Regulations

13 January 2024

This document contains regulations for the GT4 Sprint Cup. The NDR Sporting Code is in force with this document. Any conflicts between the two, unless explicitly stated herein, defer to the Sporting Code.

I.   General Series Information

1. The GT4 Sprint Cup is defined as a series running a minimum of 3 events in the Live for Speed simulation software using N.400S GT4 mod (F1A4EF) by Aleksandr_124rus.

2. Each round will be one day in duration, with a Free Practice, a Qualification followed by two sprint races during the meeting. A Pre-Qualification may be employed if the number of entries exceeds the number of grid spots available.

II.   Sporting Code Clarifications / Notes

1. The Virtual Safety Car and Safety Car procedures as stated in Sporting Code Article XIII are applied to this series.

2. All open configuration courses are to be measured using the method prescribed in Article VI, 1.1.a.

3. Please ensure you are aware of the Red Flag and Server Failure Procedures in the Sporting Code. (Articles XIII.2 and XIII.3, respectively).

4. Protests must be submitted no later than 18 hours after the end of the meeting.

III.   Entry Procedure

1. A maximum of 38 cars may start each race.

2. All entries are single-driver entries.

    a) Drivers may select a number from 02 to 99 inclusive. Car 01 is reserved for the first champion of the series.

3. Entry information must be sent in the required format, or it will be ignored. This is also applied to updated entries.

4. A driver may represent a team, and that named team will score points in the Teams Championship.

IV.   Confirmation Procedure

1. All drivers should confirm their attendance for each round in the appropriate thread no later than 2 hours before the start of that round's Free Practice Session.

2. A confirmation post must include car number, driver's LFS name, and attendance status (yes/no).

3. Failure to confirm attendance will result in a 10-place grid penalty for race 1 of the event.

V. Car Skins and Driver Naming

1. All skins for a car must contain the provided, required elements.

   a) The number board provided shall be placed on each side of the car, between the front and rear wheels, and on the hood/bonnet.

   b) The sunstrip provided must be along the top of the windscreen.

2. All skins should be uploaded to the appropriate forum skin thread.

3. The 'Number' configuration on the car should not be used.

4. A driver's name shall be formatted as per NDR Sporting Code III.7.1.d with the following modifications.

   a) A driver's number should be only white in color.

5. Failure to meet any requirement will result in a 1-point penalty per requirement.

   a) The maximum points penalty that can be levied is 4 points per round.

VI. Free Practice Procedure

1. A 20-minute free practice session will be held at the beginning of the event, officially timed.

2. Drivers are free to telepit and spectate from anywhere on circuit during this session and may rejoin the session at their will.

3. At the conclusion of the free practice session, drivers are to return to the pitlane.

VII. Qualifying Procedure

1. Each round will have a qualifying session held just prior to the first race session.

2. Between the end of Free Practice and the start of Qualifying, a qualifying briefing will take place on TeamSpeak.

3. This session will be 20-minutes in duration.

   a) The session will be set to 22 minutes, the pit exit will be closed for the first two minutes.

   b) Drivers are to remain in their garages until the race director declares the fast lane 'open' at which point, drivers may queue at the pit exit in single file.

   c) The pit exit will be opened, and green flag given when there are 20 minutes remaining in the session.

4. Qualifying will be held in the "Semi-Hardcore Mode".

   a) Drivers will only be permitted to telepit/spectate from within the pit lane.

b) Telepit/spectating from outside the pit lane is prohibited.

c) A driver who loses connection to the server will be permitted to rejoin the session if time permits, at the race directors' discretion.

5. During qualifying, drafting is permitted, bump-drafting is not.

6. A driver who attends qualifying but sets no times or has all times deleted for whatever reason will start race 1 from the back of the grid.

a) Should there be multiple drivers meeting these criteria, car number order will be used (lowest to highest)

7. A driver who misses qualifying completely will start from the pitlane, subject to approval from the stewards.

a) Should there be multiple drivers meeting these criteria, car number order will be used (lowest to highest)

8. Any driver who fails to set a lap time within 107% of the pole sitter's lap time may be excluded from the race(s), at stewards' discretion.

9. Should the number of drivers attending free practice exceed the maximum allowed number of starters, the Race Director may elect to split the qualifying session into multiple sessions to allow everyone to participate.

a) The Race Director will choose an appropriate method to split drivers into groups.

b) Drivers who have confirmed will take priority over those who have not.

VIII. Race Procedure

1. The grid for race 1 will be determined by qualifying in order of fastest lap.

2. The grid for race 2 will be determined by the finishing order of race 1 with the top 10 finishers being reversed.

3. A minimum of 10 minutes until the race starts, the server will be sent to the lobby screen for grid stacking to begin. There is to be no chat while the grid is being stacked.

a) All drivers will be requested to be in the session before the game is sent to the lobby, which should minimize time to stack the grid.

b) Drivers will be given any last-minute briefing instruction during this time.

c) Drivers must click "ready" when instructed.

4. The race shall start with a rolling start behind the Safety Car. Drivers are to remain single-file

and leave reasonably large gaps during the formation lap. Exiting the last turn or other point notified in the drivers briefing, the field shall cease tyre-warming and assume double-file formation.

a) The pole sitter will be asked which side of the grid they would like to start from, all other drivers should file in accordingly.

b) Row-mates should be generally even with each other, having at least 25% overlap.

c) Rows should be spaced approximately 3-5 car lengths apart.

d) The leader and all other cars shall maintain a steady pace

    1. No car will be allowed to dramatically increase and then decrease their speed once the double-file formation stage until the green flag has been given.

    2. The race director may specify a determined speed at which all cars should follow.

        1. Should a speed be specified, a devience of +/- 10 kph will be allowed.

e) Overtaking is permitted at the green flag on race starts only.

f) The race start may be waved off by the race director for any reason. The start will be attempted again on the next lap. A wave-off is indicated by any of the following.

    1. A "START ABORTED" message

    2. No green flag given

    3. Verbal command from the race director of "START ABORTED"

g) Upon receiving a wave-off signal, drivers will return to single-file pacing until the double-file point.

h) The race director has the option to change from a double-file start to a single-file start at any time.

i) The race director has the option to deploy the safety car at any point during the start procedure. At which point the standard safety car procedure should be followed. This includes overtaking not being permitted before the start/finish line (Sporting Code Article XIII. 1. 13.

    1. Should a safety car start be used, the race duration will start from the leaders next passing of the start line.

j) If a driver who times out on the formation lap and is able to rejoin the session

    1. The race director will inform the driver if they are permitted to start from the back of the safety car queue or from the pit lane, this is at the race directors discresion.

k) A driver who misses the formation lap will be credited with it if necessary, to have them in their rightful place in timing and scoring.

5. On completion of the race, all cars are to slow below normal race pace and return to the pit lane. The top three drivers are to return to the start/finish area for podium pictures.

a) Cars may not stop on track or drive excessively slowly waiting for the race to finish.

b) Drivers must avoid incidents on the cool-down lap. Incidents on the cool-down lap can result in penalties at the discresion of the stewards.

IX. Safety Car Wave-Around Procedure

1. During a safety car deployment, the race director has the option to use the wave-around procedure as described below. This is operated at the race director's sole discretion.

2. Following a 'Wave-Around Procedure' command, the race director or their appointed deputy will instruct all cars to move to the pit lane side of the track.

a) All drivers that are a lap or more down and are between the leader and the last car on the lead lap will be instructed one by one to overtake the train and safety car.

1. Those who are instructed to overtake must not overtake other drivers who are also being waved around.

2. For the avoidance of doubt, the order in which the instructions are given will be the expected order for those drivers to remain unless advised by the race director/deputy.

b) Drivers instructed to overtake must do so safely; likewise, all drivers not waved around must be mindful of drivers who are being waved rounds.

c) Tire warming during this procedure is permitted, however drivers not waved around must only use half the width of the track on the pitlane side of the track.

X. Official Classification

1. All drivers which start a race and are not disqualified will be classified in the results.

2. Points will only be awarded to those who are credited with completing 75% or more of the total race distance.

3. Bonus points will be awarded regardless of the amount of the race completed.

4. If a driver retires without permission of race control from outside of the pit lane, they will incur a five (5) point penalty for the first offense, ten (10) points for the second offense, and

series exclusion for the third offense.

XI. Championship

1. There are two official championships of GT4 Sprint Cup.

    a) The GT4 Sprint Cup Driver's Championship is awarded to the driver who scores the most points in the season.

    b) The GT4 Sprint Cup Team's Championship is awarded to the named team which scores the most points in the season.

       1. Only the top two drivers from each team in each race will score points for this championship.

    c) A 5-point bonus will be awarded to each driver at each round in which they participate in both races.

(Contined on next page)

Position	Points	Position	Points
1st	50	16th	15
2nd	44	17th	14
3rd	40	18th	13
4th	38	19th	12
5th	36	20th	11
6th	34	21st	10
7th	32	22nd	9
8th	30	23rd	8
9th	28	24th	7
10th	26	25th	6
11th	24	26th	5
12th	22	27th	4
13th	20	28th	3
14th	18	29th	2
15th	16	30th & below	1
Bonus Points			
Qualifying Pole Position		3	
Fastest Lap		1	
Highest Climber		1	

2. The Fastest Lap bonus will be awarded to the driver who sets the fastest lap during the race, regardless of finishing status unless disqualified.
3. A tie for highest climber will be awarded to the driver who started higher on the grid.

XII. Communication

1. All drivers must be in the New Dimension Racing TeamSpeak server during all sessions on a race day. Speaking capability is not required – at minimum, you must be able to listen.

   a) TeamSpeak nickname must contain the driver's car number, preferably at the start of the nickname.

2. Blocking of in-game messages is prohibited and will result in a warning to the driver to unblock messages. If the messages remain blocked, a DT penalty will be issued to the driver.

3. In server chat is prohibited during qualifying and race sessions. In the race, a DT penalty is issued. Repeat offenses may merit an SG penalty. These penalties are at the discretion of the stewards.

XIII. Miscellaneous

1. The administration reserves the right to interpret these rules as necessary and use any necessary and proper judgment to control the event.

2. The administration reserves the right to modify this document at any time for any reason it deems fit.