



WWW.SIMGEAR.GG

1. REGISTRATION & PARTICIPATION

1.1 Registration

Registrations are submitted exclusively via the official registration form:

www.simgear.gg/endurance-entryform

Participation fees:

- Full season entry: **65 EUR**
- Single round entry: **20 EUR**

The championship remains open to new teams throughout the season. Teams may join at any time, either by registering a new team or by joining an existing one.

1.2 Discord & Communication Requirement

All drivers are **required** to be members of the official **SIMGEAR Discord server**.

After submitting an application, teams and drivers must receive the **SIMGEAR Endurance Series role**, which grants access to championship-related channels, including:

- calendar
- standings
- regulations
- briefings
- penalties
- protests
- skins
- press conferences

If an application has been submitted but the role has not been assigned, the team must contact **Iskren Pondev** on Discord.

1.3 Team Registration Details

Each team must register with:

- Team name
- Team iRacing ID
- Preferred car number
- Team Manager iRacing ID
- Team Manager Discord ID
- Selected class and car
- All drivers' iRacing IDs and names

Using another driver's iRacing account without registration is **strictly forbidden** and will result in penalties imposed by the organizers.

2. GRID SIZE & ENTRY MANAGEMENT

2.1 Grid Capacity

Maximum grid size: **60 teams**

- GT3 (PRO + AM): up to 30
- LMP2: up to 15
- GTP: up to 15

If applications exceed the available slots per class, teams will be placed on a **waiting list**.

Waiting list rules:

- Teams are admitted in the order of application submission
- Participation is allowed only if a confirmed entry withdraws
- Organizers reserve the right to adjust class slot allocation before the season start

3. CARS & CLASSES

3.1 Classes

The SIMGEAR Endurance Series features the following classes:

- **GT3 PRO**
- **GT3 AM**
- **LMP2**
- **GTP**

3.2 Eligible Cars

GT3

Aston Martin Vantage

Acura NSX

BMW M4

Chevrolet Corvette Z06

Ferrari 296

Ford Mustang

Lamborghini Huracan

McLaren 720S

Mercedes-AMG
Porsche 911 GT3 R (992)

LMP2

Dallara P217

GTP

BMW M Hybrid V8
Cadillac V-Series.R GTP
Acura ARX-06 GTP
Porsche 963 GTP
Ferrari 499P

3.3 Team Class Assignment (iRating-based)

Team class is determined by the **average iRating of all registered drivers**.

- GT3 PRO: above 2700
- GT3 AM: up to 2700
- LMP2: above 2300
- GTP: above 2500

The Organizer reserves the right to monitor and analyze the performance of all participants during practice sessions, qualifying, and races in order to identify **account sharing, smurfing**, or any other actions aimed at unlawfully misrepresenting or understating a driver's true performance level.

Any attempt by drivers with pace and experience corresponding to **PRO level** to deliberately enter the **AM class**, with the intention of dominating the class or unfairly influencing the final classification, shall be considered a **serious breach of sporting conduct and the regulations**.

In the event of suspicion or evidence of such practices, the Organizer reserves the right to take appropriate actions, including but not limited to:

- **Cancellation of race results**

Decisions taken by the Organizer in such matters are final and are made in the interest of **fair competition, equal conditions, and the sporting integrity** of the endurance event.

3.4 Car Numbers

Competition classes	Car numbers
GTP	2-99
LMP2	102-199
GT3 PRO	202-299
GT3 AM	302-399

4. TEAMS & DRIVERS

- Minimum drivers per team: **2**
- No maximum driver limit
- Standard **iRacing Fair Share** rules apply
- All drivers contribute to the team iRating calculation

The organizers reserve the right to reject or modify team names and liveries that:

- violate sportsmanship
 - include political messages
 - contain offensive or discriminatory content
- Sim racing remains politically neutral.
-

5. CALENDAR

- Round 1 – Sebring 130 laps (28.02.2025) – 13:00 UTC
 - Round 2 – Road America 4H (14.03.2025) – 13:00 UTC
 - Round 3 – Spa 120 laps (04.04.2025) – 12:00 UTC
 - Round 4 – Daytona 200 laps (25.04.2025) – 12:00 UTC
 - Round 5 – Le Mans 100 laps (16.05.2025) – 12:00 UTC
-

6. EVENT FORMAT

Each round consists of:

- Briefing – 10 min
- Free Practice – 90 min
- Qualifying – 40 min
- Race – **4 hours or fixed laps**
- Press Conference – 10 min

Saturday **13:00 UTC** Briefing

Saturday **13:10 UTC** Free Practice

Saturday **14:50 UTC** Qualifying for GT3 PRO and AM

Saturday **15:03 UTC** Qualifying for LMP2

Saturday **15:16 UTC** Qualifying for GTP

Saturday **15:30 UTC** Race start

All events start with the briefing at 15:00 Bulgarian local time (EET / EEST). UTC time changes after the daylight saving switch (30 March 2025).

All sessions of a race weekend take place on the **same iRacing server**.

Drivers are strongly encouraged to attend the **pre-race briefing** in the Discord voice channel.

7. QUALIFYING PROCEDURE

Qualifying duration: **40 minutes**, divided by class groups.

7.1 GT3 Qualifying (PRO & AM)

- Active from session start until minute 13
- Laps started before minute 13 may be completed
- After a hot lap, drivers must return to pits using **ESC**

7.2 LMP2 Qualifying

- Active from minute 13 to minute 26
- Same completion and ESC rules apply

7.3 GTP Qualifying

- Active from minute 26 to session end

Disrupting the qualifying order results in a **Drive-Through penalty in the race**.

ESC Rule:

Once ESC (teleport to pits) is used, the driver may not rejoin the track. Violation results in **No Qualifying for the next round**.

8. START PROCEDURE

- Start type: **Rolling start**
- Classes are released in sequence: **GTP → LMP2 → GT3**
- Maximum speed during formation lap: **90 km/h**

GTP class starts only on “Green, Green, Green” by iRacing.

LMP2 and GT3 class starts only when reaching its **designated start zone**, explained during the briefing.

LMP2 and GT3 classes must maintain a minimum gap of at least 10 seconds.

Prohibited actions:

- Sudden braking or acceleration
- Excessive weaving
- Jump starts before the start zone

Violations may result in penalties after review.

9. RACE SETTINGS

- Incident limit: **50 incidents**
 - Penalty applied after every **10 incidents**
 - Fast repairs: **Disabled**
 - Race duration: **4 hours or fixed laps**
-

10. CLASSIFICATION & POINTS

10.1 Points Allocation

1 place	60 points	11 place	22 points
2 place	54 points	12 place	19 points
3 place	49 points	13 place	16 points
4 place	44 points	14 place	13 points
5 place	40 points	15 place	11 points
6 place	37 points	16 place	9 points
7 place	34 points	17 place	7 points
8 place	31 points	18 place	5 points
9 place	28 points	19 place	3 points
10 place	25 points	20 place	1 point

To score points, a car must complete at least **70%** of the class winner's laps (rounded up)

11. PENALTIES

11.1 Practice

Incidents occurring during practice sessions **are not reviewed** by Race Control.

No protests related to on-track incidents during practice will be accepted.

11.2 Qualifying

Incidents during qualifying sessions are reviewed **only via the official protest form**.

- **Blue flag abuse or intentional blocking** → **Warning**
- **Other incidents** → penalty at the discretion of Race Control

Possible qualifying penalties include:

- Warning
- Drive-Through

⚠ Penalties issued during qualifying are not subject to appeal.

11.3 Race Penalties

Following a submitted protest, Race Control may issue one or more of the following penalties, depending on the severity of the incident:

- Warning
- Second Warning → **Drive-Through**
- Drive-Through
- Drive-Through + Stop & Hold (30 / 90 / 120 seconds)
- Disqualification

Warnings received during **practice or qualifying carry over into the race** and may result in escalation of penalties.

12. STEWARDING & RACE CONTROL

12.1 Live Race Control

The entire event is supported by **Live Race Control**, consisting of official championship stewards.

Race Control monitors the race in real time, reviews incidents, and issues penalties to ensure safety, fair competition, and the proper flow of the event.

Race Control has full authority to:

- investigate incidents;
- issue penalties;
- manage **Safety Car** procedures;
- issue mandatory instructions to all participants.

Decisions made by Race Control are final unless appealed in accordance with Section 12.3.

12.2 Protests

Incidents are reviewed **only if a protest has been submitted**.

- Protests must be submitted **exclusively** in the Discord channel **#protest**.
- All protests must follow the official protest form.
- Protests submitted in an incorrect channel or without the required information **will not be reviewed**.

12.3 Appeals

Each team is entitled to **one unsuccessful appeal per race**. For **each subsequent unsuccessful appeal**, the penalty being appealed will be **doubled by Race Control**.

- Appeals must be submitted **only** in the Discord channel **#penalties-appeal** or Race Control voice channel waiting room.
- Appeals must follow the official appeal form.
- Teams are strongly encouraged to use their appeal wisely.

12.4 Netcode

If an incident is caused **entirely and clearly** by netcode, **no penalty will be issued**.

If netcode is present but **not the primary cause** of the incident, Race Control reserves the right to issue penalties regardless of the presence of netcode.

12.5 Penalty Execution

After reviewing a protest, Race Control will announce the decision in the relevant Discord thread.

- If a penalty is issued, the affected team has **15 minutes** to submit an appeal from the moment the decision is published.
- If no appeal is submitted within this timeframe, the penalty will be applied via iRacing.

Important:

Teams must serve penalties **only after they have been officially issued in iRacing** via system messages and flags.

Penalties served before being officially issued are **entirely at the team's own responsibility** and **will not be compensated**.

12.6 Intentional / Retaliation

Intentional collisions or retaliatory actions are considered **extremely serious offenses**.

Any team found guilty of intentional wrecking:

- will be **immediately disqualified** from the race;
 - will be **officially reported to iRacing**.
-

13. CAUTIONS & SAFETY CAR

13.1 Safety Car Procedure

- A maximum of **4 Safety Car Procedure s** may be used per race.
- **Safety Car Procedure** will not be deployed in the last **30 minutes** of the race.
- Race Control retains full authority over **Safety Car Procedure** procedures throughout the race.

13.2 Safety Car

The event uses a **real Safety Car**, driven by the stewarding team.

The Safety Car controls the pace during **Safety Car Procedure** periods.

13.3 Safety Car Procedure

1. Race Control announces via voice chat:
“Full course caution in 5, 4, 3, 2, 1... Caution”
 2. Track positions are frozen and overtaking is prohibited.
 3. The Safety Car will be deployed immediately after its announcement in voice chat.
 4. All drivers must catch up to the queue as fast as possible without crashing.
 5. **Pit lane is closed** until Race Control announces it is open.
 6. Classes will be separated in the following order: **GTP → LMP2 → GT3**, unless otherwise instructed.
 7. During a wave-around, cars must pass **on the left**, safely overtake the queue and the Safety Car, and then line up at the back of the queue.
 8. Race Control announces that the Safety Car will return to the pits.
 9. The restart is announced as follows:
“Restarting in 3, 2, 1... Green Flag!”
 10. If a penalty has been issued and the safety car is deployed, race control withdraws the black flag and issues it again after the safety car returns to the pits.
-

14. RACE INCIDENTS & PENALTIES TABLE

(Race session only)

Category	Incident Type	Description	Possible Penalties
R1	Minor contact	Light contact with no significant consequences	
R2	Avoidable contact	Avoidable contact causing loss of position or time	
R3	Multiple car incident	Contact involving more than one car	
R4	Major incident	Serious incident, spin, heavy damage	
R5	Blocking	Reactive defending or line changing	
R6	Divebomb / late move	Late move without sufficient overlap	
R7	Aggressive driving	Forcing another driver to avoid contact	
R8	Unsafe rejoin	Dangerous rejoin to the racing surface	
R9	Blue flag abuse	Unpredictable behavior while being lapped	
R10	Unsafe multiclass pass	Risky pass between different classes	
R11	Track limits abuse	Intentional or systematic abuse	
R12	SC	Violations during Safety Car	
R13	Ignoring RC instructions	Failure to follow Race Control instructions	
R14	Intentional / retaliation	Intentional contact or retaliation	

To be eligible to score points, cars must complete at least 70% of the laps completed by their class winner (rounded up to the nearest whole lap), cross the finish line without external assistance, and not be subject to any sanctions that make them ineligible for points.

15. SKINS & LIVERIES

15.1 Skin Submission

Every driver or team is required to upload their car skin via the **Trading Paints** platform.

All teams must apply the **official championship sponsor decals** to their cars.

For each car model, a **pre-prepared decal template** will be provided, which must be applied over the car skin for convenience and consistency.

15.2 Team Skins & Livery Rules

- Each team must use **the same car skin throughout the entire season**.
- The organizers reserve the right to **partially or fully reject** any submitted skin if deemed necessary.
- Official championship sponsor decals will be placed on the **front sun visor** of all cars, as well as **on the number plate areas**.
- Changing a car skin during the season is **not permitted**, unless **explicit approval** is granted by the organizers.

The use of car skins that:

- violate human rights;
- promote unsportsmanlike behavior;
- damage the image of the championship;

is **strictly prohibited**.

Political slogans, messages, or references are not tolerated. Sim racing remains one of the few sports untouched by such influences, and this championship is committed to preserving that standard.

16. BROADCAST

The championship will be broadcast live on the **SIMGEAR.gg YouTube channel**.

All participants are required to behave professionally at all times, acknowledging that their actions may be broadcast live to a public audience.

17. PRESS CONFERENCE

The press conference includes podium finishers from the following classes:

- **GTP**
- **LMP2**
- **GT3 PRO**
- **GT3 AM**

After the race has finished and all cars have returned to the pits, podium drivers must join the **#pressconference** Discord channel.

Drivers will be moved into the live broadcast channel by the commentator.

Every podium-finishing driver is **morally obligated** to attend the press conference as a sign of respect toward competitors and in the spirit of fair play.

18. PRIZES

18.1 Overall Standings – GTP Class

- **1st place** – Trophy + **€300** + **€50 SIMGEAR.bg shopping voucher**
- **2nd place** – Trophy + **€200** + **€25 SIMGEAR.bg shopping voucher**
- **3rd place** – Trophy + **€100** + **€10 SIMGEAR.bg shopping voucher**

18.2 Overall Standings – LMP2 Class

- **1st place** – Trophy + **€300** + **€50 SIMGEAR.bg shopping voucher**
- **2nd place** – Trophy + **€200** + **€25 SIMGEAR.bg shopping voucher**
- **3rd place** – Trophy + **€100** + **€10 SIMGEAR.bg shopping voucher**

18.3 Overall Standings – GT3 PRO Class

- **1st place** – Trophy + **€300** + **€50 SIMGEAR.bg shopping voucher**
 - **2nd place** – Trophy + **€200** + **€25 SIMGEAR.bg shopping voucher**
 - **3rd place** – Trophy + **€100** + **€10 SIMGEAR.bg shopping voucher**
-

18.4 Overall Standings – GT3 AM Class

- **1st place** – Trophy + €200 + €100 SIMGEAR.bg shopping voucher
 - **2nd place** – Trophy + €150 + €50 SIMGEAR.bg shopping voucher
 - **3rd place** – Trophy + €100 + €20 SIMGEAR.bg shopping voucher
-

18.5 Participation Reward

Every driver who:

- is registered for the championship, and
- participates in **at least 50% of the championship rounds,**

will receive a **€10 SIMGEAR.bg shopping voucher.**