



ZENITH RACING LEAGUE

INFORMATION HUB

About the League

Welcome to Zenith Racing League — a competitive, drama-free GT3 championship on Le Mans Ultimate, offering clean racing, structured events, and professional race management. We race every Thursday at 8:00 PM UK Time.

Series Format

Platform: PC

Game: Le Mans Ultimate

Class: GT3 Only

Drivers: 2-Person Teams

Season Length: 7 Rounds

Race Day Schedule (UK Time)

Every Thursday:

20:00 — Practice (10 mins)

20:10 — Qualifying (15 mins)

20:25 — Race Start (60 mins unless stated otherwise)

Approx. 21:25 — Race Ends

Post-race: Incident Reports & Steward Reviews

2026 Race Calendar (10 Rounds)

A realistic WEC-style 10-round season for GT3:

ZENITH RACING LEAGUE'S **S2 CALENDAR**

R1 

UNITED STATES

SEBRING INT. RACEWAY (SCHOOL)

MARCH 12

R6 

ITALY

AUTODROMO NAZIONALE MONZA

APRIL 16

R2 

PORTUGAL

ALGARVE INTERNATIONAL CIRCUIT

MARCH 19

R7 

UNITED KINGDOM

SILVERSTONE INTERNATIONAL CIRCUIT

APRIL 23

R3 

BELGIUM

CIRCUIT DE SPA-FRANCORCHAMPS

MARCH 26

R8 

BRAZIL

AUTODROMO JOSE CARLOS PACE

APRIL 30

R4 

LE MANS

CIRCUIT DE LA SARTHE (NO CHICANE)

APRIL 2

R9 

JAPAN

FUJI INT. SPEEDWAY (NO CHICANE)

MAY 7

R5 

FRANCE

CIRCUIT PAUL RICARD

APRIL 9

R10 

BAHRAIN

BAHRAIN INT. CIRCUIT (ENDURANCE)

MAY 14

LTM

Assists & Game Settings

Assists Allowed:

Traction Control

Auto Gears

Auto Lights/Wipers

Not Allowed:

Stability Control

Auto Pit Limiter

ABS

Race Settings:

Damage: Full

Weather: IRL Weather | Will be final one day before race

Penalties: In-game + Stewards

Post-race: Incident Reports & Steward Reviews

GT3 Manufacturer List

Drivers may choose any GT3, including:

Ford Mustang LMGT3

McLaren 720S LMGT3 Evo

Mercedes-AMG LMGT3

BMW M4 LMGT3 **(DLC)**

Aston Martin Vantage AMR LMGT3 **(DLC)**

Corvette Z06 LMGT3.R **(DLC)**

Ferrari 296 LMGT3 **(DLC)**

Lamborghini Huracan LMGT3 Evo2 **(DLC)**

Lexus RC F LMGT3 **(DLC)**

Porsche 911 GT3 R **(DLC)**

Car changes during season require Admin approval

Points System

Standard Points (Per Race):

Position	Points
1st	25
2nd	18
3rd	15
4th	12
5th	10
6th	8
7th	6
8th	4
9th	2
10th	1
11th+	0.5
DNF/DNS	0

Stewarding & Protests

Stewards review incidents 24 hours after the race

Drivers submit reports via #incident-reports in the discord server within 24 hours of the race ending

Penalties posted in #penalties

Penalty points may carry across rounds/seasons

Driver Requirements

To participate, drivers must:

Join the Discord

Hold the @Driver role

Read the #rules-and-regulations

Confirm attendance weekly

Race cleanly and respectfully

League Racing Rules

1.1 RACING ETIQUETTE

- 1.1.1
No contact should occur between cars on track, and as a driver you are required to do your best to avoid this from happening. Accidents do happen, but if you are at fault for causing a collision and this is reported to the stewards, then you will be penalised.
- 1.1.2
Deliberately crashing into another car will result in being permanently excluded from the league and being banned from the discord server.
- 1.1.3
Competitors are not allowed to deliberately bump draft competitors.
- 1.1.4
If you lose control of the car please ensure you attempt to slow the car down to prevent hitting others (holding brakes) failure to do so and causing a collision will be met with a severe penalty.
- 1.1.5
Brake checking, punting, bump-passing, moving under braking, whether there is contact or not, are not permitted and will be subject to penalty.

1.2 ON-TRACK BATTLING

- 1.2.1
Do not force another car off the track by leaving them too little room on corner entry or exit. If the other car is alongside you when going into a corner and ,or when exiting a corner, you must adjust your line to avoid contact and to not force the other car off the track.
- 1.2.2
Any movement in the braking zone is not accepted when in close proximity to other cars.. Choose a line before entering the braking zone, and hold that line until the turn-in point. If you come from a defensive position and want to move back towards the racing line, you must leave at least one car width between your car and the edge of the track.
- 1.2.3
If another driver has any part of their car alongside your car, you must respect their position on the track and avoid making any movement into the other car.
- 1.2.4
Excessive weaving and blocking is not allowed. When defending from another car, choose a line on the track and stick to it, and make sure the attacking car has sufficient time to react to your movement.

1.3 TRACK LIMITS

- 1.3.1
Stay within the track boundaries with at least two tyres at all times. The track boundaries are defined by the white lines, NOT by the edge of the kerbs. The white lines are deemed part of the track, however the kerbs are not. Cutting corners, or extending the track, to gain an advantage is not allowed. Drivers found to be persistently breaking this rule will be penalised retrospectively. It is up to the stewards' discretion (based on the evidence provided) to determine whether a driver has abused the track limits to an extent where a penalty is justified.
- 1.3.2
The occasional misjudgement of a corner can happen, but if you accidentally gain an advantage by going outside the track limits you are expected to back off to an extent that clearly negates any advantage gained.
- 1.3.3
If you overtake another driver with all four wheels off track, or as a consequence of cutting a corner, you must slow down and give the position back, unless the game awards you a penalty.

1.4 QUALIFYING ETIQUETTE

- 1.4.1
In qualifying, it is your own responsibility to find free space on the track when starting a flying lap. A car on a flying lap does not have to yield for a faster car approaching from behind. If you are on an in or out-lap, however, you have to let faster cars pass you without blocking them.
- 1.4.2
In qualifying, it is not permitted to cut or miss sections of track at any time, including on in-laps and out-laps. Doing so to gain an advantage or to save time will be penalised.
- 1.4.3
If a driver has a qualifying ban they are not permitted to leave the pitlane. .

1.5 SPATIAL AWARENESS

- 1.5.1
It is important to have good awareness of where other cars are around you on track, so taking extra care is vital both at the start of a race and in battles.
- 1.5.2
If you spin off the track while other cars are close behind, make sure to wait without rejoining the track until it is safe to do so. As a suggestion, use the mini-map to ensure that no cars are close by when you rejoin.
- 1.5.3
If you spin and end up sideways or backwards on the track, stay still until any oncoming cars have gone past. It is far easier to avoid a stationary obstacle.
- 1.5.4
If you run wide on a corner ensure that there are no drivers approaching behind before rejoining the racing line.

1.6 GENERAL RULES

- 1.6.1
Participants must use their first name and last name in the game to participate in any online race events. This should match their discord name as well. Names should not include: any symbols, nicknames, short-hand, abbreviations, clantags, team names, or third-party names.
- 1.6.2
Participants are expected to have familiarity with the regulations of the competition, as well as the specific and relevant features and rules of the platform used.

1.7 TRACK LIMITS

- 1.7.1
Track limits are determined by the in-game cut detection system. Warnings will be given when track limits are abused, and subsequently penalties will be applied.
- 1.7.2
For each race, drivers will have track limits points allocated before they receive an in-game penalty – this will be displayed on the registration page for the event.

1.8 PIT LANE

- 1.8.1
Collisions are active in the pit lane. Participants must drive safely avoiding causing collisions.
- 1.8.2
Participants must enter and exit the pit lane & pit box at a safe speed relative to other cars in or near the pits.
- 1.8.3
Pit entry/exit lanes are considered part of the racing surface for the cars on track. Participants joining/exiting the pit lane must stay within pit entry/exit lane lines with all four wheels and are not allowed to cross over.
- 1.8.4
Participants in pit lane must always adhere to the pit lane speed limit in all sessions.
- 1.8.5
Participants must remain in the pit road 'fast lane' until they are close to approaching their pit stall. Participants are expected to safely leave the 'fast lane' road to enter their stall.
- 1.8.6
Participants must carefully re-join the pit lane road when leaving their stall, and only when it is safe to do so.
- 1.8.7
The pit lane will be closed on the final lap. Any outstanding penalties (Drive through/Stop Go) need to be served before starting the final lap.

1.9 FLAG RULES

- 1.9.1
The green flag is displayed by the starter to indicate the start of a race. During a race, it is displayed at the end of a caution period.
- 1.9.2
The chequered flag indicates the end of a race.
- 1.9.3
Yellow flags are enforced, and Participants must respect the "No passing when under yellow" rule. Participants must be cautious and prepare for slowing down to avoid any incident ahead. Yellow flags are indicated by the game to the player on the game HUD.
- 1.9.4
While the yellow flag is displayed, participants are permitted to overtake other vehicles only if they are moving very slowly, they are heavily damaged or stationary.

- 1.9.5
A blue-flagged Participant is not allowed to defend their track position against the lapping car and he/she should stay on his/her line. Participants about to be lapped must behave in a predictable way without sudden changes of direction.
- 1.9.6
The lapping car may use the flashing lights to indicate intention to pass or indicate the passing move.
- 1.9.7
Flashing of lights is permitted to alert the Participant ahead you are about to pass. It cannot be more than three (3) repeat flashes.
- 1.9.8
Lapped participants are allowed to unlap themselves as long as they can do so safely

1.10 PENALTIES

- 1.10.1
Penalties can be received either in-race from the game's automated "cut track" system or after the race in the reports review process.
- 1.10.2
Track limits infringements are applied automatically by the game. If the game deems the cut to be too excessive, it will overrule the standard penalty and will automatically apply a Stop-and-Go or a Drive-Through.
- 1.10.3
Disqualification is applied automatically by the game to Participants who failed to serve their penalties in time.
- 1.10.4
Drivers must not drive backwards or reverse the wrong way around the circuit.
- 1.10.5
If participants act unsportsmanlike e.g. intentional wrecking, the organiser reserves the right to ban or suspend them for a limited amount of time or even permanently.

1.11 CHAT

- 1.11.1
Participants are not allowed to use in-car text chat during Practice, Qualifying, and Race. If you wish to talk to another driver please do so in the discord server.
- 1.11.2
The first offence the driver will be given a warning, every message after this the driver will receive a penalty point for doing so.

1.12 CONDUCT

- 1.12.1
All participants are responsible for their actions both on and off track and shall comply with the rules pointed out in this document.
- 1.12.2
All participants must comply with any additional rule shared by the organiser before any competition.
- 1.12.3
No forms of cheating, gameplay, gamesmanship or gaining an unfair advantage in any way will be tolerated. This includes, but is not limited to:
 - 1.12.3.1
Hacking - Any modification made to the game or other software by any person other than by way of standard software patches or updates.
 - 1.12.3.2
Exploiting game glitches - Intentionally using any in-game bug to seek an advantage. Exploiting is defined as utilising any game function that, in the sole determination of the organisers, is not functioning as intended.
 - 1.12.3.3
Impersonation (including playing under another participant's account) - to be understood as playing under another participant's account or soliciting, inducing, encouraging or directing someone else to play under another participant's account.
 - 1.12.3.4
Collusion - Any agreement among two (2) or more participants and/or other persons to affect any competition or race and/or opposing participants.
 - 1.12.3.5
Any other behaviour as determined to be cheating, gameplay, gamesmanship or gaining an unfair advantage in any way.

Thank you for reading through the rules of the league, any questions do not hesitate to ask admins for further clarification.