Porsche Cup | Regulations Manual | v2022.pc1
Sunday, February 19th 2023
Changes Highlighted in <mark>Yellow</mark>

Table of Contents

1. Season Structure

1.1 Day and Time of Events
All events take place on Saturday's
Qualifying begins at 6:00PM Eastern Time (New York)
Races begin at 6:15PM Eastern Time (New York)

1.2 Season Schedule
There are 6 races (rounds) per season.
The season schedule will be available when registration opens.

2. Division

2.1 Divisional Structure
2.1.1 – There will be only 1 broadcasted division
2.1.2 – Drivers that qualify outside of Division 1 will be reserves

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 45 slots available to compete for 1 division.
3.2.2 – Reserve Slots
Drivers who register after the first 45, will be reserve qualifiers.

3.3 Driver Numbers
3.3.1 – Driver numbers range from #0 through #999.
Leading zeroes are not allowed (e.g. #02).
3.3.2 – No two drivers may have the same driver number. Drivers from the previous season have priority in retaining numbers.
3.3.3 – 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.

3.4 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 drive 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 – After registration, all drivers will be randomly places into qualifying heat lobbies.

4.1.2 – Qualifiers will be held to fill out the main racing division as described in this section

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

4.1.4 – Drivers that wish to be reserve may register and alert the GTC Staff in Discord.

4.2 –Qualifier Heat Setup

4.2.1 – Heat races will be run to determine the 15 drivers that will compete in the official broadcasted lobby(s).

4.2.2 – The number of heat races will be determined by the number of registrants.

4.2.3 – Drivers that do not make the top 15 will run as reserves for the broadcasted lobby

4.2.4 – Heat races will be run with the following relegations (assuming 45 drivers)

- 1st Heats (random placement)
    - P1-5 from each heat will advance to the Finals Heat 1
    - P6-15 from each heat will advance to the Semi Final rounds
- Finals Heat 1
    - P1-8 will advance to Division 1
    - P9-15 will advance to the Finals Heat 2
- Semi Finals Heat 1 and 2
    - Drivers will be placed at random in one of two semi final heats.
    - P1-4 from each heat will advance to the Finals Heat 2
    - P5-7 from each heat will advance directly to Division 2
    - P8 from each heat will be considered Wildcards
        - The driver that performed better in the 1st Heats will advance directly to Division 2
        - The other driver will advance to Division 3
        - In the event that both drivers finished in the same position in the 1st heats, it will go to a coin toss.
    - The remaining drivers will advance to Division 3
- Finals Heat 2
    - P1-P7 will advance to Division 1
    - P8-15 will advance to Division 2
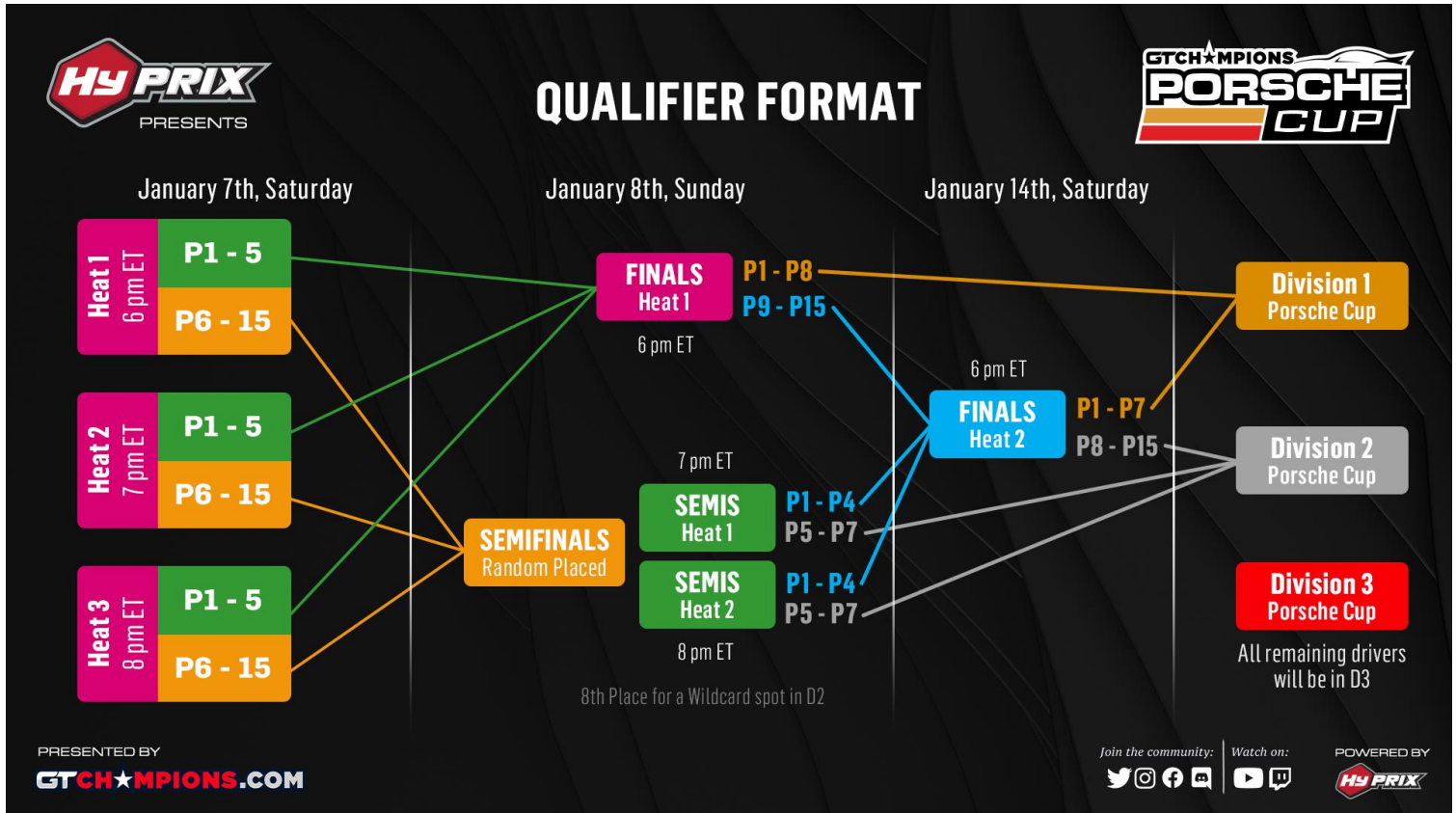
4.3 – Heat Lobby Settings

    4.3.1 – Only RS,RM,RH tires will be allowed for qualifying.

    4.3.2 – Fuel and Tire wear will be x3

    4.3.3 – Penalties will be set to weak, damage set to light

    4.3.4 – 30 minutes with 10 minute qualifier

    4.3.4 – Open pit, run any strategy you want

    4.3.5 – Lobbies will open 15-30 minutes before heat is to begin.

        • Heats 2 and 3 will open after the previous round is completed.

    4.3.6 – Heat race will be set in Grid Start with false Check, with fastest first.

    4.3.7 – Track and other settings will be listed on the website.

4.4 – Heat Lobby Settings (specific)

    4.4.1 – Race Settings

        • Grid Start, Fastest First, BOP **on**, tuning **off**

        • Slipstream **real**, damage **light**

        • Fuel and tires **x3**, Grip **real**

    4.4.2 – Penalty Settings

        • Shortcut **Weak**, Wall collision **None**

        • Correct vehicle **off**, car collision **on**

        • Pit lane cutting **on**, Ghosting **off**

        • Flag rules **on**

<mark>4.4.3 – Driving Options</mark>
- <mark>Counter steering Assist **prohibited**, all others assist **no limit**.</mark>

4.5 - Qualifier Days/Times

4.5.1 - Dates and times will be posted. All drivers will be placed in random lobbies (first come first serve based on registration date and time)

4.5.2 – Failure to complete all required heats will result in a forfeit of a permanent spot in the series.

5. Car Assignment

5.1 Car Settings

We will use the Porsche GT-3 car with Balance of Performance on, with tuning off.

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, sponsor logos and series logos.

6.1.3 – Required window banner must be used and may only include the official single Porsche Cup 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 on the livery images.

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 white and legible.

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

6.2 Livery Approval

6.2.1 – 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.

6.2.2 – Livery steward decisions are final

6.2.3 – 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.

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

6.3 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 15-30 minutes before green flag.
 7.1.2 – Once the qualifier is over, drivers will have 2 min to pre the car for the race.
 7.1.4 – Race will be based on fastest first from the qualifier.

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.

8.2 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.

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 Start, Fastest First, BOP **on**, tuning **off**
- Slipstream **real**, damage **light**
- Fuel and tires **x2**, Grip **real**

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

10. Points/Championship(s)

10.1 Driver points

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

10.2 Points

   P01=18
   P02=16
   P03=14
   <mark>**P04=13 through P15=2**</mark>
   1 Bonus point for Fastest Lap
   1 Bonus point for Pole Position

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.
   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.

10.4 Reserve Driver Points

   10.4.1 – Drivers that advance to a full time spot in a division above them, will bring 50% of their points (rounded up to the nearest point) with them that they earned in their lower division, and 100% of the points they earned while driving as a reserve.
   10.4.2 – Drivers that only reserve for a few rounds, but never attain a full time spot, will keep 100% of the points they earned in the higher division, toward their lower division score.
   10.4.3 – Drivers might not ever earn a full time spot in a division above them.

11. Dropped Round(s)

11.1   **Drop Round**

   11.1.1 – Drop round will only be used towards 1 of the first 4 of 6 rounds. Drivers will only be allowed 1 dropped round.
   11.1.2 – After the 4th round is completed, all drivers will have their lowest performing round of the 4, dropped to zero points.
   11.1.3   – Bonus points for FL and PP will be kept.
   11.1.4   – If a driver misses a round, or otherwise scores zero points in any of the 1st 4 rounds, then that missed round will count as the dropped round..

12. Attendance and Reserve Drivers

12.1 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 disconnections from an event after qualifying begins will not be considered an absence.

12.2 Reserve Drivers

1 absence may be covered by a reserve driver. The absentee is NOT awarded any points scored by their reserve.

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.

12.2.3 – Drivers from lower divisions will advance to upper divisions as reserve drivers, in a few different ways.

1. If an upper division driver fails to show for a race, the top driver from the division below will take their spot for that race, and all drivers below that driver will move up 1 spot from below or within their division.
2. If an upper division driver misses a 2nd round, they will be removed from the series and replaced with the top driver from the division below, and all drivers below that driver will move up 1 spot from below or within their division.
3. If an upper division driver quits or is disqualified, they will be removed from the series and replaced with the top driver from the division below, and all drivers below that driver will move up 1 spot from below or within their division.

12.2.4 – Reserve driver advancement to Division 3

1. Reserve drivers are brought up into Division 3 as their first step into the series

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

14.2.1 – 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.

14.2.2 – 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

14.2.3 – 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.

14.3 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.
    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 – Reg flags may be called if 1 or more drivers are DC'd on the 1st lap.
    16.1.4 – Only 2 red flags can be called for any one round. After the 2nd 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.

17.1 Driver Reporting

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

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.

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:

12-21-2022 – Added details on Reserve Drivers and Points. Section 4 was also updated regarding pre-season qualifying.

1-1-2023 – Added section 4.4 – Heat tracks and conditions.

<mark>1-1-2023 – Scoring 10.2 – There was an error in the points per place.</mark>