers

When registering you will select your first 3 choices for your car number. If your 3 choices are not available, you will get a plus 1 to your number until it is available. You will have the same number across GT3 and GT4. Even if you do not compete in the GT3, the GT3 car numbers take precedent over

the GT4 car numbers. It will be easier to identify people's car number if they have the same number across all series.

Driver Categorization (*License for Cup Championships*)

Drivers wishing to compete for the Pro, Pro-Am, or AM cups must participate in the Driver Categorization Hotstint. If you choose to not participate in the hotstint you will still be eligible for the Overall Championship, but not the Class Championships. The deadline will be *2 days before the start of the season*. If you join after the deadline you shall be eligible to complete the hotstint and be placed according to your class.

Hotstint

a. *Consist of 2 different tracks*
b. *Use the latest version of the tracks (Ex. 2020 Update)*
c. *Use Custom Car with registered name*
d. *15 minutes*
e. *Clear weather preset*
f. *11 AM*
g. *Optimal Track Condition*
h. *1x Time Multiplier*

Take a screenshot of the results and upload to the *form*

General Race Rules

1.1 Race Starts will be performed using the full formation lap.
1.2 When a car is approaching a lapped car a blue flag will be shown. The driver under the blue flag conditions is under no obligation to move off line, but must remain predicable and deliberately not block the car behind.
1.3 The ACC penalty system of giving drive throughs/stop and goes for excess corner cutting, speeding in the pit lane, etc are final and the penalty must be served
1.4 Tire sets will be "limited" to 40 sets.
1.5 Race restarts are permissible if a large incident involving more than 1/3 of the field occurs during the first lap.
1.6 During any given season drivers are allowed to change cars one (1) time. If they choose to do this they will act as a new entry to the series and will not be able to keep their previously earned points

GT3 Qualifying Rules

The first 9 minutes will be for Silver/AM drivers. Silver/AM class drivers may start a flying lap with no less than 12 minutes remaining in the session. If a flying lap is started after this time, and not aborted, the driver will be DQ'd from the qualifying session. After completion of the final, valid flying lap, Silver/AM drivers must return to the pits within a reasonable time period.

There will then be a 3 minute window for the Silver/AM drivers to complete their final flying lap and return to the pits.

The final 9 minutes will be for PRO drivers. PRO drivers may leave the pit lane not before the final 9 minutes of the qualifying session. If a PRO driver leaves the pit lane before the final 9 minutes, they will be DQ'd from the qualifying session.

During the 3 minute window in the middle, while PRO cars are on their out lap, there may be some Silver/AM cars on their in laps. But given the timing there should be no risk of obstruction as long as everyone follows the rules. Silver/AM cars can do a full in lap if they chose, provided it doesn't obstruct any PRO car that is about to start a flying lap. Otherwise just hit ESC and return to garage.

Sprint and GT4 Race Rules

2.1 No pitstop will be required.
2.2 Pre-race timer is set to 3 minutes to allow a short break before the race starts.

Endurance Race Rules

3.1 There will be a mandatory pit stop with a mandatory tire change.
3.2 There is a pit window of 60 minutes. Pit window will open 15 minutes after the race begins.
3.3 Pre-race timer is set to 5 minutes to allow for a small break before the race begins

Unsporting Behavior

Any incident in the discord or on the track, such as provocative acts of any kind, verbal or physical threats or unsportsmanlike behavior, or any action or occurrence of targeted harassment that could be considered to be in contravention of Slipstream Racing spirit, which is committed by a member, may be reported to the Admins who will take any action they consider suitable.

Incidents

"Incident" means any occurrence or series of occurrences involving one or more drivers and/or any action by any driver, which is reported to the Stewards/Admins and which:

- caused a collision;
- forced a driver off the track;
- illegitimately prevented a legitimate overtaking maneuver by a driver;
- illegitimately impeded another driver during overtaking;
- unsafe rejoining of the track

Any incidents will be investigated after the relevant session.

It shall be at the discretion of the Stewards/Admins to decide, upon a report or a request by the Race Director, if drivers and/or team members involved in an Incident shall be penalized.

Incident Reporting

After the race, or session. Report the incident in the steward inquiries section of the Discord. Report with the following information: car number involved, when the incident happened, and type of incident. (Ex. Cars #7 and #19 Lap 3 turn 4, collision)

Behavioral Warnings

Drivers involved in incidents of any kind, or who have been reported for unsportsmanlike behavior or driving standards, will, in addition to their penalty, be awarded Behavior Warning Points (BWP) by the Stewards/Admins.

5 second time penalty	1 *BWP*
10 second time penalty	2 *BWP*
DQ	3 *BWP*

When you reach a total amount of BWP you will be issued penalties effective on the next race.

4 BWP	*Drive Through*
6 BWP	*10 Second Stop and Go*
8 BWP	*30 Second Stop and Go + 2 points carried over to the next season*
10 BWP	*Race Ban*

Custom Liveries

1. To install and upload custom liveries follow the directions on the website
2. To upload a custom livery the folder name must be in the following format (CAR NUMBER-LASTNAME-CLASS-CAR-LIVERYNAME) (Ex. ***7-ELMORE-GT3-488EVO-TRASHPANDAS***)
3. Try to keep the content of the liveries to PG-13 content. If a livery has anything offensive report it to an Admin and it will be reviewed.
4. Due to lag spike if using a custom livery try to join session during practice to be courteous to other drivers.