



ASPIRE RACING GT3 SERIES IN PARTNERSHIP WITH INGEAR MOTORSPORT SERIES INFO DOCUMENT

Welcome to the ninth season of our Tuesday night GT3 series! This is a GT3 series that follows the iRacing GT3 sprint official calendar.

Following a noted decline in driving standards across Season 6 and 7, the admin team have decided to make a number of changes to help encourage clean, competitive racing - for all to enjoy. **Please ensure to read this document thoroughly, it explains all changes and improvements.**

EVENT CALENDAR

- Round 1: 15/07/25 - Spa-Francorchamps - Endurance
- Round 2: 22/07/25 - Virginia International Raceway - Sprint
- Round 3: 29/07/25 - Misano - Sprint
- Round 4: 12/08/25 - Interlagos - Endurance
- Round 5: 19/08/25 - Road America - Sprint
- Round 6: 26/08/25 - Silverstone - Endurance

EVENT FORMATS

SPRINT

- Practice: 18:30 BST - 60 Mins
- Qualifying (Solo): 19:30 BST - 10 Mins - 2 TIMED LAPS
- Race 1: 19:40 BST - 35 Mins - 1 MANDATORY FUEL STOP
- Warmup - 5 Mins
- Race 2 : 20:20 BST - 25 Mins - NO MANDATORY STOP / RACE 1 TOP 8 FINISHERS REVERSE GRID

ENDURANCE

- Practice: 18:30 BST - 60 Mins
- Qualifying (Open): 19:30 BST - 30 Mins
- Race: 20:00 BST - 60 Mins - ONE MANDATORY FUEL STOP

Please note that when the calendar is decided if the endurance rounds fall on tracks that are not suitable for 60 cars open qualifying together we will stagger the track access across the classes to ensure the track doesn't get too busy for clean running. Further details will be shared in the 'Series Info' tab in our Discord.

CLASSES

GOLD: Any driver with an iRating of 3000 or more.

SILVER: Any driver with an iRating between 2000-2999.

BRONZE: Any driver with an iRating of 1999 or lower.

Once sign-ups have begun, we may adjust the class limits to balance class participation. We reserve the right to move drivers to other classes if their pace doesn't match their rating, in the interest of fair, enjoyable racing for all participants.

RACE NUMBERS

To assist with identifying drivers of different classes those signing up in GOLD must have a race number in the number range 100-199, SILVER between 200-299 and BRONZE between 300-399. **The numbers 101/201/301 are reserved for the champion of the previous series - unless they do not return.**

SIGN OUTS

If you cannot attend a race please withdraw or sign out from that race in the races tab on Simgrid. If you don't attend a race and don't sign out from that race you will receive 10 penalty points. 20 penalty points will result in automatic disqualification from the championship.

PIT STOPS

SPRINT

Race 1: Fuel will be limited to 45%, 1 mandatory fuel stop.

Race 2: Fuel will be limited to 45%, no mandatory stop.

ENDURANCE

Race 1: Fuel will be limited to 75%, 1 mandatory fuel stop.

SETUPS / CONDITIONS

Setups will be open for this championship. Conditions will be set up as close as we can get them to the iRacing GT3 sprint officials servers. This also means drivers can use the official servers as practice servers throughout the week leading up to each race.

FAST REPAIRS

There will be **no fast repairs on Sprint** weeks.

There will be **one fast repair on Endurance** weeks.

INCIDENT POINTS

Drive through penalty at x17 followed by drive-through every x5. DSQ at x25.

DROP ROUNDS

There will be one drop round for this series.

CAR SELECTION / CHANGES

Car selection deadline will be set to 24 hours before the start of the first race. No car changes are permitted once the championship starts.

DECALS/PLATES PACK

Please find the files in the GT3 section on Discord with a guide of how to apply.

SCORING

Scoring and points information is available on the Sim Grid event page. Team scoring will include the highest two finishers for each team per round.

<https://www.thesimgrid.com/championships/15901/scoring>

START PROCEDURE

Once the safety car pulls in the leader is the new pace setter and must continue at the same pace until the green light. **Upon the green light all cars are free to race.** During the rolling start drivers are expected to stay in their respective pace line and no further than 2-3 car lengths from the car in front until the green light. Once the race has started the drivers may pass cars before the start finish line if desired. Drivers are not allowed to approach the start/finish line as a race transitions from pacing, for example under yellow flag or at the start of a race, to speeds that are well beyond the pacing speed or speed of the leaders in an attempt to time the green flag to unfairly overtake other cars. Anyone deemed to have not followed the above rules and either jumped the start or gained an unfair advantage will receive a level 2 penalty.

NEW LICENCE POINTS SYSTEM

We are introducing a new drivers licence system for this series. Drivers will earn penalty points on their licence for poor driving standards and rule infringements. **Once you accrue 6 penalty points you will receive a qualifying ban for the next event.** These points are gained in addition to any time penalties that the stewards have assigned for incident responsibility. Once 6 points are earned, and qualifying ban is served, drivers will return to 0 points on their licence. More information below.

STEWARDING

New for S8 onwards - we are adding 'Lap 1 Review'. The stewards will review everything that happens on the opening lap and any incidents will be judged harshly to promote safe, clean driving. Incidents that occur on Lap 1 will be upgraded to the higher level in the new licence points system and you will earn more penalty points. For example, causing a collision on the opening lap would be a Level 3 offence - which carries a time penalty and is upgraded to a Level 4 licence penalty of 4 points earned on the driver's licence. 6 points earns a qualifying ban.

Post-race stewarding continues as normal, drivers will be able to and are encouraged to report incidents on our Discord to be reviewed by our stewarding team.

We reserve the right to remove drivers from the series for unsportsmanlike conduct.

PROTESTS

Stewards will investigate incidents reported after the race and where necessary apply penalties to the offending drivers with the stewards report being made available in the 'Outcomes' section on Discord. **All incident reports must be submitted before 23:59 GMT on the Wednesday following the race.** Protests submitted after this deadline will not be reviewed.

Drivers must follow the outlined process for reporting an incident or the incident submitted may not be reviewed. Anyone involved in a protested incident may receive a penalty, this includes the protester being found to be at fault. **Stewards reserve the right to review any incident, regardless of whether a protest was submitted.** Furthermore, **stewarding decisions are final, and cannot be appealed.** Drivers may only protest incidents in which they were directly affected.

RACING WITH OTHER CLASSES

If a group of cars are on track together with a combination of Gold, Silver and Bronze cars **the lower class does not need to yield to the higher class**, however, **the lower class must not defend their position. It is the higher class' responsibility to complete a safe overtake** - any incident caused during these overtakes will be the responsibility of the higher class unless a clear mistake was made by the lower class. Please respect all drivers and work together to minimise lost time.

If a lower class car is faster than a higher class car, they are within their rights to attempt an overtake, normal racing rules apply.

Please be sensible, if someone from another class is clearly faster, it's better to let them pass and lose minimal time.

Losing track position to a car of another class does not affect your points scored at the end of the race. **You are only scored against cars in the same class as you.**

Incidents caused between classes will be upgraded to the higher licence point level.

ADDITIONAL LAP 1 RULES

All incidents on lap 1 are reviewed by the stewards - as outlined in the new 'Lap 1 Review' process - regardless of whether a protest was submitted. Drivers are encouraged to submit lap 1 protests to ensure their incident is reviewed.

Any penalties incurred during lap 1 will be upgraded by one level, as described in the Penalty Levels section below.

In the event of a significant incident ahead, any car deemed not to have slowed sufficiently—meaning they could have stopped if needed—will receive a level 1 offense regardless of the outcome.

Drivers starting from the pitlane must not enter the race track (defined by the blue cone on the pit exit) until all grid-starters from their car class have passed. If an incident causes grid-starters to slow significantly, a driver exiting the pits is exempt from waiting. Leniency may be given if, after entering the track ahead of grid-starters, the driver slows down to allow them to pass. Violating this rule will result in a level 2 licence penalty and time penalty being applied.

PENALTY LEVELS

Every incident is unique. Therefore, the stewards reserve the right to apply any penalty deemed necessary for a specific incident - regardless of the guidelines below.

Being found to be responsible in an incident discovered during the stewards Lap 1 Review or reported by another driver will result in a Level 1-4 penalty being applied - based on the actions of the offending driver.

The stewards may impose disciplinary actions ranging from a warning, through varying time penalties all the way up to qualifying or race bans including disqualification from the event in which the incident occurred.

Being responsible for multiple offences in the same incident may incur cumulative time penalties but would only be due a single licence point penalty. For example, if a driver causes a collision and then rejoins unsafely they may accrue 10 second penalties for each offence but this sequence would be penalised as a Level 3 event gaining 3 licence points.

Multiple warnings may result in a penalty at the stewards discretion.

The following examples illustrate incidents that might warrant each penalty level:

Level 1: Forcing another driver to take evasive action due to a poorly executed overtake. Weaving when another car is within 2 car lengths. Not slowing sufficiently for an incident ahead.

Level 2: Blocking in reaction to an attempted pass/slipstreaming event or causing contact by moving within a braking area.

Level 3: Attempting a reckless overtake, causing an avoidable collision, rejoining the track unsafely, deliberately defending against a lapping attempt, brake checking, causing a collision while driving an excessively damaged car, or failing to return to the pits when stationary in a dangerous area.

Level 4: Causing a Level 3 offense on the first lap.

To encourage clean racing - committing an offence on the first lap will see your penalty level upgraded by 1 level. Earning you an additional point to your licence.

LICENCE AND PENALTY POINTS

Level 1 penalty incurs 1 licence point.

Level 2 penalty incurs 2 licence points.

Level 3 penalty incurs 3 licence points.

Level 4 penalty incurs 4 licence points.

Every time a driver earns 6 license points and a qualifying ban they will accumulate 10 championship penalty points. Any championship penalty points accumulated will be deducted from their championship total at the end of the season. This is cumulative, so 12 points earnt would cause a 20 point penalty. Penalty points count toward both the team and individual driver championships. Penalty points will be applied even if the incident occurred during a meeting that the driver later drops.

QUALIFYING BANS

When a driver accumulates 6 or more licence penalty points they will be banned from qualifying at the next event they attend. Drivers must remain in the pit lane during the session, if a lap time is set and they go to grid in their qualified position they will be disqualified from the event. If they realise their mistake and start from the pitlane, this will serve their penalty. Serving a qualifying ban will remove 6 points from their licence.

INTENTIONAL WRECKING

Intentional wrecking during a race will result in a large time penalty and qualifying ban and may also lead to other discipline at the stewards discretion. This includes after the chequered flag. Note that light contact is not considered intentional wrecking, although stewards may still assign a minor penalty if appropriate.

DRIVER ETIQUETTE

- Drivers must maintain their normal racing line when being lapped.
- When a driver is approaching to lap, the lapped car must facilitate the pass by easing off throttle at the next safe opportunity when the lapping car is within 0.5s, we encourage this to be done on the next straight - before the braking zone.
- Drivers who are found to have defended their position while being lapped will be penalised pending investigation.
- **The voice chat is enabled for use by admin/race control. Drivers found abusing this feature will be penalised.** We will allow use of the voice chat to communicate information or instructions to other drivers, for example, telling a different class car to overtake you into the next corner, or advising someone

you're pitting this lap. **Using the voice chat to verbally abuse or complain about another driver is prohibited.**

- Weaving is prohibited when a car is within two car lengths behind.
- Drivers must not exploit track cutting to gain an advantage. Stewards will assign an appropriate penalty based on the time gained from such exploits.
- The edge of the track is defined by iRacing's off-track limits.

DRIVER CONDUCT

Drivers may face penalties or expulsion from the league for directing abusive language towards others on iRacing voice or text channels, or on Discord or any form of direct/private message. This includes racism, sexism, homophobia, harassment, personal insults, inappropriate language or any behaviour deemed unacceptable by the admin team.

ADDITIONAL INFO

Once the server launches for the first event of the series we will close sign-ups. This is in an effort to stop drivers joining mid-way through and impacting the races of others that are taking part in every race.

ANY MORE QUESTIONS?

If you have any more questions please visit the GT3 Series Q+A channel on our Discord, or message any of our admin team:

Jonas Sjoberg, Luke Andrews, Lorenzo Oro, Adam Greveson, David Baulcomb, Toby Andrews, Sander Blaauw and Jake Andrews.