

XTCC Official Rulebook

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1 League Format

1.0.0 The Championship will consist of 30 races over 10 race weeks. There will be a Team points system, and a Most Valuable Driver (MVD) award.

1.1.0 Team points will be the main championship for the series. Points are accumulated from each heat

1.1.1 Teams will accumulate points from their highest finishing driver, and from their team finish

1.1.2 A team has "finished" the race when all team members have crossed the finish line.

1.1.3 Every team will have 3 drivers. In the event a driver is missing and does not have substitute, the best team finish the team can receive is 3rd place.

1.1.4 Team Finish Points: 1st - 5 | 2nd - 3 | 3rd - 1 | 4th - 0 | 5th - 0 |

1.1.5 Best Driver Points: 1st - 12 | 2nd - 9 | 3rd - 7 | 4th - 5 | 5th - 4 | 6th - 3 | 7th - 2 | 8th - 1 | All

other positions receive no points.

1.1.6 Substitute drivers are allowed if and only if they use the make, model, and number of the driver that is absent.

1.1.7 Substitute drivers must be approved by a Race Official before the race lobby is open.

1.2.0 MVD award points will use the Best Driver points system for each heat.

1.3.0 The Schedule will be as follows: Brands Hatch Indy, Mugello Autodromo Internazionale Short, Virginia International Raceway North, Circuit de Catalunya National, Sonoma Raceway Short, Mazda Laguna Seca, Virginia International Raceway Patriot Alternate, Brands Hatch Grand, Limerock Park Full.

1.3.1 All Dates are subject to change with as much notice as possible to be given to the drivers.

1.4.0 Penalties

1.4.1 Class 1 penalties are on track penalties. Under green the offending driver must drive through the track's pit road so the game performs a pit stop. Under yellow the driver must go to the rear of all cars in the field. Failure to do so will result in a Class 2 Penalty.

1.4.2 Class 2 penalty results in a driver being ejected from an ongoing race or forbidden from competing in the next race. May include a point deduction for any or all championships.

1.4.3 Class 3 penalty is a suspension from multiple races or race weekends. Will include a point deduction for all championships (may omit manufacturers).

1.4.4 Two or more officials must agree on a penalty for one to be enforced.

2 Races

2.0.0 Race Format

2.0.1 Race Weekends are the set of events at a particular track. Race weekends will happen on the same night in consecutive events.

2.0.1.1 Should a technical difficulty occur and the race must be postponed there will be an attempt to complete it the following week as a “double header” with the next event. If the race is not completed at that time, it will be moved to the back of the schedule as an “11th” event.

2.0.1.2 Race weekends will consist of 3 heat races, each taking 15-25 minutes to complete.

2.0.1.3 There will be a sanctioned practice starting around 20 minutes before the race. Private and team practices are encouraged.

2.0.2 There will be no qualifying session for Season 3. The race will be gridded by points, with the points leader in 1st place.

2.0.2.1 A driver that has the first heat will still be allowed to participate in the following heats, however they must start that the back of the field, in order that they arrived at the session, for all heats they compete in.

2.0.3 Heats

2.0.3.1 Heat 1 will receive its starting lineup from standings. Brands Hatch Indy will be gridded from tryouts, with drivers who were not at tryouts added to the back of the grid on a first come, first served basis.

2.0.3.2 Heat 2 will receive its starting lineup from the finish of the 1st heat.

2.0.3.3 Heat 3 will receive its starting lineup from the finish of the 2nd heat, after the reversal has been determined.

2.0.3.3.1 The driver with the best lap (clean or dirty) in the 2nd heat that finishes in 5th, 6th, 7th, 8th, 9th, or 10th will be “reversed” to start 1st in the 3rd heat, and the winner of heat 2 will take his position. All other drivers between them will also be reversed.

2.0.3.3.2 Example: 8th gets the best lap in heat 2, the starting lineup for heat 3 will be- 8th place, then 7th place, then 6th place, then 5th, then 4th, then 3rd, then 2nd, then 1st, then 9th, then 10th, etc.

2.0.3.4 All heats will be the same starting race length.

2.0.3.5 Lap 1 of every heat will be a pace lap. Pace speed is defined in 2.2.2.3.

2.0.3.5.1 At the end of lap 1 all cars must regrid at the start finish line. Each car must be approx. two car widths to the side of the drivers next to them and at least 25 feet (8 meters) behind the next position in front of them. The lead car will line up on the start finish line.

2.0.3.6 Lap 2 – N of every race will be race laps.

2.0.3.7 Laps N+1 to N+3 will be for caution allowance as described in 2.2.0.

2.0.3.8 Lap N+4 will be a cool down lap to recompile cars.

2.0.3.8.1 Any position disputes from the actual race finishing order will be reviewed in the replay film. The defending car will be allowed to complete the cooldown lap first.

2.0.3.8.2 The defending car is defined as the last car to hold the position without contention (last car to be clear of attacking cars with the position)

2.1.0

2.2.0 Cautions

2.2.1 Cautions will be used to emulate safety operations on track. Cautions will be called when a car cannot maintain race speed and would need to be towed off the track or when 25% or more of the field is involved in a wreck.

2.2.2 When a caution is called by an official all cars will race to the finish line to determine the caution order.

2.2.2.1 Any position disputes upon crossing the finish line will be given to the defending driver.

2.2.2.2 Cautions will be driven at pace speed.

2.2.2.3 Pace speed is a reasonable, controlled speed as dictated by the leader. This should never surpass 80 mph.

2.2.2.4 Restarts will occur when the lead driver reaches the 2nd to last turn before the finish line and accelerates. When the leader accelerates the rest of the field may return to race speed.

2.2.2.4.1 The restart turn may vary by track, and will be declared by a race official during the warm-up lap.

2.2.2.5 Restarts will always be single file.

3 Teams

3.0.0 Team Requirements

3.0.1 Every team must have a reasonable team name and a 3 letter acronym.

3.0.2 Every team must use approved liveries as discussed 4.3.0.

3.0.3 Driver car preferences and teammate preferences will be taken after tryouts. Cars and teams will be formed from these preferences, with a priority given to the best finishing drivers in tryouts.

3.0.3.1 All 3 drivers must use the same manufacturer and model.

3.0.3.2 If a driver has, at any point during the season, missed more than half of the completed races, they may be removed from their team at the request of their teammates.

4 Cars

4.0.0 Car Choices

4.1.0 Legal cars are restricted to the following

- 4.1.1 Audi #67 Rotek Racing S3 Saloon
- 4.1.2 Honda #5 Zenvo Motorsport Civic WTCC
- 4.1.3 BMW #5 eBay Motors 125i M Sport
- 4.1.4 Mercedes #33 Mac Tools Ciceley Motorsports A-Class (A45)
- 4.1.5 Chevrolet #4 ROAL Motorsport RML Cruze TC1 WTCC

4.2.0 Drivers must use the appropriate setup distributed by XTCC under the gamertag "skylin4". Failure to adhere to this rule will incur a minimum Class 2 penalty

- 4.2.1 All drivers must use the base tune for their cars unless they are ballasted by their race results.
- 4.2.2 Heat 1 will be ballasted based off MVD Points
- 4.2.3 Heats 2 and 3 will be ballasted from the previous heat's finishes.
- 4.2.4 1st, 2nd, 3rd, 4th, 5th, and 6th will have ballsted setups.
- 4.2.5 1st place and 2nd place ballasts will require the driver to switch player groups to include a 0.95

grip and power handicap.

4.3.0 Liveries

4.3.1 Livery Requirements

4.3.1.1 Every car must have a number badge on the left and right front door. Badges will be distributed by XTCC.

4.3.1.2 Badges need to be clearly visible, unobstructed, and legible for officials.

4.3.1.3 Sponsor badges or emblems may be placed on the car so long as they are in good taste and do not violate 4.3.1.2.

4.3.1.4 All liveries are subject ot XTCC approval.

4.4.0 Every driver must choose a 2 digit car number when choosing their car. The number will be locked for the season and will be displayed on their badge. Numbers are first come, first served.

5 Remaining Competition Rules

5.1.0 Any on track incidents are to be reported to officials. Retaliation will be strictly monitored.

5.1.1 It is recommended that on track incidents be recorded by the involved drivers through their consoles for review.

5.1.2 Failure to accurately report on track incidents by extreme exaggeration or false information will result in a minimum Class 2 penalty.

5.1.3 Aggressive driving, unapproved corner cutting, or other unprofessional actions will result in review or a penalty. If directly witnessed by an official a class 1 penalty may be distributed to those involved.

***Amendments

- A. The races and qualifying will be shortened to 8 min qualifying and 12 minute races to meet time availability constraints.
 - a. Available caution allowance laps are also reduced to 2 laps.
- B. Drivers cannot contest a position on a restart until they cross the finish line. Drivers may position themselves to make a pass but they cannot begin to pass another car until after crossing the finish line. (exceptions are at the discretion of the officials.)