

SPRINT SERIES

RULEBOOK SEASON 11



COMMUNITY
LEAGUE RACING

1. GENERAL

The machinery for the Sprint Series changes every season.

This season, the Sprint will be held in the Toyota GR Yaris 1st Edition RZ "High Performance" '20 car.

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

Each round of the Sprint Series is held on Tuesday evenings from 19:30 (BST or GMT depending on daylight savings) onwards. The format might change every season with having the options of qualifying or a reverse grid order followed by 2 or 3 short sprint races.

Qualifying can be done as a time based session, as a one-shot format or it's based on championship standings. The races can last from 10 to 30 minutes and the outcome of a race can be the order for the following race.

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

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

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

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

The Sprint 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 season's Sprint 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, but have to adhere to some rules.

[Go to Chapter 9, Livery Rules](#)

Sign ups will be managed on SimLeague Pro.

[Go to Chapter 10, Sign Ups](#)

2. THE MACHINERY

The Sprint Series is a one-make championship. This season's car is the Toyota GR Yaris 1st Edition RZ "High Performance" '20, which costs about 45.600 GT7 Credits and is available from Brand Central.



3. SERIES SCHEDULE

GENERAL		
Weekday	Tuesdays	
First Round	July 9	
Last Round	August 13	
Lobby Open	+- 19:45 BST	
Quali Start	+- 20:00 BST	
Race 1 Start	+- 20:15 BST	
Race 2 Start	+- 20:35 BST	
Race 3 Start	+- 20:55 BST	
Round Finish	+- 21:15 BST	
SEASON OVERVIEW		
Round 1	July 9	Fuji Full Course
Round 2	July 16	Nürburgring Grand Prix
Round 3	July 23	Autopolis Full Course
Round 4	July 30	Red Bull Ring Full Course
Round 5	August 6	Dragon Trail Gardens
Round 6	August 13	Spa Grand Prix

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

ALL ROUNDS	
Time of Day	Race 1: Late Morning Race 2: Afternoon Race 3: Evening
Variable Time Speed Rate	x2
Weather Settings	Race 1: R05 Race 2: R06 Race 3: R07
BOP	On
Car Settings	None
Usable Tires	RS, IM, W
Tire Wear	x1
Fuel Consumption	x1
Damage	Light
Grid reduction off track	Low
Grid Start	Grid Start With False Start Check
Race Duration	15 Minutes
Grid Order	Race 1: based on quali Race 2: reverse grid based on Race 1 Race 3: reverse grid based on Race 2
Additional Information	No mandatory tires No track limit penalties, extreme cuts will be stewarded

4. LOBBY SETTINGS

Room Settings	
Room Mode	Race 1: Practice/Qualifier/Endurance Race Race 2: Practice/Endurance Race Race 3: Practice/Endurance Race
Room Privacy	Friends Only
Room Name	CLR - Sprint Series - Season 11 - Round #
Race Type	Race for Real
Max. Number of Participants	16
Track Settings	
Track	See Series Schedule [Round Specific]
Duration	15 Minutes each race
Time of Day	See Series Schedule [Round Specific]
Variable Time Speed Rate	2 Times
Weather	Race 1: R05 Race 2: R06 Race 3: R07
Race Settings	
Start Type	Grid Start With False Start Check
Grid Order	Race 1: Quali Results Race 2: Reverse Grid Race 1 Results * Race 3: Reverse Grid Race 1 Results * * Set By Host
BoP	On
Car Settings	None
Boost	Off
Slipstream Strength	Real

Visible Damage	Off
Mechanical Damage	Light
Tyre Wear Rate	1 Times
Fuel Consumption Rate	1 Times
Refuelling Speed	5 Litres / Second
Initial Fuel	Default
Grip Reduction Off Track	Low
Race Finish Delay	180 Seconds
Nitrous / Overtaking Multiplier	Default
Qualifier Settings (Race 1)	
Qualifying Time Limit	10 Minutes
Qualifying Continuation Time	Set to 1 extra lap
Qualifying Tyre Wear Rate	Same As Race
Qualifying Fuel Consumption Rate	Same As Race
Qualifying Initial Fuel	Default
Regulation Settings	
Filter by Category	–
PP Limit	–
Max. Power Output	–
Minimum Weight	–
Useable Tyres	RS, IM, W
Required Tyres	None
Nitrous	Cannot be fitted
Kart Usage	Off

Penalty Settings	
Shortcut Penalty	Off
Wall Collision Penalty	Off
Correct Vehicle Course after Wall Collision	Off
Car Collision Penalty	Off
Pit Lane Line Cutting Penalty	Off
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 20:00 BST.

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

Qualifying will be a 10-minute session. The qualifying session will make use of the in-game Qualifying mode.

6. RACE PROCEDURE

This season will see three races. Grid for the first race will be based on the qualifying results.

Grid for the second race will be set in reverse order of Race 1 results.

Grid for the third race will be set in reverse order of Race 2 results.

Every race will be 15 minutes in length. No required tire change or refuelling.

Track limit penalties will be turned off. In case of excessive cuttings there will be investigations by the stewards which could lead to post race penalties.

The race start will commence after a short break following the end of the qualifying session.

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 1-3
1	15
2	14
3	13
4	12
5	11
6	10
7	9
8	8
9	7
10	6
11	5
12	4
13	3
14	2
15	1

*After application of any penalties.

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

9. LIVERY RULES

9.1 Mandatory: General

9.1.1 No religious, political, sexual, or otherwise provoking contents.

9.2 Mandatory: Number Board Configuration

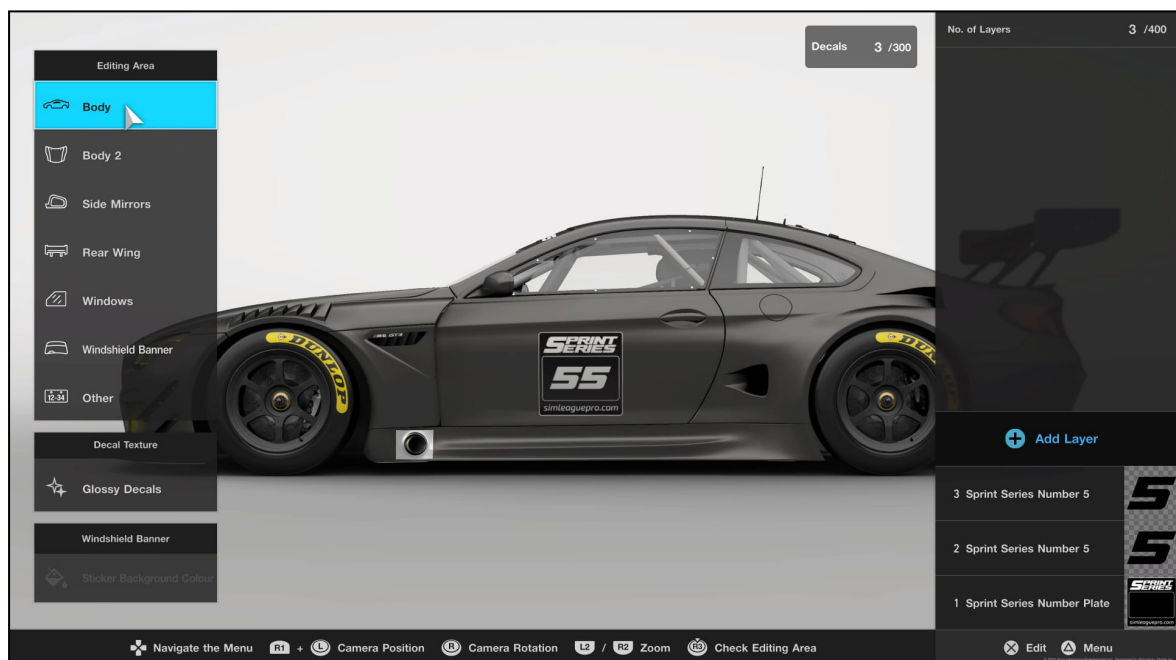
9.2.1 The number board needs to be in its original proportions and colours, and needs to be placed on both sides of the car, in-between the front and rear wheel(s). Placing the number board on the hood area of the car too is legal, but not mandatory.

9.2.2 The car/driver number needs to be in its original proportions, coloured white, and placed in the centre of the middle black area of the number board.

9.2.3 The entire number board configuration needs to be of considerable size, such that the racing numbers are clearly legible after placement, even when the car is moving.

9.2.4 It is not allowed to place any stickers over the number board configuration.

9.2.5 The number board configuration should closely match this example of a legal number board configuration.



[Link to Sprint Number Board](#)

[Link to Number Font #0](#)

[Link to Number Font #2](#)

[Link to Number Font #4](#)

[Link to Number Font #6](#)

[Link to Number Font #8](#)

[Link to Number Font #1](#)

[Link to Number Font #3](#)

[Link to Number Font #5](#)

[Link to Number Font #7](#)

[Link to Number Font #9](#)

9.3 Mandatory: Windshield Banner Configuration

9.3.1 The windshield banner colour needs to be black.

9.3.2 The Sprint Series sticker needs to be white and scaled proportionally, and placed centred both horizontally and vertically on the windshield banner.

9.3.3 It is not allowed to place any other stickers on the windshield banner.

9.3.4 The windshield banner configuration should closely match this example of a legal windshield banner configuration.



[Link to Sprint Series Logo Wide](#)

10. SIGN UPS

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

Interested but not able to commit as a full time driver? Please keep your Sprint Series Interest role in the Discord. In this way, you will be notified when a possible reserve role becomes available.

[CLR Discord Server](#)