

Team Goon Squad Endurance Series 2023 Rulebook

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1. Driver Eligibility
 - 1.1. Drivers must be in good standing with the iRacing.com service and may be rejected from the series for any (but not limited to) reasons listed below in 1.2.X
 - 1.1.1. Banned from official races
 - 1.1.2. Banned from forums
 - 1.1.3. Chat Mute/Chat Banned
 - 1.1.4. Banned from Hosted Events
 - 1.1.5. Suspended by iRacing at any point.
 - 1.2. Drivers must be members of the official Team Goon Squad Discord server in order to participate. They, however, do not need to be present during the race itself but are welcome.
 - 1.3. Drivers may be removed from the Team Goon Squad Endurance Series at the discretion of the league officials for any reason.
 - 1.4. Teams must register through the posted google form.

2. Team Driving
 - 2.1. The team driving feature of iRacing will be enabled in all Team Goon Squad Endurance Series races.
 - 2.2. Teams May have anywhere between 1 and 16 drivers.
3. On Track Conduct
 - 3.1. Avoidable contact is defined as car-to-car contact that negatively impacts the race of another driver that could be avoided. If the fault is determined to be with one of the drivers involved a penalty will be assessed depending on the severity of the incident. The minimum penalty is a warning with the maximum penalty being disqualification from the event.
 - 3.2. Intentional wrecking will not be tolerated and will result in an immediate disqualification and depending on severity either a grid penalty the following race or a suspension.
 - 3.3. Blocking is not allowed and follows the iRacing.com sporting code rule.
 - 3.3.1. The leading driver is allowed to run a defensive line. Blocking is a deviation by a driver from defending position based on the action of the pursuing driver is considered blocking.
 - 3.4. Blue flags follow the iRacing.com sporting code rule.
 - 3.5. Obstructing the track or racers in an unsafe manner will result in a penalty depending on severity. This will range from a warning to a one-lap penalty.
 - 3.6. Unsafe driving that results in an incident may be penalized.
 - 3.7. Unsafe rejoins may be declared if a driver rejoins the racing surface in a hazardous manner.
 - 3.7.1. If a driver does not collide with a car and is penalized the penalty is a drive-through.
 - 3.7.2. If a driver does collide with another car the team will be given a penalty in accordance with rule 3.1.
 - 3.8. All racers must wait for every driver to finish before beginning celebrations to prevent incidents on the last lap. Crashes resulting from disobeying this rule will be reviewed and a post-race penalty may be assessed.
 - 3.9. Drivers that start from the pit road must wait for the **WHOLE** field to pass before leaving the pit road. Drivers may wait at the pit exit line. (Green cones)
 - 3.10. Drive-throughs for incident points will be enabled, these penalties will follow the types used in iRacing official sessions of similar lengths.
 - 3.10.1. Events that are 6 hours or less in length will use a 35x then every 20x drive-through system.
 - 3.10.2. Events that are more than six hours and less than 10 hours in length will use a 40x and then every 20x drive-through the system.
 - 3.10.3. Events that are more than 10 hours but no longer than 12 hours in length will use a 50x and every 20x drive-through system.
 - 3.10.4. Events that are greater than 12 hours in length will use a 100x and every 20x drive-through system.
 - 3.11. Each team will receive one fast repair for races 12 hours or less in length and two fast repairs for races 12 hours or longer in length.
 - 3.12. Drivers may not at any point bump draft or lock bumpers in any way.

4. Start and Safety Car Procedures
 - 4.1. The initial start and all restarts will be on the green flag as given in iRacing. Going before the green will result in a jump start penalty resulting in a drive-through penalty.
 - 4.1.1. A jump start is defined as gaining an advantage of more than five miles per hour over the field before the green flag, going alongside another car before the green flag during a restart, or passing another car before the green flag.
 - 4.1.1.1. Avoiding an accident is not jumping the start, however, this will be determined by race control.
 - 4.1.2. If a full course yellow occurs on the same lap on which the start was jumped, in addition to any penalty, the infringing driver will receive an EOL penalty.
 - 4.1.3. If this occurs a second time, the team will serve a 30-second stop and hold with all subsequent offenses resulting in a further thirty-second penalty, for example, three offenses will result in a 60-second stop and hold penalty, and five offenses will be a 120-second stop and hold penalty.
 - 4.2. A class gap of 5 seconds must be left between all classes. This means that between LMDh and LMP3 there must be a 5-second gap, and between LMP3 and GT3 there must be a 5-second gap.
 - 4.3. When coming to a start or restart drivers may not attempt to check up their line by driving erratically. This will be penalized with a drive-through. If this results in damage to other cars the penalties will fall under rule 3.1.
 - 4.4. A safety car deployment may occur at any time at the discretion of race control.
 - 4.5. Most safety cars will be broken into separate phases as described below.
 - 4.5.1. Safety Car is Deployed and picks up the overall leader.
 - 4.5.2. iRacing Pits Open. All cars may choose to pit.
 - 4.5.3. A large number of laps are added to the safety car as the car completes the first complete lap of pacing.
 - 4.5.4. Once all cars have had a chance to pit, cars pacing in front of their class leader will be waved by. Starting with LMDh, then followed by LMP3, and then GT3.
 - 4.5.5. Once all waved-by cars catch the field the class split begins.
 - 4.5.5.1. The field is set using EOLs to the current running order in class for each of the three classes. This is done with LMDh in front, LMP3 behind LMDh, and GT3 following LMP3.
 - 4.5.5.2. Any car that pits during this phase is automatically set to the back of the field.
 - 4.5.6. Once all cars are in the correct positions, all remaining laps are removed and the race will resume.
 - 4.6. If a safety car is deployed near the start or a restart The safety car period may be shortened to ensure a speedy return to race conditions
 - 4.7. At tracks longer than 6 miles the safety car procedure may be disabled at the discretion of Race Control.
 - 4.8. In the case of a large crash coming to the green flag or after the green flag has been waved on a restart, the caution may be extended if before the green. If the green flag has already been waved a new yellow will be started but the 4.5.4 wave-by procedure will be skipped and only the class split will occur. to ensure a timely return to green-flag racing.

5. In-Game Radio and Discord
 - 5.1. All drivers must have voice chat enabled, so they can hear race control. Drivers are not required to have a microphone.
 - 5.2. In the sim, chatter must remain at a minimum to call out crashes, pit cycles, and other important information pertaining to the race on the @drivers channel.
 - 5.2.1. This rule does not apply to the @allteams channel as this is muted by default for anyone driving.
 - 5.3. There will be a zero-tolerance policy on drivers or any other team members cursing or blaming other drivers or team members during the race or after the race.
 - 5.4. There will be no arguing with race control's decision during an event. If you believe race control has made an error, please ask for a review. If time permits, race control will review their decision. If time does not allow race control to further review an incident, drivers may submit a protest following the event.
 - 5.5. There will be no finger-pointing in public channels following a race. If you have an issue the protest system will be in place and the race control/league admins will listen to your complaints.
6. Off Track Conduct
 - 6.1. If a race is broadcasted and includes driver interviews before, during, or after the race refrain from making disparaging remarks about other drivers or teams. If you have a disagreement, deal with it in a professional manner.
 - 6.2. Do not make disparaging comments on the live chat of any broadcast of a Team Goon Squad Endurance Series event.
7. In-Race Protest System and Race Control
 - 7.1. Feel free to contact race control for small matters or clarifications.
 - 7.2. The general-purpose protest form is to be used after the race only, it is not to be used mid-race, this protest system will not be monitored during the race.
 - 7.3. All important links and forms will be pinned in the proper discord channel, if you are having trouble finding something, ask for help.

8. Points and Championship
 - 8.1. The Team Goon Squad Endurance Series will use the IMSA points system, this can be referenced in [Figure A](#) at the end of this document.
 - 8.2. Qualifying points will be awarded at 1/10th of the race point total. For example, 350 points would be awarded to the top finisher in their class for a race. For the pole in class, 35 points will be awarded. These will be added via the bonus points feature of Sim Racer Hub following the race.
 - 8.3. Bonus points will be awarded to teams following the race under the following categories.
 - 8.3.1. Fastest lap in class: 5 Points
 - 8.3.2. Finish race: 1 Point
 - 8.3.2.1. Finishing the race is defined as crossing the line at the end of the race.
 - 8.3.3. Gaining the most positions in class: 5 Points
 - 8.3.4. Finishing with no incidents (0x): 15 Points
 - 8.3.5. Recruiting a full season Entry: 1 Point
 - 8.4. The Team Championship is an overall championship and team points will be the team's two highest-scoring cars being added together regardless of class.
 - 8.4.1. Teams may not enter more than 4 cars as a part of a team.
9. Driver's meeting
 - 9.1. If there is a Driver's meeting before the start of Qualifying, at least one driver from each team must attend the driver's meeting before the race. This will be done in a stage channel on the discord named Driver's meeting.
 - 9.1.1. If a team does not send at least one driver to the driver's meeting they may be penalized.

10. Cars and classes.

10.1. The Team Goon Squad Endurance Series will utilize three classes outlined below.

10.1.1. LMDh

10.1.1.1. The LMDh class will use two cars.

10.1.1.1.1. BMW M Hybrid V8

10.1.1.1.2. Cadillac V-Series.R GTP

10.1.2. LMP3

10.1.2.1. The LMP3 Class will use the Ligier JS P320

10.1.3. GT3

10.1.3.1. The GT3 class will use six cars.

10.1.3.1.1. Porsche 911 GT3R (992)

10.1.3.1.2. Lamborghini Huracán GT3 EVO

10.1.3.1.3. Ferrari 488 GT3 Evo 2020

10.1.3.1.4. BMW M4 GT3

10.1.3.1.5. Audi R8 LMS GT3

10.1.3.1.6. Mercedes-AMG GT3 2020

10.2. More cars may be added as the car type limit is increased by iRacing. If this occurs a vote may be held as to which car(s) is added to the series.

10.3. Cars will not be removed from the series mid-season without the consent of all teams utilizing the car.

10.4. BOP may be tweaked throughout the season.

10.5. Teams running in either LMDh or GT3 must declare which car they will use for the season. This car may not be changed unless otherwise stated.

11. Sessions

11.1. All race sessions will use IMSA Branding

11.2. Qualifying will be up to 4 solo laps with the time depending on the track.

11.2.1. Qualifying scrutiny will be set to strict.

FIGURE A: POINTS SYSTEM AS REFERENCED IN RULE 8.1

Class Position	Points
1	350
2	320
3	300
4	280
5	260
6	250
7	240
8	230
9	220
10	210
11	200
12	190
13	180
14	170
15	160
16	150
17	140
18	130
19	120
20	110
21	100
22	90
23	80
24	70
25	60
26	50
27	40

28	30
29	20
30+	10

FIGURE B: 2023 Schedule

Date	Number	Track	Layout	Distance	IRL Lobby Open	IRL Qualifying	IRL Start Time
1/14/2023	1	Sebring	International	3H	1900 UTC	1950 UTC	2000 UTC
2/4/2023	2	Interlagos	Grand Prix	3H	1900 UTC	1950 UTC	2000 UTC
2/25/2023	3	Road Atlanta	Full Course	3H	1900 UTC	1950 UTC	2000 UTC
3/11/2023	4	VIR	Full Course	3H	1900 UTC	1950 UTC	2000 UTC
4/1/2023	5	Okayama	Full Course	3H	1900 UTC	1950 UTC	2000 UTC
4/22/2023	6	Fuji	Grand Prix	3H	1900 UTC	1950 UTC	2000 UTC
5/6/2023	7	Nurburgring Combined	Gesamtstrecke Long	1000KM/5H*^	1800 UTC	1930 UTC	2000 UTC
5/27/2023	8	Le Mans	24 Heures du Mans	3H	1900 UTC	1950 UTC	2000 UTC
7/1/2023	9	Daytona	Road Course	400Mi/3H	1900 UTC	1950 UTC	2000 UTC
7/15/2023	10	Monza	Grand Prix	3H	1900 UTC	1950 UTC	2000 UTC
7/29/2023	11	Montreal	N/A	3H	1900 UTC	1950 UTC	2000 UTC
8/12/2023	12	Watkins Glen	Boot	3H	1900 UTC	1950 UTC	2000 UTC
8/26/2023	13	Red Bull Ring	Grand Prix	3H	1900 UTC	1950 UTC	2000 UTC
9/9/2023	14	Indianapolis	Road Course	500Km/3H	1900 UTC	1950 UTC	2000 UTC
9/23/2023	15	Road America	Full Course	3H	1900 UTC	1950 UTC	2000 UTC
10/14/2023	16	Spa	Endurance	3H	1900 UTC	1950 UTC	2000 UTC
10/28/2023	17	Charlotte	Roval	3H	1900 UTC	1950 UTC	2000 UTC
11/18/2023	18	Silverstone	Grand Prix	3H	1900 UTC	1950 UTC	2000 UTC
12/9/2023	19	Barcelona	Historic	3H	1900 UTC	1950 UTC	2000 UTC

FIGURE C: Session Times

Track	Sim Practice	Sim Qualifying	Sim Green Flag
Sebring	1430	1520	1530
Interlagos	1300	1350	1700
Road Atlanta	1300	1350	1700
VIR	1200	1250	1300
Okayama	1200	1250	1300
Fuji	1200	1250	1300
Nurburgring Combined	1200	1330	1400
Le Mans	1800	1850	1900
Daytona	1930	2020	2030
Monza	1600	1650	1700
Montreal	1200	1250	1300
Watkins Glen	1600	1650	1700
Red Bull Ring	1500	1550	1600
Indianapolis	1200	1250	1300
Road America	1200	1250	1300
Spa	1200	1250	1300
Charlotte	1730	1820	1830
Silverstone	1200	1250	1300
Barcelona	1200	1250	1600