



Welcome to the format and Rules for the new **oNiD Multiclass Team Cup 2024**, after the success of the Tuesday Team World Cup in 2023, we are back for 2024 with more grid availability and our partners QRT in the mix!

Basic Format

The format for this event will be as follows!

- Teams will comprise of 2 Drivers.
- Practice - 30mins.
- Qualifying - 30min (15 mins per Class)
- Race - 60mins/90mins
- Mandatory Pit Window and Driver Swap (more details below)
- 5 Sets of Tyres for the weekend (Unless Wet)
- Live Stewarding (depending on availability)
- The Event maybe be broadcast depending on availability.
- 8 Rounds
- 2 Dropped Rounds
- Variable Weather in some rounds

Cars

Each championship will be a multiclass championship with limited availability in each class! There will be no more than 38 entrants for this championship. (This may change if demand is high)

GT3 will always be the lead class with 20 Entrants allowed in this class. With the 2nd Class (GT4) having 18 Grid spots available

Pit Window and Requirements

There will be a 10min Pit Window in all races, this will fall in the middle of the race. All teams will be required to change drivers but there are no fuel or tyre requirements.

The Pit Window will be split into 2 halves and be controlled by the Live Stewarding Team.

When the Pit Window opens GT3 Class will have 5 mins to enter the pits and complete their stop. At the 5 min mark, Race Control will close the pits for GT3 and Open it for the 2nd Class.

Any car that fails to pit within their Pit Window (5 minutes) Will receive a Stop and Go Penalty of 30 Seconds.

Live Stewarding and Penalties

Each Race will have 1 or 2 Live Stewards who will be watching the event. Lap 1 Penalties will be deemed more severe and will be punished using the 4th Penalty option.

- a. **Penalties** for the event are set out as follows:
- i. 1st - 3rd Penalty: 5/10/20 second time penalty (depending on incident severity)
 - ii. 4th Penalty: 15/30 second time penalty (depending on incident severity)
 - iii. 5th Penalty (and subsequent penalties): 30 second time penalty or Stop-Go 30 penalty (depending on incident severity)
 - iv. Warnings may apply where an incident is minor with no advantage being gained.

Licence Points will also be gained from Live Penalties - These can be found below with also the thresholds for penalties

These are cumulative throughout the season and the 8 Rounds have been taken into consideration

+5s	2
+10s	6
+15s	8
+20s	10
+30s	12
SG30	15
Warning	0
DSQ	20

Licence Points () = 4 Rounds or less	Resulting Penalty
25 (10) Points:	Qualifying ban for next event - Start from Pitlane
35 (15) Points:	Qualifying and Race ban for next event
42 (20) Points:	Consideration for league removal

Any team found disconnecting and reconnecting to reset tyre allocation during sessions will be given a **DRIVE THRU PENALTY** during the race.

If any incidents you feel have been missed or not picked up by Race Control then these can be reported post-race as per the normal incident reporting rules

Success Penalties

For this championship we are going to be using success penalties to even out the grid and give each team a fair chance of succeeding.

We will do this by applying Pit Stop Penalties of 20s/10s/5s. Please see example below

Round 1 Class Winners - 1st - oNiD, 2nd- RacingStronger, 3rd - FriGuys

Round 2 success penalties - oNiD 20s added to Pitstop, RacingStronger 10s added to pitstop and FriGuys 5s Added to Pitstop

These will be added to podium finishers in each class from the Previous Round by Race Control at the start of the following Race, as a time penalty that is to be taken at the pitstop.

These penalties will be applied for both classes every race. Failure to take a penalty will result in that team being DSQ from the race.

If a team should fail to attend the next race that they are due a success penalty this will be carried over until the next available round.

We hope you all enjoy the new championship, and we look forward to seeing you on track!