



[WWW.SIMGEAR.gg](http://WWW.SIMGEAR.gg)

# 1. REGISTRATION & PARTICIPATION

## 1.1 Registration

Registrations are submitted exclusively via the official registration form:

[www.simgear.gg/endurance-entryform](http://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.

The full season entry fee must be paid no later than 48 hours before the start of the first round. The single round entry fee must be paid no later than 24 hours before the start of the round.

## 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.

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## 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)**

Initial team class eligibility and assignment is determined by **the average iRating of all drivers registered in the team**. For each individual race event, **the average iRating of the drivers registered to race** must remain within a **tolerance of  $\pm 100$  iRating** from the team's assigned class boundaries.

- 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

### 3.5 Car Change

- Each team may change their car choice up until the start of the first round without notifying the organizers. The car used to register for the first round will remain the team's permanent choice for the entire season.
  - After that any subsequent car changes must be requested at least **24 hours before the round** via the Discord channel **#team-change-request**. Such a change will incur a penalty of **100 points deducted from the team's standings**.
  - The organizers reserve the right to allow free car changes for teams after the release of the iRacing update prior to Season 2, provided there are sufficient valid arguments.
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## 4. TEAMS & DRIVERS

- Minimum drivers per team: **2**
- No maximum driver limit
- Standard **iRacing Fair Share** rules apply
- All drivers registered for the race contribute to the team iRating calculation and must comply with the defined limits of the class in which they are competing.

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.

### 4.1 Add/Remove Drivers

- Teams may request to add or remove drivers from their roster **no later than 24 hours before the race session starts**.

- All requests must be submitted via the #team-change-requests channel on Discord.

## 4.2 Drivers eligibility

- Only drivers officially registered as members of a team are permitted to participate. Validity of team membership is determined by the official sign-up sheet. **If a driver who is not correctly registered with the team participates, the entire team may face disqualification from the race.**

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## 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

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## 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 **14:40 UTC** Qualifying for GT3 PRO and AM

Saturday **14:53 UTC** Qualifying for LMP2

Saturday **15:06 UTC** Qualifying for GTP

Saturday **15:20 UTC** Warm-Up

Saturday **15:30 UTC** Race start

**All races start at 17:30 Bulgarian local time (EET / EEST). UTC time changes after the daylight saving switch (30 March 2025).**

- All sessions will be hosted with password protection on EU servers.

- Entries are required to join official sessions using the correct car, assigned car number, and TeamID.
- 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.

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## 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

#### ESC Rule:

Once ESC (teleport to pits) is used, the driver may not rejoin the track. Violation results in **Drive-Through in the race**.

- Gaining assistance through a slipstream is permitted.
- Cars not on a flying lap must not obstruct others.
- No laps may be started after the end of your class's qualifying session.
- Cars may not be on track during another class's qualifying session.
- The driver who completes the qualifying session **must start the race**.

Disrupting the qualifying rules and orders results in a **Drive-Through penalty in the race**.

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## 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 every **10 incidents after that**
- Fast repairs: **Disabled**
- Race duration: **4 hours or fixed laps**

## 10. CLASSIFICATION & POINTS

### 10.1 Points Allocation

<b>1 place</b>	60 points	<b>11 place</b>	22 points
<b>2 place</b>	54 points	<b>12 place</b>	19 points
<b>3 place</b>	49 points	<b>13 place</b>	16 points
<b>4 place</b>	44 points	<b>14 place</b>	13 points
<b>5 place</b>	40 points	<b>15 place</b>	11 points
<b>6 place</b>	37 points	<b>16 place</b>	9 points
<b>7 place</b>	34 points	<b>17 place</b>	7 points
<b>8 place</b>	31 points	<b>18 place</b>	5 points
<b>9 place</b>	28 points	<b>19 place</b>	3 points
<b>10 place</b>	25 points	<b>20 place</b>	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. Exceptions are made for **intentional wrecks**, where the **penalty will be a DT** in the race.

## 11.2 Qualifying

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

- **Blue flag abuse and minor impeding** → **Warning**
- **Intentional blocking or major impeding** → **DT or DT+SH at the discretion of Race Control**
- **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.

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# 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 12.5.

## 12.2 Voice Chat

- All drivers **MUST** have the Voice Chat **ON** in iRacing as further important messages and instructions from Race Control will be given during the race.

## 12.3 Incident Reporting

- Teams may only submit an incident report if their car was directly involved in the incident.
- Race Control (RC) is also authorized to report incidents.

## 12.4 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**.
- Reports submitted within **the last 30 minutes** of a race will be handled as **post-race** penalties.

## 12.5 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.

## 12.6 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.

## 12.7 Penalty Execution

- After reviewing a protest, Race Control (RC) will notify teams of penalties by tagging them in the Discord channel **#noticeboard**. All penalties will also be recorded in the Race Control Decisions Sheet.
- 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**.

## 12.8 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**.

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# 13. CAUTIONS & SAFETY CAR

## 13.1 Safety Car Procedure

- A maximum of **4 Safety Car Procedures** 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-by, 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	<b>Warning</b>
R2	Avoidable contact	Avoidable contact causing loss of position or time	<b>DT</b>
R3	Multiple car incident	Contact involving more than one car, causing loss of positions or time	<b>DT+S&amp;H 30s</b>
R4	Major incident	Contact causing serious incident, spin, heavy damage	<b>DT+S&amp;H 90s</b>
R5	Blocking	Reactive defending or line changing	<b>Warning - DT</b>
R6	Divebomb / late move	Late move without sufficient overlap causing incident or forcing another driver to avoid contact (14.3)	<b>Warning - DT</b>
R7	Aggressive driving	Forcing another driver to avoid contact	<b>DT</b>
R8	Unsafe rejoin without consequences	Dangerous rejoin to the racing surface without significant consequences or causing an incident	<b>Warning</b>
R9	Unsafe rejoin with consequences	Dangerous rejoin to the racing surface causing an incident or seriously	<b>DT+S&amp;H 30s - 120s</b>

		obstructing other cars	
R10	Blue flag abuse	Lapped car actively defends for multiple corners	<b>DT</b>
R11	Unsafe multiclass pass	Risky pass between different classes	<b>Warning</b>
R12	Qualifying infringement	Impeding, leaving pits after tow	<b>Warning - DT</b>
R13	Start infringement	Jump start, failed to maintain speed	<b>DT</b>
R14	Track limits abuse	Intentional or systematic abuse	<b>Warning - DT</b>
R15	SC	Violations during Safety Car	<b>Warning - DT</b>
R16	Pitting under a closed pit entry	Pit stop while the pit entry has been declared closed by Race Control	<b>End of line (EOL)</b>
R17	Ignoring RC instructions	Failure to follow Race Control instructions	<b>Warning - DT</b>
R18	Overtaking outside of track limits	Overtaking outside track limits without a valid reason other than gaining a position	<b>DT</b>
R19	Intentional / retaliation	Intentional contact or retaliation	<b>DSQ</b>
R20	Failing to meet class limits	Team fail to meet the iRating limits set for their class and the established tolerance (3.3)	<b>DSQ</b>

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.

## 14.1 Blue Flag

**The championship follows iRacing's interpretation of the blue flag, namely:**

- Blue Flag (blue with diagonal yellow stripe) – Indicates faster cars are approaching. This flag is informational only. In all cases, it is the responsibility of the faster car to safely overtake the slower car. It is the responsibility of the slower car to maintain a consistent line. **It is strongly recommended that a slower car being lapped makes every reasonable effort to facilitate a safe pass.**

## 14.2 Classification of Penalty Levels

- **Minor Contact**  
Contact caused by careless driving or a mistake that does not result in lost positions, significant loss of time, or noticeable damage to the car.
- **Avoidable Contact**  
Contact leading to an incident that slightly affects another driver's race. For example, causing a car to spin, lose positions, or lose a significant amount of time, with a total loss of approximately 20 seconds.
- **Multiple car incident**  
An incident that has a noticeable negative impact on more than one driver and causes visible damage to their cars. Examples include spinning a car that sustains rear-end damage requiring pit repair, or causing a spin that sends a car into other competitors, affecting their race.
- **Major incident**  
Contact leading to an incident that heavily affects another driver's race or moderately affects multiple drivers, or causes major damage that prevents the car from continuing under its own power and requires significant repair time.

## 14.3 Sufficient overlap

- (R6) Sufficient overlap is defined as the point at which the overtaking car's front bumper is alongside the rear tires of the overtaken car before the overtaken car has started turning toward the corner apex.

## 14.4 Moving Under Braking

- **Close Proximity:**  
This rule applies when two or more cars are side by side within close proximity. Close proximity is defined as a distance of less than one car length, measured bumper to bumper. Final interpretation is at the discretion of the stewards.
- **Braking Zone:**  
This rule applies when two or more cars are within the braking zone of a corner. The braking zone is defined as the area extending one car length before the standard braking point of the car class with the longest braking distance for that corner.
- **Enforcement:**  
Violations of this rule may result in penalties as determined by the stewards, depending on the severity and circumstances of the incident.

## 14.5 Excessive Headlight Flashing

The use of headlight flashing must be limited to legitimate racing situations. Drivers may be penalized for excessive or inappropriate flashing in the following cases:

- Repeated flashing beyond what is considered reasonable. As a general guideline, Stewards may consider up to three (3) consecutive flashes as acceptable.
- Flashing headlights without a clear and realistic overtaking opportunity, or when there is insufficient speed difference between the vehicles involved.
- Flashing headlights in a manner deemed distracting, unsportsmanlike, or without valid racing justification.

Stewards reserve the right to review each case individually and apply penalties where deemed appropriate.

## 14.6 Repeat Offences

- Teams found responsible for multiple incidents may receive increased penalties. If Stewards uphold additional protests against the same team — regardless of offence type — sanctions may be escalated.

## 14.7 Post-Race Penalty Conversion

- Any penalty not served during the race, or issued after the race, will be converted into a time penalty.
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# 15. SKINS & LIVERIES

## 15.1 Skin Submission

Every 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.

The mandatory decals for each car model will be provided by the organizers, and it is the teams responsibility to place them on their liveries.

## 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.

### 15.3 Mandatory Decals and Team Numbers

- Failure to display the required decals **and the assigned team numbers** will result in a penalty. For the first round of the championship, the penalty will be a **Warning**. In all subsequent rounds, the penalty will be a **Drive Through (DT)**.
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## 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.

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## 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.

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## 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
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### 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
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### 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
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### 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
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### 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**.

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