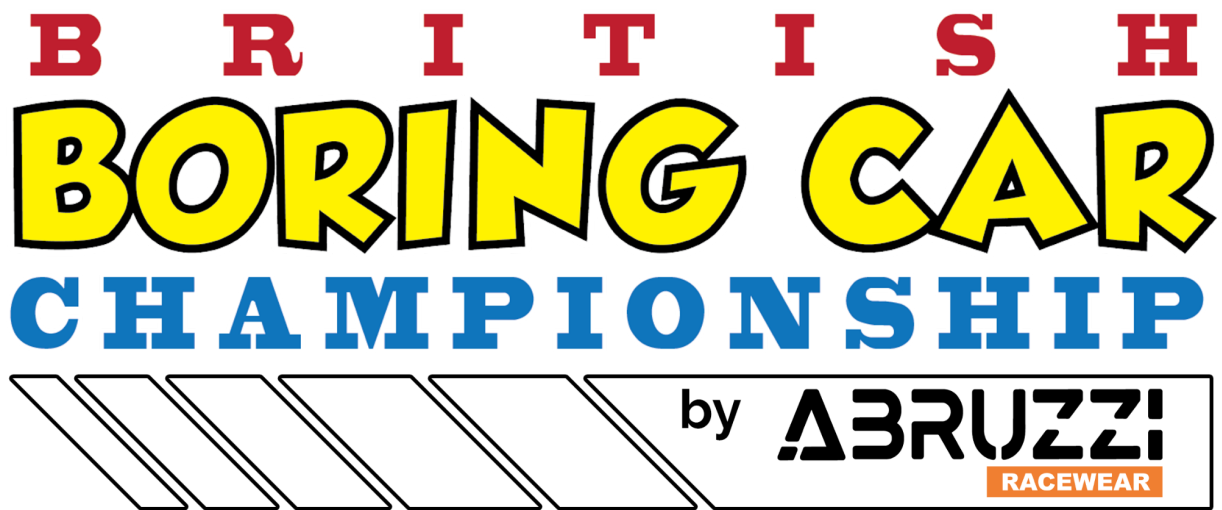




Season 3 Rulebook

Overview

This championship has simply been devised for fun and entertainment purposes - there will be a modest trophy for the champion, with one smaller trophy going to each driver in the championship winning team and another trophy to the Independent Champion, but no other serious or monetary prizes given out. Because of this, racing is expected to still be respectful and as clean as possible, to give competitors an enjoyable experience.

Huge thanks to our championship sponsors, **Abruzzi Racewear**, **Sim Stickers** and **Sim Racing Magazine** for their continued support!

Entry and Discord

Entry to the series is £20 to be paid via PayPal at least 72 Hours before the first Practice Session goes live. The entry fee is non-refundable once the season has begun. Anyone joining part way through the championship will still be expected to pay the £20 regardless of when they join as it contributes to the overall organisation and admin work involved. The PayPal Address is **paypal@chazdraycott.com** - please ensure that it **goes through PayPal as a Purchase** or it will be refunded. **Please wait for payment to be requested before sending it in.**

Fill in the Entry Form at the below link on the Chaz Draycott Media website once you've read through the rules and are interested in entering. ***Please note that entries open to the public at 19:00BST on Thursday the 6th of July 2023. Any entries before this time will be ignored.*** <https://www.chazdraycott.com/enter-a-championship>

The Entry List will be **restricted to 24 drivers**. This is to reflect a similar grid size seen in the supertouring era of the British Touring Car Championship. Any drivers that end up on the reserve list are not expected to pay until they're called up. If payment is not received at least 24 Hours before the Practice Session goes live, they will lose their spot to the next person waiting in line, who will be given a smaller time frame of 12 Hours before the session goes live, to get payment in.

Despite a lot of the team and driver line-ups being determined by implications from Season 2, there will be a random draw to determine which "free agents" race for which team, as there was in the first two runnings. This will be announced, and streamed live, in due course.

There will be some cars replicating those that competed in the Independents Championship - which was given many names over its years - these drivers will not score points for any teams but have their own mini competition - there will be a separate prize for this.

Drivers do not necessarily need to remain in constant contact with their teammate, whether that be through text or voice chat, but please bear in mind that these rules are also in place to encourage socialising amongst drivers that wouldn't usually communicate with one another.

All other information and announcements surrounding the series will be issued through the **NEW British Boring Car Championship Discord Server!**
<https://discord.gg/sVy6MBKZrC>

The League is on iRacing as **The British Boring Car Championship**. You must be a league member to get into sessions. Please send a request once you have filled in your entry form.
<https://members.iracing.com/membersite/member/LeagueView.do?league=4673>

Cars and Setups

The cars used will be the Volkswagen Jetta TDI Cup, running on a fixed setup. This will be made so the car can easily make it through each 20-minute race.

Tracks, Race Format and Calendar

Below is the Official Calendar for Season 3.

All sessions will be set up using iRacing's Default Date and weather, with a **potential 50% variation enabled** in the sim, so weather will be random, and dynamic.

Date	Rounds	Circuit - Layout	In-Sim Session Start Time
19th Jul	Pre-Season Test	Snetterton - 200	12:00
2nd Aug	1 & 2	Donington Park - Grand Prix	10:00
9th Aug	3 & 4	Silverstone - International	12:00
16th Aug	5 & 6	Brands Hatch - Grand Prix	15:00
23rd Aug	7 & 8	Oulton Park - Fosters	12:00
30th Aug	9 & 10	Knockhill	11:00
6th Sep	WEEK OFF	iRacing Week 13	-
13th Sep	11 & 12	Snetterton - 200	16:00
20th Sep	13 & 14	Brands Hatch - Indy	14:00
11th Oct	15 & 16	Oulton Park - Island	14:00
18th Oct	17 & 18	Silverstone - International	16:30

Each race meeting will consist of two races, using iRacing's Heat Racing system. **The session will launch at 7:00pm UK time** with 60 minutes Practice. 15-minute Open **Qualifying will then start at 8:00pm** with the **first Race starting around 8:15pm**. Between races there will be a 10-minute Warmup session.

There will be two 20-minute sprint races, scrapping the previous format which used mandatory pit stops. The first race's grid will be determined by Qualifying, with the second race's grid being set by the finishing order of Race 1, with the Top 10 on the grid reversed, so whoever finishes 10th in Race 1 will start on Pole Position, 9th is 2nd, and so on.

Points and Scoring

One point will be awarded for qualifying on pole position, The only other way of scoring points is securing a Top 10 Finish in either of the races.

Quali			Race 1			Race 2	
1st	1		1st	15		1st	15
2nd	-		2nd	12		2nd	12
3rd	-		3rd	10		3rd	10
4th	-		4th	8		4th	8
5th	-		5th	6		5th	6
6th	-		6th	5		6th	5
7th	-		7th	4		7th	4
8th	-		8th	3		8th	3
9th	-		9th	2		9th	2
10th	-		10th	1		10th	1

The Mediocre Cup for Independents has its own scoring system based on position in class. This will be scored separately, regardless of overall positions, with no points for class pole.

Independents	
1st	10
2nd	8
3rd	6
4th	5
5th	4
6th	3
7th	2
8th	1

Incidents, Damage and Stewarding

Damage will be enabled for the entire Championship. There will be an incident limit of 15x that triggers a drive-through penalty in both races - if a driver gets 5 further incident points (reaching a total of 20), they will be Disqualified on the spot by the sim.

Drivers that cause clumsy or easily-avoidable* incidents will be penalised with a 5-second penalty post-race, with the availability of 10-second penalties or an exclusion from Qualifying to be served at the next meeting. If not served, the offending driver will be excluded from the Race 1 results, and start from the back in Race 2. These apply to stronger offences, at the discretion of series admins.

Drivers that are found to have caused a deliberate incident will be given one warning, and excluded from the entire race meeting's results (both races). Due to the fact that these can sometimes be misjudged, they will be given the benefit of the doubt and it will only be after a second offence of this nature, that a permanent ban from the series will be issued.

***Incidents that are going to be treated as avoidable** are moments of contact that spoil another driver's race, or lose them positions unnecessarily. Two examples of this are;

1) Where a driver has entered a braking zone with none of the car alongside their opponent, and only achieved to get one wheel in line with the opponent's rear wheel by the apex, or the offending driver hasn't got their entire front wheel **past** the other competitor's entire rear wheel, subject to closing speed.

2) A driver has moved over unnecessarily on a straight or a piece of track where they will get no benefit from getting close to the opposing driver.

In both of these instances, the offending driver will be penalised to an extent that places them one position behind the driver they compromised, in the final results. If the driver they compromised doesn't finish, they will be moved down the order, out of the points.

Paints and Numbers

Liveries will be created by the series organiser, with cars placed in teams of two to reflect the cars of the 1999 British Touring Car Championship, including some cars and liveries from other seasons to boost numbers. No amendments will be made in any way to accommodate sponsors or brands - apologies if this is an issue that stops you being able to enter.

To make sure that the series liveries and numbers are visible from the Paint Pack, **drivers must tick the “hide numbers and decals” option in the iRacing Sim**. This means that the standard iRacing decals and numbers do not show over the top.

Drivers preferred numbers will be recorded from the entry forms, however anyone finishing Season 1 in the Top 10 in the Championship will wear their finishing position number. If any number choices clash, another number will be requested privately. **Triple digit car numbers are banned due to the nature of the font used on the BTCC number boards.**

Broadcast

All race meetings will be streamed live on the Chaz Draycott Media YouTube Channel and Restreamed to Facebook as well. Links are below for anyone wanting to share them.

<https://www.youtube.com/c/ChazDraycott>

<https://www.facebook.com/ChazDraycottMedia>

Please also check out <https://chazdraycott.com/boring-cars> for any other championship-related updates.