



Season 6 Rulebook

Overview

This championship has been put together by **Sim Racing Magazine** and **Chaz Draycott Media**, with sponsorships from **Derbyshire Holiday Homes** and **Orris Analytics**! The racing and behind-the-scenes interaction is expected to be respectful and as clean as possible, to give competitors an all-round enjoyable experience.

Entry and Discord

Entry to the series **costs £20 per driver**. ***Please do not pay your entry fee before it is officially requested.*** This will be payable to the link below and must be paid at least **72 Hours before** the first official session is due to go live. This is non-refundable once the season begins.
<https://paypal.me/chazdraycottmedia>

Entry periods are staggered for those that have competed with us before, as follows;

- Entries to those who raced in **Season 5 of the SRM GT4 Challenge** open at 19:00GMT on Tuesday the 11th of March.
- Entries to those who raced in the **SRM GT3 Winter Tour** and **Club Racing Fest Event** open at 19:00GMT on Thursday the 13th of March.
- Entries open **to the Public** at 17:00GMT on Saturday the 15th of March.

No slots can be reserved beforehand, with the exception of one space guaranteed per championship sponsor.

To enter, all you have to do is head to chazdraycott.com/enter-a-championship and select Sim Racing Magazine GT4 Challenge. Fill in the application form, apply for the league on iRacing, and wait for further contact.

The championship will have a cap of 36 active competitors at a time, with no limit to the size of the reserve list, but will not be accepting new entries to the active grid after Round 5 on the 6th of May 2025. **Drivers are encouraged to pair up in teams of 2 for the Teams Championship, too.** Teams cannot exceed two cars.

To find the League on iRacing, head to the UI, click Leagues > Find a League, then type “7770” in the search box at the top. Click on **Sim Racing Magazine Events** and apply from the following screen.

All other information and announcements surrounding the series will be issued through the **Sim Racing Magazine Discord Server**. It's in your best interests to join so you don't miss anything. <https://discord.gg/aPSXh4J7v4>

Text Channels specifically for the series have been set up there. You will see them once you set your Discord Nickname to your full name and have been given the necessary roles.

The organisers reserve the right to refuse entry based on previous conduct and driving standards.

Cars and Setups

The cars used will be the current iRacing GT4 selection;

- Aston Martin Vantage GT4
- BMW M4 GT4 EVO
- McLaren 570S GT4
- Mercedes AMG GT4
- Porsche 718 Cayman GT4

They will be fixed to the iRacing “sprintfixed” setups to make things as fair as possible, and limited to ***33% fuel** for Endurance rounds and 60% fuel for Sprint Rounds to encourage pit stops in one format, but not the other.

*Changed part way through Season 5 from 40% after a vote

Balance of Performance will be whatever iRacing have implemented at the time - we will not apply our own.

Drivers are allowed to change cars once in a season, **any time before Round 5 on the 6th of May 2025**. This will cost them 20 championship points.

Tracks, Race Format and Calendar

There will be two formats used throughout the season - Endurance and Sprint.

Each **Endurance meeting** will consist of a one-hour Practice Session, 15-minute Open Qualifying Session and one-hour Race. The session timetable is below.

Time (UK)	Session	Length
19:00	Practice	60 Minutes
19:50	Broadcast Starts	-
20:00	Qualifying	15 Minutes
20:15	Race	60 Minutes

Each **Sprint meeting** will consist of a one-hour Practice Session, 15-minute Open Qualifying Session, a 20-minute Race, 10-minute Warm Up/Break and a 30-minute Race with the Top 10 positions on the grid reversed from the Race 1 result. The session timetable is below.

Time (UK)	Session	Length
19:00	Practice	60 Minutes
19:50	Broadcast Starts	-
20:00	Qualifying	15 Minutes
20:15	Race 1	20 Minutes

20:40	Warm Up	10 Minutes
20:50	Race 2	30 Minutes

Below is the Official Calendar for Season 6. Unless otherwise stated, all races will take place on their “Full Course” or “Grand Prix” layouts. The date used in-sim will be the 15th of May 2025.

Date	Round	Circuit - Layout	In-Sim Session Start Time
25th Mar	1	Road Atlanta	10:00
8th Apr	2	Sebring	17:00
22nd Apr	3 & 4	Interlagos	15:00
6th May	5	Donington Park GP	14:00
20th May	6 & 7	Spa Francorchamps	09:00
3rd Jun	-	WEEK OFF / iRacing Week 13	-
10th Jun	8	Imola	16:00
24th Jun	9 & 10	Nurburgring BES/WEC	17:00

Weather

The weather will be iRacing’s **Forecasted Weather** setting, with parameters simply set to “Partly Cloudy, None, Moderate and Light” as shown below. The Practice Session will start with a completely clean circuit on 0% Track Usage, and rubber will be carried over from session to session.

Edit forecast

View forecast

Cloud cover

☒ Auto
 Clear
 Partly cloudy
Mostly cloudy
Overcast

Chance of rain

☒ Auto
 None
 Unlikely
 Probable
 Ensured

Allow rain
 At any time

Temperature
 ☒ Auto
 Cool
 Moderate
Warm
Hot

Wind speed
 ☒ Auto
 Calm
 Light
Moderate
Strong

Wind direction
 Auto

Allow heavy fog
 ☐

Weather conditions are in effect for the duration of your event, this includes time between sessions, as well as 4 hours before and after.

Points and Scoring

One point will be awarded for qualifying on pole position. The only other way of scoring points is securing a Top 20 Finish in an Endurance Race and Top 12 Finish in a Sprint Race.

The points system is detailed below.

Endurance						Sprint				
Pos.	Pts		Pos.	Pts		Pos.	Pts		Pos.	Pts
1st	25		11th	10		1st	15		11th	2
2nd	22		12th	9		2nd	12		12th	1
3rd	20		13th	8		3rd	10		13th	0
4th	18		14th	7		4th	9		14th	0
5th	16		15th	6		5th	8		15th	0
6th	15		16th	5		6th	7		16th	0
7th	14		17th	4		7th	6		17th	0

8th	13		18th	3		8th	5		18th	0
9th	12		19th	2		9th	4		19th	0
10th	11		20th	1		10th	3		20th	0

There will be one drop round/race available for all drivers across the season.
This is the driver's lowest score, regardless of whether it came in an Endurance or Sprint race.
Any reserves that join part-way through the season will still drop a round that they compete in.

Paints and Numbers

Liveries will be displayed from Trading Paints, with a Decal Layer made up of number boards and windscreen banners in the usual places for each of the cars, over the top.

This decal layer has been designed to intrude as little as possible over the standard iRacing stamped decals, and will work with the "IMSA Branding" as detailed on iRacing. Drivers may have to select a specific "base livery" in the UI Paint Shop to display the correct numbers. Please check with series admins, or [see Chaz's passive aggressive video here](#) if you're unsure about how to do this.

Drivers preferred numbers will be recorded from the three that were asked for, on the entry forms. If any driver's three number choices all clash, another number will be requested privately. If there is no response, they will be assigned a random number by the organisers.

Incidents and Stewarding

There will be an incident limit of **25 incident points** applied to each Endurance race and **20 incident points** for Sprint races. Drive-through penalties will be issued, by the sim, for accruing **18 incident points** and **15 incident points** in **Endurance** and **Sprint** formats respectively.

Endurance			Sprint	
18 Inc. Points	Drive-Through		15 Inc. Points	Drive-Through
25 Inc. Points	Disqualification		20 Inc. Points	Disqualification

There will be one Fast Repair available during each race.

The organisers have made the decision to drop the stewarding methods used during the **GT3 Winter Tour** at the end of 2024, in the hope that drivers can race amicably and respectfully

throughout the GT4 Challenge - it's a series based on a simple, friendly premise and we'd like to keep it that way.

Aside from the Incident Points, any incidents that are considered deliberate will be penalised. Drivers that are found to have caused a deliberate incident or one in retaliation will be given one warning and excluded from the entire race meeting's result. They'll also receive a one-race ban.

Due to the fact that these can sometimes be misjudged, they will be given the benefit of the doubt and it will only be after a second offence of this nature, that a permanent ban from the series will be issued.

The organisers also reserve the right to remove drivers from the championship for their conduct on circuit, or conduct and manner of communication in Discord, whether it be via publicly-available channels, or direct messages that are reported to us.

We suggest that if you are involved in an incident or dissatisfied with a moment or maneuver during a race, you take some time to cool down before posting in Discord.

Broadcast

All race meetings will be streamed live on the Chaz Draycott Media YouTube Channel.

<https://youtube.com/c/chazdraycott>

Thank you for taking your time to read the rules. We look forward to seeing you on track.