



Digit 20-K Event | Regulations Manual | v2022.1

November 17, 2022

Changes Highlighted in **Yellow**

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### 1. Season Structure

#### 1.1 Day and Time of Events

All events take place on Saturdays

Qualifying begins at 2PM Eastern Time (New York) / 7PM GMT (London)

Races begin immediately after

#### 1.2 Season Schedule

There are 4 rounds

The season schedule will be posted on website

### 2. Division

#### 2.1 Divisional Structure

Division 1 will be broadcasted live.

Division 2 will run after 1 hour later than Division 1 without a broadcast

### 3. Registration

#### 3.1 Registration Form

3.1.1 – Drivers must register using the provided registration form.

A link to the Google form will/is provided in the GTC Official Discord channel and on the website.

#### 3.2 Registration Limit

There is no limit to the number of drivers that can register.

3.2.1 – Full Time Slots

There will be only 15 slots available to compete for 1 division. And 15 slots available for Division 2.

3.2.2 – Reserve Slots

Drivers in lower divisions will be brought up to fill in the higher divisions.

#### 3.3 Disqualified and/or Not Qualified

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

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

3.4.2 – Not Qualified

3.4.3 – Performance in previous season(s)

3.4.4 – Organizers may recognize a bad qualifying run and move a driver to another division.

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

### 4. Pre-Season Qualifying

#### 4.1 Pre-Season Qualifying Structure

4.1.1 – Drivers that cannot commit to the entire season **DO NOT REGISTER** please.



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4.1.2 – Qualifier is the Autopolis Circuit Experience 1 Lap Attack. Times are used to place drivers in divisions.

### **5. Car Assignment**

#### **5.1 Car Settings**

Car assignments and settings are on the website.

### **6. Livery Requirements**

#### **6.1 Livery Requirements**

6.1.1 – Approved decals

May not contain profane language

May not contain pornography

May not contain smoking related

6.1.2 – 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 and series logos.

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

6.1.4 – Required decals shall be placed in the location where indicated (DIGIT and GTC logo on the side of the cars)

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

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

6.1.7 – Required door placard numbers must be black and legible.

#### **6.2 Livery Penalties**

6.2.1 – 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.

### **7. Round(s) Qualifying**

#### **7.1 Lobby Qualifying**

7.1.1 – Official lobbies will open 10 minutes before green flag, and that opening signifies that start of the qualifier.

7.1.2 – When lobby clock passes the 10 minute mark, all drivers are to park on track. DO NOT leave the track until instructed to do so.

7.1.3 – Once the order is confirmed, you will be signaled to exit the track, and choose the tires you wish to start the race on. DO NOT LEAVE THE PITS, but simply "Green Check In" and stay in the pits. Drivers who exit the pits after being released from the track will receive a grid penalty in the next race to start at the back of the field. This is to ensure that we can keep a proper running order for the race start.

7.1.4 – Race will be based on fastest first from the qualifier.



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### **8. Race Starts**

#### **8.1 Race Start – Grid Start False Check (normal procedure)**

8.1.1 – When all drivers are checked into the race, the lobby host will start the race.

#### **8.1 Race Start – Formation Lap – (failed normal start due to tech issue or red flag)**

8.1.1 – When all drivers are checked into the race, the lobby host will start the race.

8.1.2 – All drivers will start a formation lap. The pole sitter makes their way to the front first.

8.1.3 – Pole sitter will drive no more than 75mph/120kph

8.1.4 – Once pole is in place and has pace set all drivers in line behind will go single file around the track. Please note, do not start any weaving back and forth till everyone is in order.

8.1.5 – Drivers will stay single file until the deceleration line where they will line up 2x2. Top speed after this line is 55mph or 88kph.

8.1.6 – Pole position will always have the inside lane to turn 1 and P2 will have the outside lane. Drivers will line up in the appropriate positions based on their starting order. Odd numbered drivers will always line up behind the pole sitter.

8.1.7 – Once the pole position driver reaches the Acceleration Zone it is up to that driver to start accelerating to start the race, all other drivers are not allowed to make any passes until after pole begins accelerating or you will be subject to a penalty.

8.1.8 – If you are not in position when race starts, the race will start without you in position.

8.1.9 – Also remember it is the responsibility of the car behind not to make contact when in single file or 2x2 formation, so make sure there is room. Any contact causing damage during the formation lap is also subject to penalty. Remember to be smart and aware of your surroundings and this will be smooth.

8.1.10 – An image of the track and zones will be provided before the race.

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

8.2.1 – Pole sitter starts the race

8.2.2 – Pole sitter brings the 2x2 group through final turn/straight.

8.2.3 – Each track will have a designated starting line that is ahead of the start/finish line. The pole sitter can start the race when they reach the start/finish line.

8.2.4 – Drivers are not allowed to overtake another car until after they pass the start finish line.

### **9. Race Format**

#### **9.1 Endurance Format**

9.1.1 – Races are endurance, therefore the lobby will be set with a timer of 25 minutes unless otherwise stated.

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 compulsory tire requirements. **Check the website for details.**

#### **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 Start, Fastest First, BOP **on**, tuning **off**
- Slipstream **real**, damage **light**
- Fuel and tires – **See Website**



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### 9.4.2 – Penalty Settings

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

### 9.4.5 – Driving Options

- Countersteering Assist **prohibited**, all others assist **no limit**.

## 10. Points/Championship(s)

### 10.1 Driver points

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

### 10.2 Points

**P01=18**

**P02=16**

**P03=14**

**P04=12 through P15=1**

**1 Bonus point for Fastest Lap**

**1 Bonus point for Pole**

### 10.3 Resolving Ties in the Final Scores

10.3.1 – A tie is 2 drivers with the same point totals after the drop rounds.

10.3.2 – In case of a tie in the final Driver championship point standings, the tie shall be resolved according to the highest ranked Driver's record of first place points finishes, and then if necessary, the number of second place points finishes, and so on down to the last championship points position for the Series. If a tie still remains, the tie shall be broken by the first to achieve the highest points finishing position in that season for that Series.

If after the drop rounds, there is a tie, we will go to the finishing positions, and the driver with the highest average finishing position will take the lead points.

## 11. Attendance and Reserve Drivers

### 11.1 Maximum Absences

A driver who registered at the beginning of the season may miss only one (1) round. If they do not show for another round, their spot will be given to the first reserve driver, and they will be out of the season permanently.

Technical Glitch disconnects from an event after qualifying begins will not be considered an absence.

### 11.2 Reserve Drivers

12.2.1 – Reserve drivers will be brought up from the lower division(s) and retain 50% of their earned points.

12.2.1 – A driver disqualified from the season may not be a reserve driver.

12.2.2 – Reserve drivers score points for themselves, so it is possible that they can steal precious points from drivers who miss a race.



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### **12. Intentionally Blank**

### **13. Mid-Season Registration**

**13.1 No mid-season registration will be available**

### **14. Penalties**

#### **14.1 Shortcut and Pit Lane**

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

#### **14.2 Contact Incidents**

##### 14.1.1 – 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.

##### 14.1.2 – 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

##### 14.1.3 – 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.

#### **14.2 Types of Penalties**

14.2.1 – 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.

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

#### **15.1 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.

#### **15.2 Blocking Moves**

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

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

##### 15.3.1 – 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”.

##### 15.3.2 – 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.



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

### 15.4 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.

### 15.5 Brake-checking

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

### 15.6 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.

### 15.7 Unprofessional Conduct

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.

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

## 16. Red Flags

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

### 16.1 Red Flags

16.1.1 – Red Flags are called when 3 or more vehicles are involved in a collision within the first lap.

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

16.1.3 – Red flags may be called if 1 or more drivers are DC'd on the 1<sup>st</sup> lap.

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

### 16.2 Canceled Rounds

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

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

16.2.3 – 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.

## 17. Stewarding Reporting

Stewarding is an important part of organized competition. As such, GTC will have 3 stewards and a division captain from each division.

### 17.1 Driver Reporting

17.1.1 – Drivers have 24 hours from race finish to submit a stewarding report using the Steward Incident Report form that is linked in Discord and on the website

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

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



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

**17.2 Steward Review**

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

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

**17.3 Driver Appeals**

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

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

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

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

17.3.4 – 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.

**RELEASE NOTES**

**Release Notes:**