

## **GTAL Rules revised 26th March 2009**

### **1. Event procedure**

#### 1. Calendar rhythm

Races will be held once monthly, on a Saturday.

#### 2. Qualifying

The qualification session will be started at 17:00 UTC (14:00 UTC for the final round) on each race day, and last for 30 minutes.

#### 3. Break

Between the qualifying session and race start there will be a break of 20 minutes. Free practice is allowed during the break.

#### 4. Grid ordering

At 17:50 UTC (14:50 UTC for the final round) the starting driver of each team must be present on the server for starting grid ordering.

#### 5. Race

Normal races will be started at 18:00 UTC and last 3 hours. The final round will start at 15:00 UTC and last 6 hours.

#### 6. Penalties:

- If a team's starting driver does not show up on time for grid ordering, the team will receive a drive through penalty after the race start.
- If a team's qualifying driver does not show up at the qualifying session, the team must start from the back of the grid.

### **2. Teams**

1. Each team must announce its lineup for the upcoming race no later than 2 days before the event start. The nomination thread will be opened 7 days before the event date.

2. Each team must nominate at least 2 drivers and a maximum of 4 drivers per race.

3. IGTC and MoE Teams are allowed to take part in following cases:

- No driver in the lineup participates or participated in the current or previous MoE or IGTC season.
- If a team that already has an entry in MoE or IGTC wins the GTAL season championship, the (eventually given) prize for the season defaults to the first team in the championship order who do not already have a MoE/IGTC entry.

4. Penalties:

- If a team announces their lineup later than 2 days before the event, the team will receive a drive through penalty after the race start.
- If a team uses drivers active in MoE and/or IGTC in the current or previous seasons without explicit authorisation (with a strong justification), the team will be disqualified for that race.

### **3. Skinning and driver naming**

1. Team skins must display the GTAL plate on the front (hood/bonnet) and both sides of the car, bearing the team's number at a readable size. Number plates are not required on the rear of the car. Team numbers can be found in the team section of the GTAL website and in the forum. Skins must also use the provided GTAL sunstrip.

2. Driver names should be formatted in the following manner:

XX [First Initial].[Last Name]

for example 01 M.Mustermann

Where "XX" is the team's car number. Car number must be in white. Team colors may be used in

the rest of the name, if so desired. All drivers from a team should use the same naming color scheme.

Penalties:

- Using incorrect skins in qualifying and/or race will result in a drive through penalty after the start of the race.

#### **4. Car and class restriction**

1. All teams have to use following intake restrictions to fit the MoE GT2 specifications:

- 20% intake restriction for FZR
- 23% intake restriction for FXR
- 25% intake restriction for XRR

2. The car used by a team in the first race of the season must be used the whole season. Changing cars while the season is running is not allowed.

3. Penalties:

- If a team leaves the pitlane without the predefined intake restriction, the team will be disqualified from the event.
- Using a car not used in the first race of a season results in a disqualification for the event.

#### **5. Qualifying**

1. The qualification session will start at 17:00 UTC (14:00 UTC for the final round) on raceday, and last 30 minutes.

2. Each team is allowed to nominate one qualifying driver. Using more than one driver is forbidden.

3. Drivers on an in- or outlap should try not to interfere with drivers on a hotlap. On exiting pitlane they should wait until the track is free to join the racing line.

4. Using Shift+S and Shift+P is prohibited. If a driver uses Shift+S or Shift+P in qualifying, he is not allowed to exit the pitlane until qualifying ends.

5. Driven laps are not limited.

6. Drivers may not gain a time advantage by excessive cutting.

7. Penalties:

- If a driver gains an advantage from excessive cutting, his team's times will be deleted and the team will start from the back of the grid.
- Joining the track after pressing Shift+P/Shift+S will result in a drive through penalty after the start of the race.

#### **6. Race start**

1. The race will be started in a single file rolling start behind the safety car. The safety car will drive at a constant speed of 150 km/h. Each driver must leave a comfortable gap to the car ahead.

2. Drivers may not overtake before crossing the start/finish line or before the green flag is shown.

3. If the start/finish straight is too short, the starting point may be moved to another location.

4. Penalties:

- If a driver repeatedly fails to give enough room during the warm up lap, the team will receive a drive through penalty after the start of the race.
- If a driver overtakes during the warm up lap and does not immediately fall back into his position, the team will receive a stop and go penalty.

## **7. Race**

1. Drivers must overtake in a safe and respectful manner, including giving reasonable space in order to account for lag. Drivers should have at least a half-car overlap on another car before committing to an overtaking maneuver. Cars ahead on corner exit are entitled to take the racing line, but only if cleanly ahead of the trailing car.
2. When defending a position, drivers may make 1 move off and 1 move back on to the racing line, always remembering to leave room to account for lag.
3. Drivers attempting to un-lap themselves must follow Rule 7.1. Leaders who are defending against a lapped car must follow Rule 7.2.
4. Excessive cutting is not allowed. If the driver cuts the track accidentally, he should be careful not to gain anything by the maneuver.
5. The “racing surface” is defined as all areas that are asphalt, concrete (including green sections), or curbing. Raised, perpendicular “speed bump” curbing is not included. In certain cases (such as the infamous oval chicane at Kyoto GP Long) special rules or layouts may be put in place to prevent cheating.
6. A race ends when the leader crosses the start/finish line after the 3-hour mark (6-hour mark for the final round). Drivers must not stop until they have reached turn 1 after the yellow “FINISHED” text is displayed at the top of the screen. Stopping beforehand will result in a DNF.
7. After completing the race, drivers should follow the SC queue back to the pit lane and park in a pit stall. The podium finishers must assemble at the start-finish line for a podium shot. No cars should return to the setup screen until a photo/screenshot has been taken.
8. The severity of penalties given for infractions against the rules in section 7 (Race) will depend on the severity of the infraction.

## **8. Blue Flags**

1. When being lapped, a driver is expected to drive a normal racing line and avoid erratic movements that may confuse lapping drivers. Under no circumstances should a driver being lapped slow excessively while entering or in the middle of a corner. A driver who has been successfully lapped must not attempt an immediate re-pass.
2. The lapped driver must yield position upon the first properly-presented overtaking maneuver by the lapping car. A properly-presented overtaking maneuver implies that the lapping driver is close behind the lapped driver, “shows a nose” to indicate his intentions, and follows through cleanly while leaving sufficient room for the lapped car.
3. Penalties:
  - Excessive blocking will result in a stop and go penalty.
  - Overly aggressive behavior by a lapping car may result in a 5 point penalty in the championship standings.

## **9. Yellow flags**

1. A driver receiving a yellow flag should be prepared to encounter a crash scene and/or slow cars, and should be ready to slow down if necessary. Overtaking is forbidden during a yellow flag.
2. Penalties:
  - Overtaking during yellow flag will result in a 20 second time penalty added to finishing time.

## **10. Driver changes and pit stops**

1. Each team may execute a maximum of 4 driver changes per race, per car. Driver changes resulting from disconnects will not count toward this total. Each team must execute at least 1 driver change per race, per car.
2. When a driver change is completed, the exiting driver must leave the server within one lap. Failure to abide by this rule will result in a drive through penalty for the offending team. During a driver change, the incoming driver may only join the server once the team car is on its in-lap.
3. No single driver may drive more than 75% (2h 15min)
4. Each team must perform 2 mandatory pit stops.
5. Penalties:
  - Failing to change drivers during the race will result in a disqualification.
  - Changing drivers more than 4 times during the race will result in a 30 second time penalty, per additional driver change, to be added to finishing time.
  - Performing fewer than 2 pit stops will result in a 60 second time penalty to be added to finishing time.

## **11. Does not finish**

1. DNFs will result from:
  - Being stranded on one's roof/side
  - Exiting the racing area (either stranded outside the fence or "took the wrong route")
  - Using Shift-P or Shift-S and re-joining the race.
2. If a team DNFs, it will get credit for the last lap completed prior to the DNF.
3. All teams who DNF will be classified behind all finishing teams in the final standings. The tracker will classify these DNFs amongst themselves according to laps completed and on-track position. All teams who are disqualified will be placed behind all teams who DNF in the final standings, and are ineligible for points.

## **12. Disconnects**

1. If a team has a disconnect during the race, any teammember can rejoin the race. The current lap while the disconnect occurred will not be count.
2. A rejoin has to be done within 2 minutes after disconnect occured..
3. Penalties:
  - If a team does not show up after a disconnect within 2 minutes, the team will count as DNF.
  - If a team rejoins later than 2 minutes after a disconnect, the team will be disqualified from the event.

## **13. Force Majeure**

1. A state of force majeure is in effect when the primary race server's connection crashes and the race must be restarted.
2. In cases of force majeure, the race will move to the designated backup server and be restarted. An interrupted race will be restarted with the time remaining rounded to the nearest hour. If 15 minutes of a race are completed before the server crash, the race will be restarted with 3 hours remaining. If 30 minutes or more of a given race hour are completed, that hour will be counted as completed--i.e., a race in which the server crashes at 1:30 or 1:31 will be restarted with 1 hour to go, whereas 1:29 would mean 2 hours to go. The grid for a restarted race will be set using tracker data. Furthermore, all GTAL admins and marshals will have auto-save enabled as a backup.

3. Restarts following a server crash will be handled in the same manner as a normal race start.

## **14. Point System**

### 1. Basic Point System:

1. 80 pts
2. 68 pts
3. 60 pts
4. 54 pts
5. 50 pts
6. 46 pts
7. 42 pts
8. 38 pts
9. 34 pts
10. 30 pts
11. 28 pts
12. 26 pts
13. 24 pts
14. 22 pts
15. 20 pts
16. 18 pts
17. 16 pts
18. 14 pts
19. 12 pts
20. 10 pts
21. 9 pts
22. 8 pts
23. 7 pts
24. 6 pts
25. 5 pts
26. 4 pts
27. 3 pts
28. 2 pts
29. 1 pts

### 2. Bonus Points:

- finishing a race: 3 points
- finishing all races: 10 points
- pole position: 1 points

3. In the event of a tie in the final points standings, the position in question will go to the team with the most wins. If neither team has a win, the position goes to the team with the most second place finishes, etc.

## **15. Communication**

1. During each event, admins and marshals will be available in the GTAL IRC channel #gtal@Gamesurge. Drivers and spectators may use this channel for chat and for contacting admins during the race.

2. During each event, the admins and marshals will be available on Lightning Racing's Teamspeak server. All drivers are invited to go on there.  
Teamspeak server IP: lightning-racing.de:8999

## **16. Penalties**

1. Live penalties (stop and go and drive through) have to be completed within 3 laps after they are given. Infractions against this rule will result in a disqualification.
2. If a team is disqualified during the race, the car should be driven to the pits within 2 laps and spectate after entering pitlane.
3. General penalties:
  - Chatting during qualifying will result in a drive through penalty after the race start.
  - Chatting during the race will result in a 10 second time penalty, per line, to be added to the team's finishing time.

## **17. Game related options and external tools**

1. The driver side used in the first qualifying must be used the whole season.
2. Using tools which changes the car handling and/or models is not allowed.
3. Penalties:
  - Changing the drivers side will result in a disqualification.
  - Using tools which changes the car handling and/or models will result in a permanent ban from this league.