

CARRERA



NO-GRIP
SIMRACING TEAM

ISCRIZIONI APERTE

CALENDARIO

12/03	ZANDVOORT
26/03	MUGELLO
09/04	BATHURST
23/04	LAGUNA SECA
07/05	SUZUKA
21/05	KYALAMI
04/06	SPA

LIVE STREAMING INTEGRALE
DIREZIONE GARA VIRTUALE

PER INFO E ISCRIZIONI
RAGGIUNGI SU

Discord





*****RULES ARE BEING UPDATED*****

The championship staff will be organized as follows:

Server management and Simsync: Salvatore Vitaggio

Race Control: Salvatore Vitaggio

“World Carrera Cup” is a championship organized by No Grip Simracing Team.

The championship will take place on the “ASSETTO CORSA” simulator by Kunos Simulazioni.

The organizer's objective is to offer participants an engaging experience in which competitors will be able to spend fun-filled evenings in full compliance with the sporting code and fair play.

All competitors are invited to always maintain group harmony so as not to create discomfort and disagreements within the group as well as to focus on the key principle of mutual respect.

The minimum requirements to access the championship are:

- Assetto Corsa Ultimate version (or with all DLC)
- Broadband connection **wired** and not wifi (30mb or higher recommended) with adequate stability and latency values and such as not to create problems for the other competitors in the race (a ping limit will be set on the servers);
- Steering wheel and pedals suitable for GAMING PC.
- Headset with microphone suitable for GAMING PC.
- Hardware requirements recommended by the simulator in use.
- Content Manager, Simsync PRO, Custom Shader Patch, App Real Penalty and PURE (or SOL) correctly configured and active.
- The United Race Design DARCHE CUP 2021 mod (purchasable at this [LINK](#)), a renamed version of the car downloadable from Discord will be used.

- Discord.

* The organizer may consider excluding (even at the last moment) competitors who (from an evident analysis by the Race Control department) demonstrate that they do not satisfy the technical requirements required for the smooth running of the race.

ALL CHAMPIONSHIP MATCHES WILL BE STREAMED ON TWITCH ON THE "CMAE PROJECT" CHANNEL

THERE ARE END OF CHAMPIONSHIP PRIZES

REGISTRATION METHOD

The championship is **OPEN** to all those who are welcome members of our community.
By completing this REGISTRATION FORM.

The participation fee for the championship is set at the rate of **15€**

Payment must be received no later than 3 days after completing the registration form by donation **FRIENDS AND RELATIVES** on the No Grip Simracing Team Paypal account. If payment of the participation fee has not been received within 3 days of completing the form, the organizer will delete the request for participation.

PAYPAL

Simdrivers PREMIUM affiliated with No Grip Simracing Team for the year 2025 will be able to participate in the championship for free.

Once you have received confirmation from the organiser, you will need to complete your registration by registering for the event on the SIMGRID portal and completing the race number selection form.

* (on SIMGRID) you will not need to donate again

If you change your mind after the registration campaign has closed, it will no longer be possible to refund the participation fee

The maximum number of competitors participating in the championship is 36.

Each participant is **OBLIGED** to use your real name and surname and not nicknames, pseudonyms or aliases. The same thing applies within the race servers.

Every simdriver has the MORAL OBLIGATION to show up at the championship events trained and with the adequate competence to carry out a circuit race together with other people.

The championship circuits will be downloadable (and installable via Content Manager) from the dedicated Discord channel which will only be visible to championship members.

THE MINIMUM NUMBER OF PARTICIPANTS REGISTERED IN THE CHAMPIONSHIP FOR THIS TO TAKE PLACE WITH A FULL PRIZE BUDGET IS 20 (SIMdrivers affiliated with No Grip SRT excluded).

END OF CHAMPIONSHIP PRIZES

There are prizes paid out in the form of AMAZON VOUCHER which will be paid out within 2 months of the conclusion of the championship. The budget dedicated to the total prize pool is €200.

First place 100 €

Runner up 60 €

Third Place 40 €

* if the minimum quorum of participants in the championship is not reached, the prize money up for grabs may be reduced by 50% or converted into another type of prize

Special prize "IF I HAD FUN, I HAVE ALREADY WON!" dedicated to the driver ranked last in the championship who took part in all the championship races without ever retiring and who has not been subject to repeated and serious disciplinary measures by the race direction.

REGISTRATION FEE REFUND

CLASSIFICA TEAMS

In order to make the championship more exciting, each registered team can be made up of a maximum of 2 drivers and each team must have a unique name. Names like (No grip 1. 2. 3. 4 etc etc) are therefore prohibited.

Each team may include within it the names of sponsors or partners but the organizer assumes no responsibility for improper and unauthorized use of these brands/sponsors.

As regards the possible prize (not yet officialised) up for grabs for this dedicated ranking, we are currently in negotiations with our sponsors.

No type of aiding and abetting is permitted between drivers who are part of the same team (main team).

Blatant tactical exchanges of positions, aiding and abetting or conduct deemed hypothetically voluntary and carried out with the aim of favoring one team over another may be subject to severe disciplinary measures.

Within the Discord server, each team will have a private communication channel into which only the two team members can log in.

All independent competitors will instead have to log in to the RACE ROOM vocal room.

WILDCARD and NEW MEMBERS (during the championship)

Participation of any WILD CARD is not permitted.

However, during the championship in progress, new participants may be included as long as they register and pay the registration fee required at the start of the championship.

CODE OF ETHICS AND CONDUCT

Finally, we invite everyone to maintain serious and professional behavior in public communication channels.

Any competitor who uses insults, threats or derogatory criticism directed towards another member, competitor, organizers or towards Race Control will be immediately removed from the community and the event.

OFFICIAL CALENDAR

12/03/2025	Zandvoort 25'+25' (TOP10 inverted grid)
26/03/2025	Mugello 25'+25' (TOP10 inverted grid) WET RACE - ABS ALLOWED
09/04/2025	Mount Panorama 40' (coefficient 1.5x)
23/04/2025	Laguna Seca 25'+25" (TOP10 inverted grid)
07/05/2025	Suzuka 25'+25' (TOP10 inverted grid) RACE 2 AT SUNSET
21/05/2025	Kyalami 40' (coefficient 1.5x)
04/06/2025	Spa Francorchamps 40' (coefficient 1.5x)

CUSTOMIZED SKINS

For this championship it is possible to create customized liveries.

To create customized liveries, it will be necessary to use only and exclusively the template provided by the organizer where the number tables dedicated to the championship are already applied. The file provided will be in .psd format and therefore workable within Photoshop.

In the number table, the level of the race number can be changed by replacing it with the one chosen at the time of registration **using only the "Impact" font without altering its size**. Personal sponsors may be applied and the graphics must not include elements defined as vulgar, insulting or in general denigrating and harmful to the image of the championship and the organizer or other competitors/teams.

The customized liveries must invariably be delivered within 10 days of the start of the championship.

** Anyone who does not want or is unable to create their own personalized skin can ask for one automatically*

COMPETITION PROCEDURE

On the day of the race, each competitor must be present on the "No Grip Simracing Team" DISCORD server within the "Briefing" channel at the time communicated in the days preceding the race with their name and surname correctly set.

During the race phases the simdrivers will be moved to the special "RACE ROOM" where they will be changed and only the "Race Control" will be able to communicate.

Failure to present a simdriver at the time communicated in the days before the race will result in unquestionable exclusion from the event.

The organizer will exclude from the entry list the competitors who have collected more than two absences without having notified their absence and without justified reason.

The sessions will be organized as follows:

Days before the race, training server open 24/7 the week before the event.

- **Free Trials:** race day from 8.15pm to 9.15pm. At the end of the free practice there will be a 10 minute wait time and each simdriver will have to report to **Mandatory briefing** remaining logged into the server.
- The time for the briefing will be very short and any incidents of noise or disturbance may cause heavy measures by the Race Direction. Each competitor will be able to ask any questions only at the end of the briefing chaired by the organizer.
- **Qualifications:** 9.30pm session lasting 15 minutes

At the end of the qualifications there will be a **WAIT TIME** of 5 minutes to give the competitors time to refresh themselves.

- In case of accidental disconnection - technical in nature (or any other reason). The organizer is not held responsible in any way. The competitor will be able to reconnect to the server at any time.
- AND' IT IS FORBIDDEN TO RETURN TO THE PITS in qualification. The competitor who irreparably damages his car will have to return to the PIT and remain there for the entire duration of the session and will be WITHDRAWN in qualifying.
During the qualifying session it is prohibited to proceed slowly within the circuit, stop in dangerous points or remain stationary along the route for a prolonged period of time (even off the track).

Each simdriver has the **MORAL OBLIGATION** to show up at the race trained and with the adequate competence to carry out a circuit race.

- **We are:** the duration of the competition sessions (unless there are different provisions) remain those specified in the calendar
Where applicable, the second race will take place with a reversal of the grid of the first 10 positions compared to the finishing order of race 1.

Within 48 hours of the publication of the Replay, the Race Direction will be able to receive mand by completing the appropriate form for any post-race complaints.

All penalties attributed by the Real Penalty app during the last 4 minutes of the race may not be served on the track and Race Control will proceed to apply a compensatory penalty at the end of the race (if not already commensurate by the Real Penalty app).

- In case of accidental disconnection of a technical nature (or any other reason) of a competitor, the organizer is not responsible. The disconnected competitor will no longer be able to access the server and will be disqualified

- Each absence will result in a deduction of 5 points from the championship ranking (after two absences the driver may be excluded from the championship if he has not communicated his absence in time)
- AND' IT IS FORBIDDEN TO RETURN TO THE PITS (RAGE RETIRE) in the race. This behavior will result in automatic disqualification awarded by Real Penalty.

11. - SCORES

11.1 The score will be assigned and updated at the end of each round

11.2 Only the top 16 finishers will get points in the championship

11.3 The assignment of scores is established as follows:

1. classified **25 pt.**
2. classified **20 pt.**
3. classified **17 pt.**
4. classified **14 pt.**
5. classified **12 pt.**
6. classified **10 pt.**
7. classified **9 pt.**
8. classified **8 pt.**
9. classified **7 pt.**
10. classified **6 pt.**
11. classified **5 pt.**
12. classified **4 pt.**
13. classified **3 pt.**
14. classified **2 pt.**
15. classified **1 pt.**

EXTRA POLE POSITION 2 pt.

TYPES OF PENALTIES

- **Drive Through:** consists of traveling the entire Pit Lane (it is not possible to stop in the pits while this penalty is being carried out).
- **Stop&Go:** It consists of entering the Pit Lane and stopping inside it (outside the pitstop area) for the time indicated by the Real Penalty app. As soon as Real Penalty gives the OK, the penalty will have been served and the competitor will be able to re-enter the race.
- **Time penalties:** At the end of the event, Race Control will apply second/minute penalties to the competitor
- **Disqualification:** The competitor will be disconnected from the server without having any way to enter it anymore.

- **Points in the general classification:** points will be deducted from the championship standings

SERVER SETTINGS:

Aid allowed - FACTORY (ABS only)

Automatic clutch - NO

Ambient Temperature - min. 18 —> max. 32

Asphalt Temperature - min. 25 —> max. 39

The weather conditions will be fixed throughout the race.

DEPARTURE METHOD

The start will take place while stationary and early starts will be penalized with Drive Through (in more serious cases Stop&Go or disqualification).

We invite you to consult the file relating to the visual signals of the Real Penalty app which will manage all match situations. [FILE REAL PENALTY](#)

Any decisions made by Race Control will be based on the official regulations of real and virtual motor racing. They will be FINAL and UNAPPELLABLE.

To assign penalties in the event of accidents, Race Control will use the guide sheet [ANNEX A](#)

Having noted that the Assetto Corsa Simulator does not have excellent collision management, the Race Direction will try to dissuade the drivers from seeking contact by applying severe penalties. We invite you to pay maximum attention in all phases of the race to avoid unpleasant situations that could ruin the spirit of the competition. Any individuals who repeatedly violate the rules of conduct during the competition may suffer heavy penalties and also be subject to unquestionable exclusion from the event.

All situations involving contributory negligence will be handled as a match incident in order to discourage dangerous defense maneuvers and overly optimistic attacks.

PATENT

Each competitor will start the championship with a virtual license which will have 40 points loaded. Every second penalty (resulting from the outcome of a complaint or provision by Race Control) will correspond to the deduction of one point from the driving licence.

Once a competitor has gone to zero or negative points on his license, he will be penalized with disqualification from the next race.

In the event that the competitor reaches 0 points or negative points in the last championship match, he or she will be disqualified from the last match.

The penalties applied in the event of accidents will be measured on the basis of what governs the document provided by the organizer on the Discord alert channel.

* All situations subject to a complaint not foreseen in the document will be evaluated by the Race Direction, applying where applicable an exemplary and fair penalty based on the type of situation and damage caused

SPORTS REGULATIONS

1 GENERAL PRINCIPLES

1.1 As regards the rules of conduct on the track, we have decided to take inspiration from the FIA's International Sporting Code, however given the extremely different technical nature from real races, some decisions taken may differ from what is foreseen by the FIA ISC.

1.2 By participating in any of our championships or organized events you implicitly accept these sporting regulations as well as the internal ethical code of conduct of No Grip Simracing Team.

1.3 All competitors must compete in a sporting and correct manner, always taking into account the presence of other drivers on the circuit and not undertake any action that could cause damage or discredit to the competition.

1.4 At all times, all competitors must maintain a respectful attitude towards the Race Direction, the organizer, the other drivers and the opposing Team Managers, not only on the track, but also off it for the entire duration of the competition.

1.5 Failure to comply with these general criteria may result in a penalty that can go as far as the competitor's exclusion from one or more competitions and even exclusion from the event and indefinite inclusion in the No Grip Simracing Team BLACK LIST.

2. - THE LIMITS OF THE TRACK

2.1 The limits of the track are those established by the general FIA rules, i.e. the white lines that define the edges of the track are considered part of the track itself, while the curbs are considered external to the track only when the 3d circuit requires it. A driver is judged to be off the track when no part of the car remains in contact with the track.

2.2 Even if they are random and subject to constant changes, the limits of the track as regulated and managed by the software of each simulator can still be taken as reference by the competitor during any race session, with the exception, however, of cases in which this involves a clear and immediate gain in position or opposition to overtaking, as better specified in paragraphs 4.4 and 4.5.

2.3 Exiting the track is permitted only following contact or to avoid imminent danger.

2.4 It is possible to use the entry and exit lane from the pits if this is part of the racing surface, but always pay attention to the cars entering it or rejoining the race on their exit.

2.5 If even an isolated, non-penalised cut occurs in which the competitor obtains a significant gain in time (without adequately compensating), the race management will award (following a complaint) a penalty.

2.6 If a car leaves the track for any reason, the driver will be able to return only when it is in a safe condition, does not hinder his opponents and does not obtain any advantage.

2.7 The server will partially manage track cuts and track limits. You will receive 3 warnings and starting from the fourth cut you will be issued a Drive Through. Any other earning situations will be managed by filling out a complaint by the simdrivers and evaluated by Race Control.

2.8 Exploiting any bugs in the circuit to gain an advantage will result in DISQUALIFICATION from the race.

3. - OBSERVATION OF SIGNALS

All pilots are required to observe any indications, warnings, flags or other signals that are automatically produced by the simulator.

To get a clear picture of what is happening on the track, we recommend using the Track Map Display Extended app available at the following link [LINK](#)

It will be very useful in yellow flag or dubbing situations to be carried out or suffered.

4. - OVERTAKING

4.1 Overtaking can be carried out, depending on the circumstances, both on the right and on the left.

4.2 It is the driver's obligation to facilitate overtaking as much as possible, taking into account that overtaking can occur from both sides.

4.3 Only one change of direction is allowed to defend one's position. Any driver moving towards the ideal racing line, having just defended his position off the racing line, must leave at least one vehicle's width between his car and the edge of the track.

4.4 The driver who overtook must maintain his trajectory for a sufficient distance not to interfere with the movement of the overtaken vehicle, while the driver who is about to be overtaken must not move from his trajectory to hinder overtaking if this is already in progress and there has also been a partial flanking.

4.5 The limits of the runway in cases of direct attack or defense referred to in the previous point 4 must always be considered those defined in paragraph 1.2.1, since the useful and usable portion of the runway must be that which can be perceived by the pilots.

4.6 It is the obligation of each competitor to evaluate whether the point where an overtaking will be carried out is suitable or not.

4.7 Any initiatives will be taken into consideration **Fair Play** if a competitor, having realized the damage caused to the opponent, takes steps to neutralize any advantage obtained or damage caused to the competitor. However, the Management may consider giving a penalty anyway, albeit in a milder form and in any case comparable to the damage caused.

4.8 Support is considered as such only when it is already complete at the turning point.

4.9 The cars will be considered to be in the "COMBINATION" phase when the driver behind will have the hub center of the front wheel beyond the end of the rear wheel of the opposing car.

4.10 During the flanking phase, the car in front must maintain its chosen braking line (internal or external) without crossing or invading the space of the car from which it has been flanked.

4.11 In the absence of a completed flanking, the car behind must avoid crossing the path of the car in front to avoid incurring a penalty following an accident

5. - BLOCKING

5.1 Moving is prohibited more than once from your racing line in reaction to the movements of the following car.

5.2 It is not permitted, if a defense line has been adopted, to move towards the racing line during braking in order to prevent the chasing car from attacking and/or coming alongside.

5.3 Maneuvers that could hinder other drivers are strictly prohibited, such as deliberately driving a car beyond the edge of the track, unjustified use of the brakes in the defensive phase, or any other anomalous change of direction.

6. - UNSAFE REJOIN AND DANGEROUS DRIVING

All accidents caused by dangerous returns to the track may be subject to very severe penalties.

6.1 It is generally forbidden to carry out maneuvers which, due to their nature or the circumstances in which they occur, may be dangerous. The driver who creates a dangerous situation, such as, for example, dangerously returning to the track after a loss of control or accident, may be penalized.

6.2 On the track, it is not permitted to proceed slowly without a justified reason, to drive in a clearly incorrect manner or in a potentially dangerous manner for other drivers.

6.3 It is forbidden to follow the route in the opposite direction for any reason, even for a short distance.

6.4 The driver who repeatedly commits serious errors and who demonstrates difficulty in controlling the car (such as excessive changes of direction, going off the track, sudden slowdowns), even if attributable to the quality of his internet connection (with the exception of cases of proven server/host/lobby problems) may be subject to investigation and penalisation, up to including disqualification from the event without any right of reply.

7. - ACCIDENTS

7.1 In the case of damage caused by an accident, it is the driver's responsibility to evaluate whether or not to continue the race.

7.2 The driver who suffers serious damage to the car to the point of having to proceed slowly and who intends to return to the pits, must drive in safe conditions, avoiding taking ideal trajectories.

7.3 The pilot who is responsible for any of the violations reported above may be subject to investigation and penalisation.

7.4 All accidents involving contributory negligence may be assessed by Race Control as race accidents.

8. - ENTRY AND EXIT FROM THE PIT LANE

8.1 The section of the track leading to the pit lane is referred to as the "pitlane entrance".

8.2 During the race, access to the pit lane is permitted only through the pit lane entrance.

8.3 Any driver who intends to enter the pitlane entrance must ensure that he does so in complete safety and **reducing your speed to 80km/h using the pit limiter before the photocell to receive penalties.**

8.4 When exiting the pits, the demarcation line that separates the cars leaving the pits from those passing onto the track cannot be crossed until its end, **all to avoid penalties.**

8.5 In cases where the simulator does not offer indications on the moment of exit from the pit lane, the driver is required to pay maximum attention, entering the track without invading the

ideal trajectory and checking the possible arrival of other cars using the rear-view mirrors and it is recommended for the same reason to view the map on the HUD or App Track Map Display.

8.6 Crossing the white line when exiting the pits is prohibited. 2 second penalty

9. - FLAGS and RULES

9.1 The Real Penalty app will show the flags that must be respected during the race phases

9.2 In case of **yellow flag** Overtaking is prohibited until it is removed

9.3 In case of **blue flag**, it means that you are about to be lapped. The simdriver who sees the blue flag displayed must immediately concentrate his attention on the dubbing phase and cease any ongoing hostility with other competitors. It will be necessary to facilitate dubbing and not hinder or create dangerous situations such as changing direction on a straight line.

9.4 in case of **black and white flag** it means that a penalty has been imposed, which will be reported to you via the Real Penalty app, this will also happen for additional communications from Race Control.

9.5 It is forbidden to docome back" during the QUALIFICATION and RACE phase, is only granted during the FREE PRACTICE or TRAINING SERVER phase.

10. - VIRTUAL RACE DIRECTION

10.1 Where the simulator automatically imposes sanctions and requirements (slow down, penalties in seconds, drive-through, disqualification) these must always be compulsorily respected.

10.2 Any further automatic sanction resulting from failure to comply with a requirement imposed by the virtual race director will be considered lawfully imposed.

10.3 Other cases of unsportsmanlike driving prohibited by the following regulation and which for technical reasons will not be noticed by the virtual race direction, will be evaluated by our Race Control following a complaint received by completing the appropriate form no later than 48 hours after the conclusion of the event.

**WE THANK YOU FOR GETTING THIS FAR AND WE TRUST IN GENERAL
COMMON SENSE.**

HAVE FUN FROM THE STAFF NO GRIP SIMRACING TEAM!!!

IF YOU HAVE FUN, YOU HAVE ALREADY WON!!!