

World Touring Cars

RULEBOOK Mini Series



1. GENERAL

A Mini Series featuring Gr.4 FF cars inspired by the GT single player races, but better.

[Go to Chapter 2, The Machinery](#)

8 races on different tracks around the world.

Each round of the Mini Series is held on Friday evenings from 20:45 BST (GMT for Rounds 6-8) onwards.

[Go to Chapter 3, Event Schedule](#)

[Go to Chapter 4, Lobby Settings](#)

[Go to Chapter 5, Qualifying Procedure](#)

[Go to Chapter 6, Race Procedure](#)

The Mini Series will have dedicated stewards to handle any incidents that may be reported, or situations that might require the application of a penalty.

[Go to Chapter 7, Penalties & Incident Reporting System](#)

The points system of this Mini Series can be found in Chapter 8. The leaderboards will be managed on SimLeaguePro.

[Go to Chapter 8, Points System & Leaderboards](#)

Drivers can run a wide array of livery designs without any specific requirements. They need to adhere to our general livery rules (No religious, political, sexual, or otherwise provoking / controversial contents).

Sign ups will be managed on SimLeague Pro.

[Go to Chapter 9, Sign Ups](#)

2. THE MACHINERY

There are 6 cars available to choose from.

- Audi TT CUP '16
- Mazda Mazda3 GR.4
- Peugeot RCZ Gr.4
- Renault Mégane Gr.4
- Suzuki Swift Sport Gr.4
- Volkswagen Scirocco Gr.4

All cars can be bought from Brands Central starting at 350,000 Credits.

3. EVENT SCHEDULE

GENERAL		
Weekday	Friday	
First Round	September 13	
Last Round	November 15	
Lobby Open	+- 20:45 BST (GMT for Rounds 6-8)	
Quali Start	+- 21:00 BST (GMT for Rounds 6-8)	
Race Start	+- 21:10 BST (GMT for Rounds 6-8)	
Round Finish	+- 22:00 BST (GMT for Rounds 6-8)	
OVERVIEW		
Round 1	September 13	Laguna Seca
Round 2	September 20	Daytona Speedway Road Course
Round 3	October 4	Interlagos
Round 4	October 11	Barcelona-Catalunya No Chicane
Round 5	October 18	Spa 24h Layout
Round 6	November 1	Sardegna Road Track A
Round 7	November 8	Fuji Speedway Short Course
Round 8	November 15	Tokyo Expressway South Clockwise

More details, such as weather settings, per race can be found below.

All Rounds	
Time of Day	Track specific
Variable Time Speed Rate	3 times
Weather Settings	All Random - Fixed first 2 slots for Spa & Fuji
Grip Reduction Off-Track	Real
Usable Tyres	RS, RM, RH, IM, W
Mandatory Tyres	None
Tire Wear	2 times
Fuel Consumption	4 times
Grid Start	Grid Start With False Start Check
Race Duration	50 Minutes

4. LOBBY SETTINGS

Room Settings	
Room Mode	Race 1: Practice/Qualifier/Endurance Race
Room Privacy	Friends Only
Room Name	World Touring Cars - Round #
Race Type	Race for Real
Max. Number of Participants	16
Track Settings	
Track	See Event Schedule [Race Specific]
Race Duration	50 Minutes
Time of Day	Track specific
Variable Time Speed Rate	3 Times
Weather	Custom Weather - All Random Fixed first 2 slots for Spa & Fuji
Race Settings	
Start Type	Grid Start With False Start Check
Grid Order	Fastest First
BoP	On
Car Settings	Some (Brake Balance)
Boost	Off
Slipstream Strength	Real
Visible Damage	Off
Mechanical Damage	Light

Tyre Wear Rate	2 Times
Fuel Consumption Rate	4 Times
Refuelling Speed	8 Litres / Second
Initial Fuel	Default
Grip Reduction Off Track	Real
Race Finish Delay	180 Seconds
Nitrous / Overtaking Multiplier	Default
Qualifier Settings	
Qualifying Time Limit	5 Minutes
Qualifying Continuation Time	+1 lap
Qualifying Tyre Wear Rate	Off
Qualifying Fuel Consumption Rate	Off
Qualifying Initial Fuel	Default
Regulation Settings	
Filter by Category	Gr.4
PP Limit	–
Max. Power Output	–
Minimum Weight	–
Useable Tyres	RS, RM, RH, IM, W
Required Tyres	None
Nitrous	Cannot be fitted
Kart Usage	Off
Engine Swaps	Prohibited
Tuning Parts	Extreme or lower

Penalty Settings	
Shortcut Penalty	Weak
Wall Collision Penalty	Off
Correct Vehicle Course after Wall Collision	Off
Car Collision Penalty	Off
Pit Lane Line Cutting Penalty	On
Ghosting During Race	Off
Flag Rules	On
Driving Option Limitations	
Countersteering Assistance	No Limit
Active Stability Management (ASM)	No Limit
Driving Lane Assist	No Limit
Traction Control	No Limit
ABS	No Limit
Auto-Drive	No Limit

5. QUALIFYING PROCEDURE

Qualifying will start at 21:00 BST (GMT for Rounds 4-6).

For the qualification lobby settings, [see Chapter 4, Lobby Settings.](#)

Qualifying will be a 5-minute session before the race without tyre wear & fuel consumption. The qualifying session will make use of the in-game Qualifying mode.

6. RACE PROCEDURE

After a short break the race will start as a grid start with false start check. The race will last for 50 minutes. There is no required tyre change. The fuel won't be lasting for the entire race, so the drivers need to perform at least one pit stop.

For other race information / settings, [see Chapter 4, Lobby Settings.](#)

7. INCIDENT REPORTING SYSTEM

Incident reports can be submitted up to 24 hours after the end of the race in the destined Discord channel. Incident reports will be managed by Series Management and the Advisory Board with a Dyno-bot-integration, as outlined in the CLR Racing Etiquette.

8. POINTS SYSTEM & LEADERBOARDS

Finishing Position*	Race
1	45
2	38
3	34
4	30
5	27
6	24
7	20
8	17
9	14
10	11
11	9
12	7
13	5
14	4
15	3
16	2
Qualifying	
1	5
2	3
3	1
Fastest lap	5

*After application of any penalties.

Leaderboards will be managed on SimLeaguePro and shared in the destined Discord channel.

9. SIGN UPS

Sign ups are managed on SimLeaguePro, and a link will be shared in the destined Discord channel.

[CLR Discord Server](#)