Team Goon Squad Endurance Series
2024 Rulebook

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 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.
2. Team Driving
   2.1. The team driving feature of iRacing will be enabled in all Team Goon Squad Endurance Series races.
   2.2. Fair Share is enabled but not declare drivers.
   2.3. 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 6 hours or less than length, two for races between 6 and 12 hours, three in races longer than 12 hours but shorter than 24 hours, and four fast repairs in a 24 hour race.
   3.12. If wet weather is expected, one extra fast repair will be given.
   3.13. 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. 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.
   4.3. A safety car deployment may occur at any time at the discretion of race control.
   4.4. Most safety cars will be broken into separate phases as described below.
      4.4.1. Safety Car is Deployed and picks up the overall leader.
      4.4.2. iRacing Pits Open. All cars may choose to pit.
      4.4.3. A large number of laps are added to the safety car as the car completes the first complete lap of pacing.
      4.4.4. Once all cars have had a chance to pit, cars pacing in front of their class leader will be waved by. This will start with the top class then each class will be done by their relative speed.
         4.4.4.1. At the beginning of this phase a message will be given over text and cars that remain after the message is sent will be excluded from any wave by.
      4.4.5. Once all waved-by cars catch the field the class split begins.
         4.4.5.1. A text message will be sent over text chat then the field is set using EOLs to the current running order in class for each of the three classes as set by the class relative speed.
         4.4.5.2. Any car that pits during this phase is automatically sent to the back of the field.
      4.4.6. Once all cars are in the correct positions, all remaining laps are removed and the race will resume.
   4.5. 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
   4.6. At tracks longer than 6 miles the safety car procedure may be disabled at the discretion of Race Control.
   4.7. 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. Bonus points will be awarded to teams following the race under the following categories.
      8.2.1. Fastest lap in class: 5 Points
      8.2.2. Finish race: 1 Point
         8.2.2.1. Finishing the race is defined as crossing the line at the end of the race.
      8.2.3. Gaining the most positions in class: 5 Points
      8.2.4. Finishing with no incidents (0x): 15 Points
      8.2.5. Most Laps Led in Class: 5 Points
      8.2.6. Leading a lap in your class: 5 Points
   8.3. 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.
      8.3.1. Teams may enter as many cars as they wish but only the top two from a team will score points toward the Team Championship.
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 use many classes throughout the 2024 season with classes changing from race to race teams are free to choose whatever class they wish for each race.
11. Sessions
    11.1. All race sessions will use IMSA Branding when applicable
    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: 2024 Schedule

The Schedule can be viewed here with all session times corrected for your time zone.

https://www.simracerhub.com/scoring/season_schedule.php?season_id=21422&reset_season=y