

Mazda MX-5 Cup

RULEBOOK Mini Series



1. GENERAL

A Mini Series based on the Mazda MX-5 Cup rules with the Mazda Roadster NR-A car that is as close as possible to the IRL car.

[Go to Chapter 2, The Machinery](#)

6 weeks of racing on US tracks in a 45-minute race format per round.

Each round of the Mini Series is held on Friday evenings from 20:00 GMT/BST onwards.

[Go to Chapter 3, Event Schedule](#)

[Go to Chapter 4, Lobby Settings](#)

[Go to Chapter 5, Qualifying Procedure](#)

[Go to Chapter 6, Race Procedure](#)

The Mini Series will have dedicated stewards to handle any incidents that may be reported, or situations that might require the application of a penalty.

[Go to Chapter 7, Penalties & Incident Reporting System](#)

The points system of this Mini Series can be found in Chapter 8. The leaderboards will be managed on SimLeaguePro.

[Go to Chapter 8, Points System & Leaderboards](#)

Drivers can run a wide array of livery designs without any specific requirements. They need to adhere to our general livery rules (No religious, political, sexual, or otherwise provoking / controversial contents) and should catch the vibe of the recent MX-5 Cup series.

Sign ups will be managed on SimLeague Pro.

[Go to Chapter 9, Sign Ups](#)

2. THE MACHINERY

The Mazda MX-5 Cup is a one-make championship in the Mazda Roadster NR-A (ND) '22. The car can be purchased in the Mazda section of Brand Central for 31,000 Credits.



3. EVENT SCHEDULE

GENERAL		
Weekday	Friday	
First Round	March 15	
Last Round	August 16	
Lobby Open	+- 20:00 GMT/BST from April onwards	
Quali Start	+- 20:15 GMT/BST from April onwards	
Race Start	+- 20:30 GMT/BST from April onwards	
Race Finish	+- 21:20 GMT/BST from April onwards	
OVERVIEW		
Round 1	March 15	Daytona Road Course - Night
Round 2	April 12	Laguna Seca - Sunset
Round 3	May 10	Trial Mountain - Late Morning
Round 4	June 14	Road Atlanta - Early Morning
Round 5	July 12	Blue Moon Bay Infield A - Sunrise
Round 6	August 16	Watkins Glen Short - Afternoon

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

All Rounds	
Time of Day	Track Specific
Variable Time Speed Rate	2 times
Weather Settings	All Random
Grip Reduction Off-Track	Real
Usable Tyres	RS
Mandatory Tires	None
Tire Wear	1 times
Fuel Consumption	1 times
Grid Start	Grid Start
Number Of Laps	Match 45 Minutes as close as possible + 1 formation lap

4. LOBBY SETTINGS

Room Settings	
Room Mode	Practice/Qualifier/Race
Room Privacy	Friends Only
Room Name	CLR - Mazda MX-5 Cup - Round #
Race Type	Race for Real
Max. Number of Participants	16
Track Settings	
Track	See Event Schedule [Race Specific]
Number Of Laps	Race Specific to match 45 Minutes
Time of Day	Track Specific
Variable Time Speed Rate	2 Times
Weather	Custom - All Random
Race Settings	
Start Type	Grid Start
Grid Order	Fastest First
BoP	Off
Car Settings	All
Boost	Off
Slipstream Strength	Real
Visible Damage	Off
Mechanical Damage	Light
Tyre Wear Rate	1 Times
Fuel Consumption Rate	1 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	
Qualifying Time Limit	10 Minutes
Qualifying Continuation Time	Set to match 1 extra lap
Qualifying Tyre Wear Rate	Same As Race
Qualifying Fuel Consumption Rate	Same As Race
Qualifying Initial Fuel	25 litres
Regulation Settings	
Filter by Category	–
PP Limit	567
Max. Power Output	182 BHP
Minimum Weight	1043 kg
Useable Tyres	RS
Required Tyres	None
Nitrous	Cannot be fitted
Kart Usage	Off
Engine Swaps	Prohibited
Tuning Parts	No limit
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 20:15 GMT/BST.

For the qualification lobby settings, [see Chapter 4, Lobby Settings.](#)

Qualifying will be a 10-minute session before the race with 25 litres of initial fuel. The qualifying session will make use of the in-game Qualifying mode.

6. RACE PROCEDURE

The race start will commence after a short break following the end of the qualifying session. The first lap is used as a formation lap with drivers going in a single file formation at a maximum speed of 100 mph / 160 kph. After crossing the last timing sector the drivers change to a double file formation and reduce the speed to 60 mph / 100 kph. The leader will always take the inside line for turn 1. The race will be started by the leader once the start-finish line is crossed.

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*	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
Pole position	10
Fastest lap	10
Most laps led	10

*After application of any penalties.

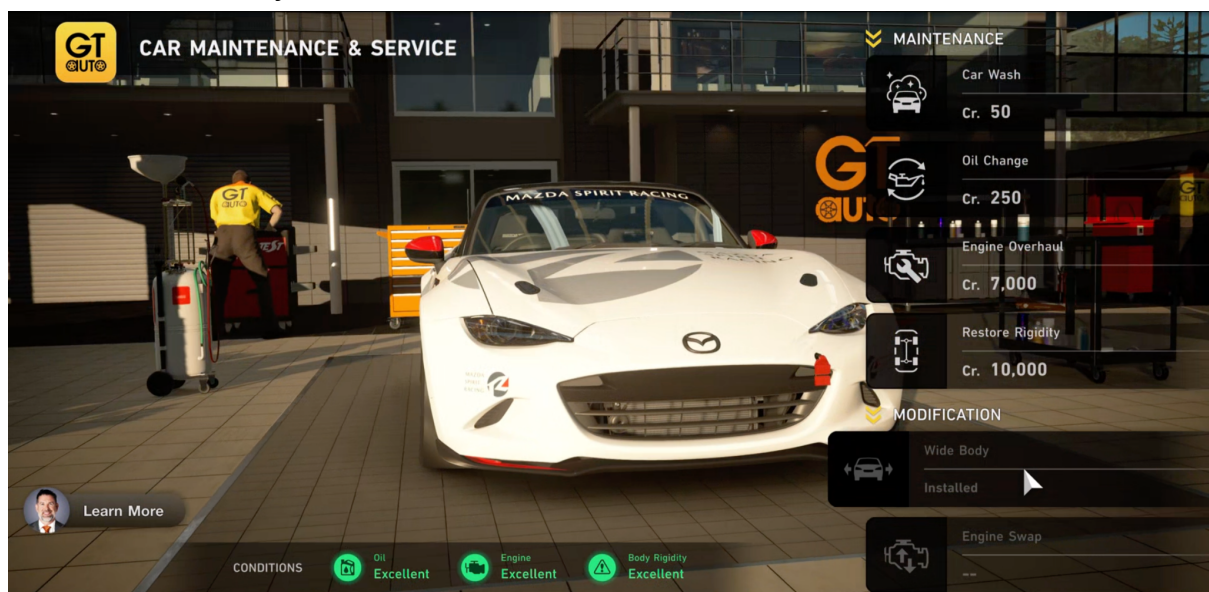
Leaderboards will be managed on SimLeaguePro and shared in the destined Discord channel.

9. SETUP

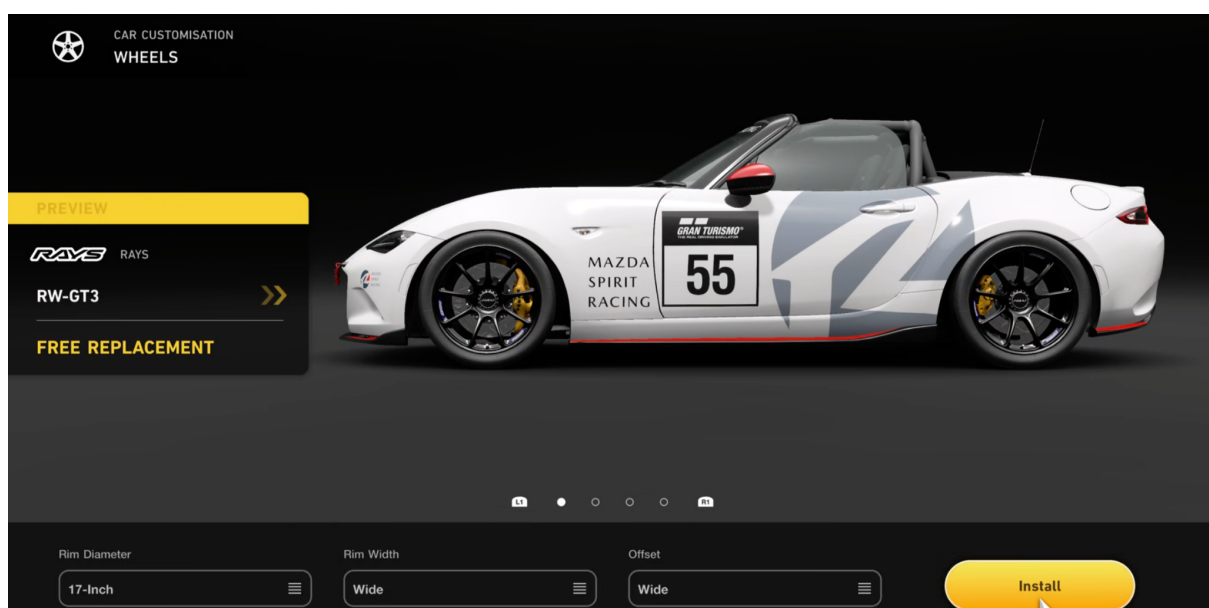
With the custom BoP (567 PP, 182 BHP, 1043 kg) there will be some tuning options possible. To make the cars look as close as possible to the IRL cars we will be using 17 inch tires and no custom rear wing.

The standard setup with the applied custom/tuning parts is looking like this:

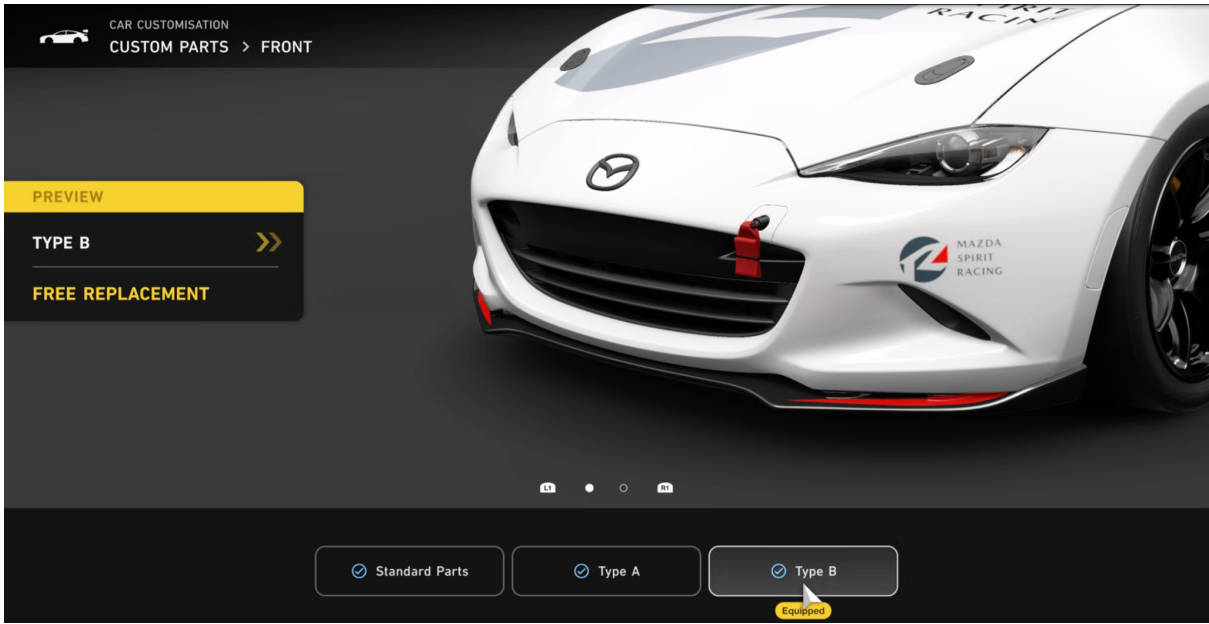
Install the Wide Body



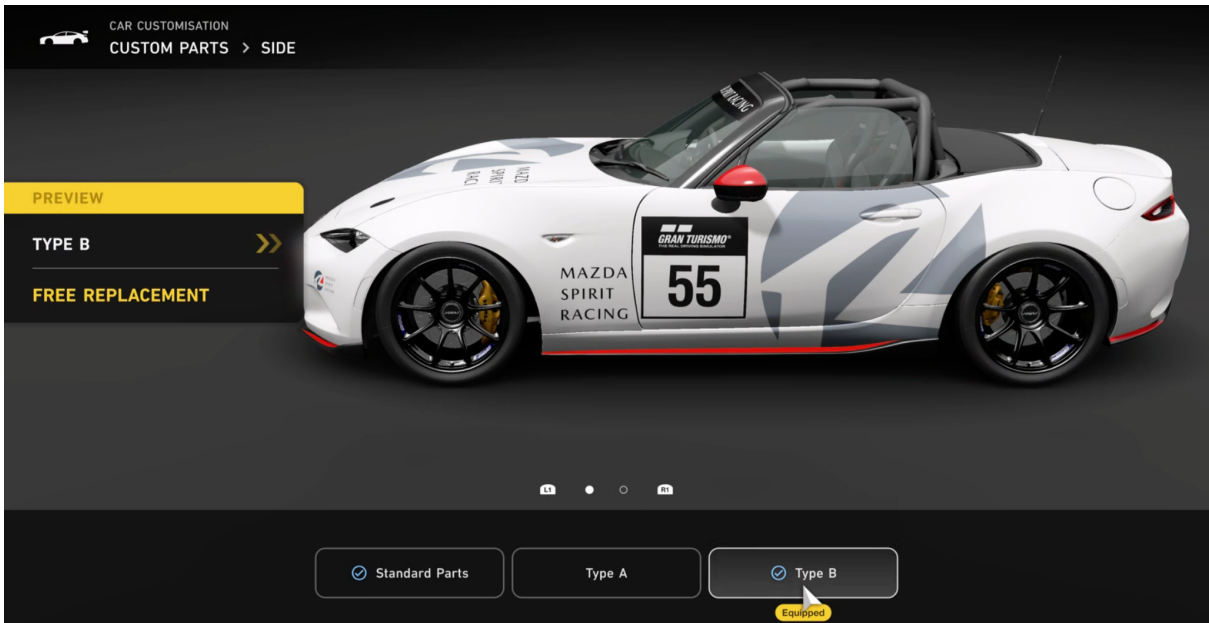
Install some 17 inch wheels



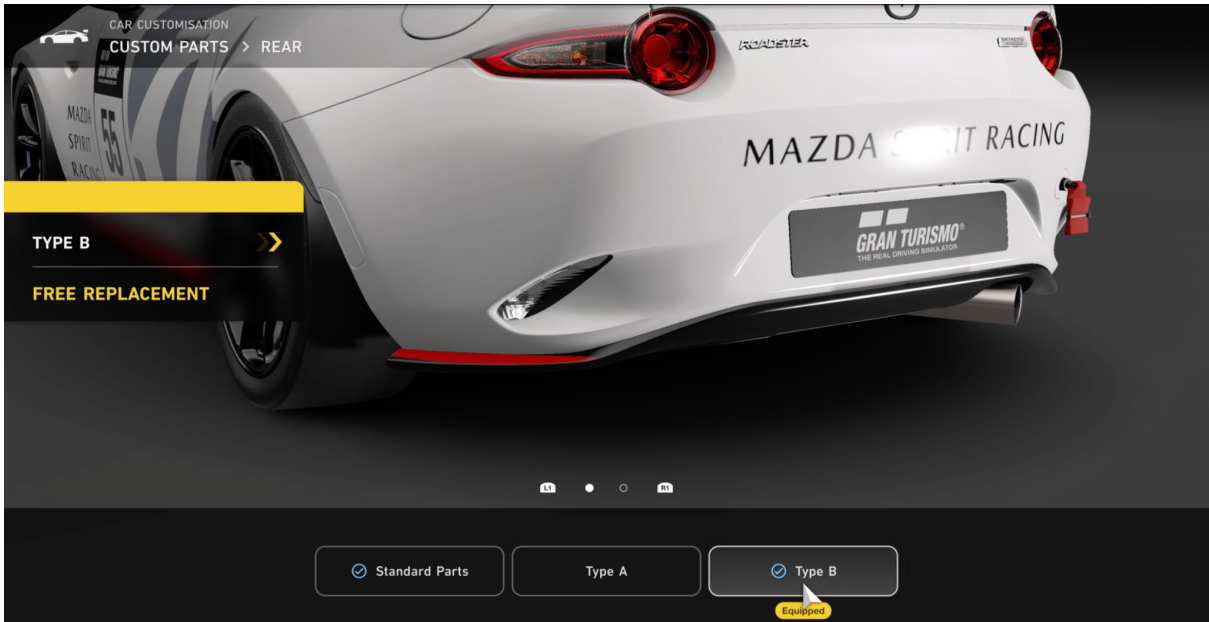
Install Front Type B (Custom Parts)



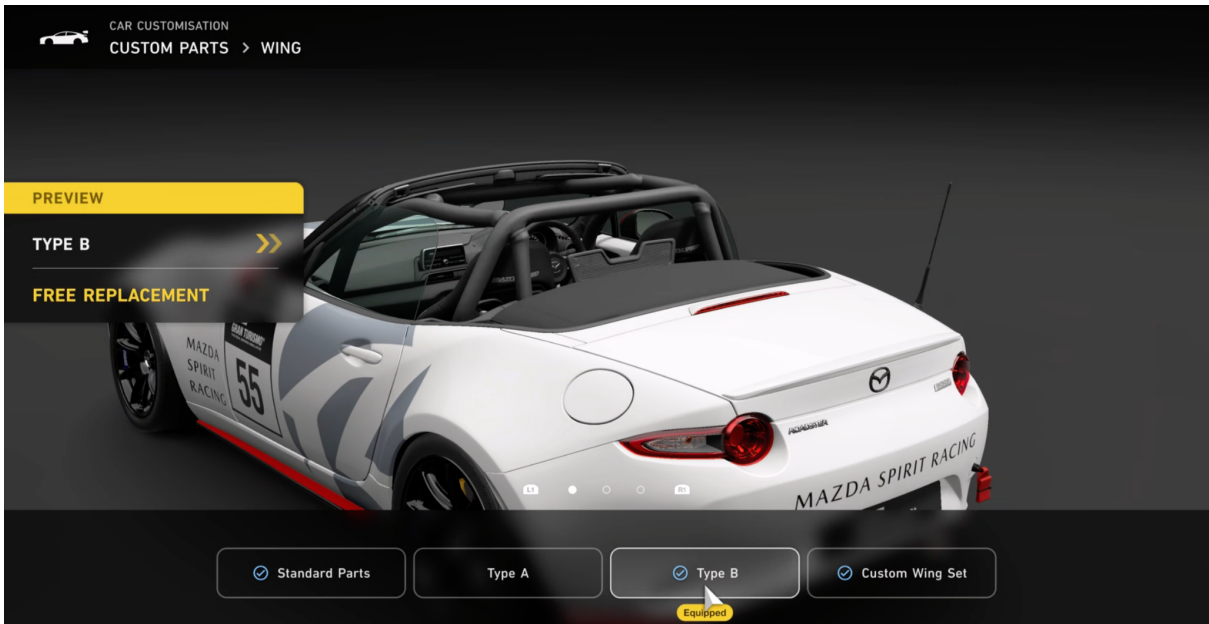
Install Side Type B (Custom Parts)



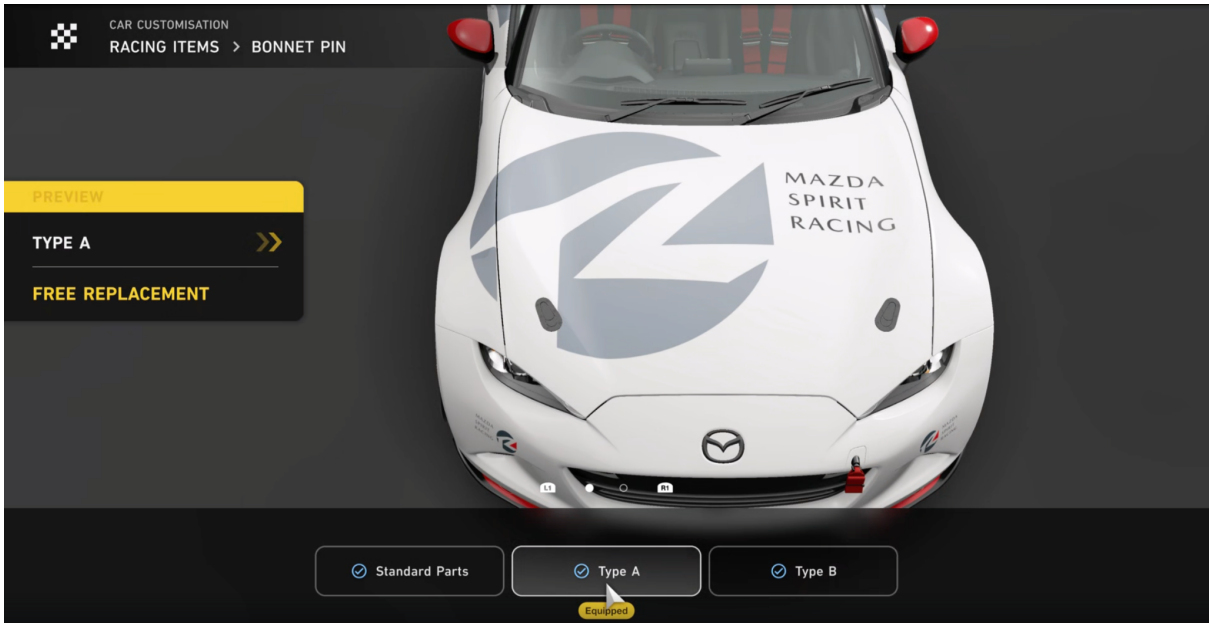
Install Rear Type B (Custom Parts)



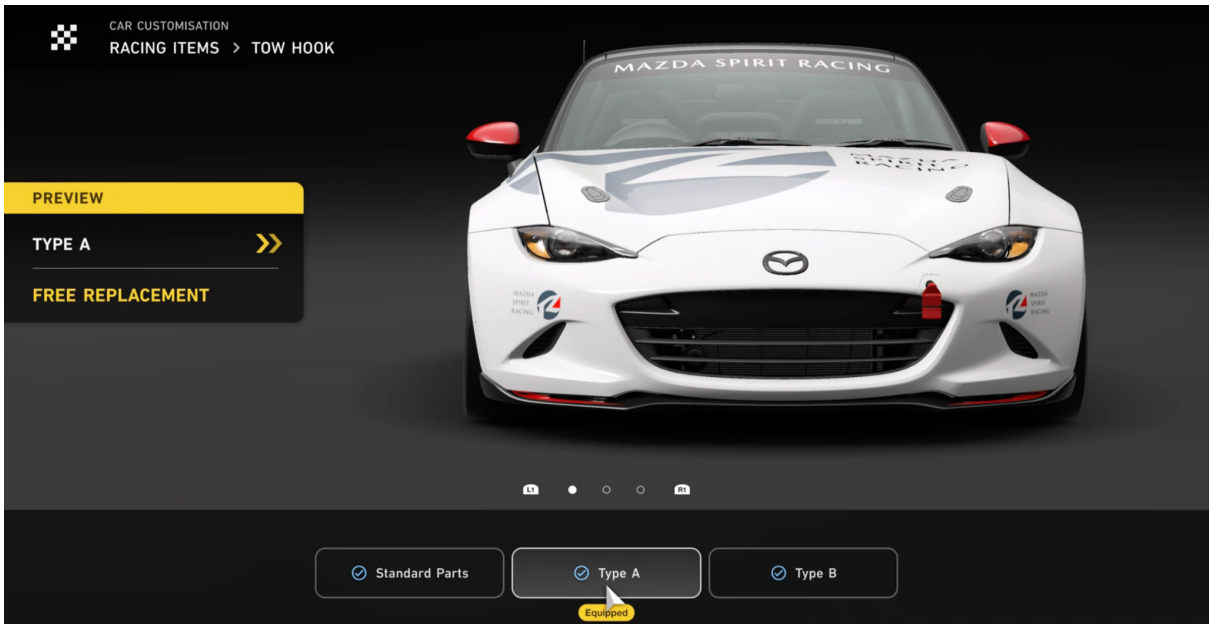
Install Wing Type B (Custom Parts)



Install Bonnet Pin Type A (Racing Items)



Install Tow Hook Type A (Racing Items)



Buy the needed Tuning Parts and adjust your setup as shown below (nothing from the Ultimate tab!)



Mazda 



Roadster NR-A (ND) '22

Drivetrain **FR** / Aspiration **NA**

Engine Model **P5-VP[RS]-Roadster-NR-A**

Base Performance

Performance Points	PP 566.86	566.86
Max. Power	182 BHP	182
Max. Torque	19.1 kgfm	19.1
Displacement	1,571 cc	1,571
Weight	1,043 kg	1,043
Front-Rear Weight Balance	44 : 56	44 : 56

Acceleration Performance

0-400 m	14.37 sec.	14.37
0-1,000 m	26.34 sec.	26.34
100-150 km/h	6.59 sec.	6.59

Stability

Low Speed	-0.17 (Neutral)	-0.17
High Speed	-1.00 (Under)	-1.00

Rotational G

60 km/h	1.42 G	1.42
120 km/h	1.42 G	1.42
240 km/h	1.43 G	1.43

Measure

Measurement History

L1 ◀ ▶ **R1**

Settings Sheet 1

⋮

⋮ Edit Settings Sheet

Tyes

Front

RS

Racing: Soft

Rear

RS

Racing: Soft

Suspension

Fully Customisable

	Front	Rear
Body Height Adjustment	mm 95	100
Anti-Roll Bar	Lv. 10	10
Damping Ratio (Compression)	% 20	40
Damping Ratio (Expansion)	% 50	50
Natural Frequency	Hz 1.30	1.45
Negative Camber Angle	° 3.0	3.0
Toe Angle	° !! 0.00	!! 0.00

Differential Gear

Fully Customisable

	Front	Rear
Initial Torque	Lv. 0	10
Acceleration Sensitivity	Lv. 0	17
Braking Sensitivity	Lv. 0	15
Torque-Vectoring Centre Differential	None	
Front/Rear Torque Distribution	0 : 100	

Aerodynamics

	Front	Rear
Downforce	Lx. 100	350

ECU

ECU

Fully Customisable

Output Adjustment

%

92

Performance Adjustment

Ballast

kg

175

Ballast Positioning

50

Power Restrictor

%

100

Transmission

Transmission

Fully Customisable: Racing

Top Speed (Automatically Adjusted)

km/h

230

Manual Adjustment

⋮

Nitrous/Overtake

Nitrous/Overtake

None

Output Adjustment

%

0

[illegible]

10. SIGN UPS

Sign ups are managed on SimLeaguePro, and a link will be shared in the destined Discord channel.

[CLR Discord Server](#)