SPRINT SERIES

RULEBOOK SEASON 13

COMMUNITY
LEAGUE RACING

1. GENERAL

The machinery for the Sprint Series changes every season.
This season, the Sprint will be held in the Volkswagen GTI Vision Gran Turismo Gr.3 car.

Each round of the Sprint Series is held on Wednesday 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.

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.

The points system of this season's Sprint Series can be found in Chapter 8. The leaderboards will be managed on SimLeaguePro.

Drivers can run a wide array of livery designs, but have to adhere to some rules.

Sign ups will be managed on SimLeague Pro.

2. THE MACHINERY

The Sprint Series is a one-make championship. This season's car is the Volkswagen GTI Vision Gran Turismo Gr.3, which costs about 450,000 GT7 Credits and is available from Brand Central.

3. SERIES SCHEDULE

GENERAL		
Weekday	Wednesdays	
First Round	April 23	
Last Round	May 28	
Lobby Open	+- 19:45 BST	
Quali Start	+- 20:00 BST	
Race 1 Start	+- 20:10 BST	
Race 2 Start	+- 20:25 BST	
Round Finish	+- 21:00 BST	
SEASON OVERVIEW		
Round 1	April 23	Sardegna Road Track Layout A Reverse
Round 2	April 30	Grand Valley Highway 1 Reverse
Round 3	May 7	Lago Maggiore Full Course Reverse
Round 4	May 14	Deep Forest Raceway Reverse
Round 5	May 21	Blue Moon Bay Speedway Infield A Reverse
Round 6	May 28	Trial Mountain Circuit Reverse

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

ALL ROUNDS	
Time of Day	Race 1: Early Morning Race 2: Afternoon
Variable Time Speed Rate	x4
Weather Settings	Race 1: S03 Race 2: S04
BOP	On
Car Settings	Some (Brake Balance)
Usable Tires	Race 1: RS Race 2: RS, RM
Tire Wear	Race 1: x1 Race 2: x3
Fuel Consumption	Race 1: x1 Race 2: x3
Damage	Light
Race Start	Grid Start With False Start Check
Race Duration	Race 1: 10 Minutes Race 2: 30 Minutes
Grid Order	Race 1: based on quali Race 2: reverse grid based on Race 1

4. LOBBY SETTINGS

Room Settings	
Room Mode	Race 1: Practice/Qualifier/Endurance Race Race 2: Practice/Endurance Race
Room Privacy	Friends Only
Room Name	CLR - Sprint Series - Season 13 - Round #
Race Type	Race for Real
Max. Number of Participants	16
Track Settings	
Track	See Series Schedule [Round Specific]
Duration	Race 1: 10 Minutes Race 2: 30 Minutes
Time of Day	See Series Schedule [Round Specific]
Variable Time Speed Rate	4 Times
Weather	Race 1: S03 Race 2: S04
Race Settings	
Start Type	Grid Start With False Start Check
Grid Order	Race 1: Fastest First (Quali Results) Race 2: Reverse Grid Race 1 (Set By Host)
BoP	On
Car Settings	Some (Brake Balance)
Boost	Off
Slipstream Strength	Real
Visible Damage	Off
Mechanical Damage	Light

Tyre Wear Rate	Race 1: 1 Times Race 2: 3 Times
Fuel Consumption Rate	Race 1: 1 Times Race 2: 3 Times
Refuelling Speed	5 Litres / Second
Initial Fuel	Default
Grip Reduction Off Track	Real
Race Finish Delay	180 Seconds
Nitrous / Overtaking Multiplier	Default

Qualifier Settings
(Race 1)

Qualifying Time Limit	5 minutes
Qualifying Continuation Time	Set to 1 extra lap
Qualifying Tyre Wear Rate	Off
Qualifying Fuel Consumption Rate	Off
Qualifying Initial Fuel	Default

Regulation Settings

Filter by Category	Gr.3
PP Limit	–
Max. Power Output	–
Minimum Weight	–
Useable Tyres	Race 1: RS Race 2: RS, RM
Required Tyres	Race 1: None Race 2: RS, RM
Nitrous	Cannot be fitted
Kart Usage	Off

Penalty Settings	
Shortcut Penalty	Weak
Wall Collision Penalty	Off
Correct Vehicle Course after Wall Collision	Off
Car Collision Penalty	Off
Pit Lane Line Cutting Penalty	On
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 run as a 5-minute timed session with an overrun of 1 lap for everyone .
The qualifying session will make use of the in-game Qualifying mode.

6. RACE PROCEDURE

This season will see two 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.

Race 1 will be a short 10-minute race with a grid start based on the qualifying results.
Race 2 will be a longer 30-minute race. We will be using the grid order of race 1 in reverse.

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	Race 2
1	15	22.5
2	14	21
3	13	19.5
4	12	18
5	11	16.5
6	10	15
7	9	13.5
8	8	12
9	7	10.5
10	6	9
11	5	7.5
12	4	6
13	3	4.5
14	2	3
15	1	1.5
16	0	0
Fastest Lap	1	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 Optional: Number Board Configuration

9.2.1   The number board should 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 should be in its original proportions and placed in the centre of the middle black area of the number board.

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

Link to Sprint Number Board
Link to Number Font #0   Link to Number Font #1
Link to Number Font #2   Link to Number Font #3
Link to Number Font #4   Link to Number Font #5
Link to Number Font #6   Link to Number Font #7
Link to Number Font #8   Link to Number Font #9

9.3 Optional: Windshield Banner Configuration

9.3.1   The windshield banner colour can be any colour.

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