



OVRC League Rules

1. Generic

- 1.1. All practice sessions start at 19:00 BST on the Monday of each week in a season.
 - 1.1.1. If there is a need to change the start time, an announcement will be made the Friday before the race.
- 1.2. **2x Fuel rate** will be used in all GT sessions
- 1.3. All drivers are required to have completed the sign up process before racing.
 - 1.3.1. Drivers should use their real name, or a realistic name if they do not want to use their real name.
 - 1.3.2. Drivers should change their nickname on the Discord server to be the same as they used for the league
 - 1.3.3. Drivers can change cars once during the season, after that, only under exceptional circumstances (See Section 11). Drivers changing between different classes forfeit their points gathered so far in the season.
- 1.4. Administrators reserve the right to change the rules at any time.
- 1.5. There are no predetermined limits for the amount of cars per class in a multiclass series. However, signups for either class may be closed if the balance is too far off.
- 1.6. The cars in the GTR1 class are limited to the Saleen S7R, Ford GT GT1 and Nissan GT-R GT1.

2. Teams

- 2.1. Drivers can team up with one other driver to form a team of 2. Teams will have separate standings on the website.
- 2.2. Drivers in a team are required to drive the same car.
 - 2.2.1. The liveries should be visually matching, or identical in case no matching liveries are available.
 - 2.2.2. Ask an admin for confirmation if a certain combination of liveries is allowed.
- 2.3. Teams should create an application in the 'team-applications' channel on Discord and enter their team name in the corresponding input field of the sign-up details before the league has started.
- 2.4. After a league has started, admins will change the details on the website when a team creates or changes their application on Discord.

3. Reserve List

- 3.1. As race servers can only handle 36 drivers reliably, this is the limit for guaranteed driver slots we can offer. After the first 36 sign ups, drivers can sign up as reserve drivers.
- 3.2. Signed up drivers are required to notify us in the 'sign in and out' discord channel well before a race if they are not able to participate in a certain race.



- 3.2.1. Not showing up without notifying us multiple times will result in your guaranteed spot being given to another driver
- 3.3. Reserve drivers can claim open spots for a specific race in this same discord channel

4. Qualifying & Drivers Briefing

- 4.1. All drivers have to be in the appropriate Discord voice channel for the Drivers' Briefing before the qualifying session starts (20:00 BST).
- 4.2. The in-game qualifying time is extended by 5 minutes to compensate for the Drivers' Briefing
 - 4.2.1. The Drivers Briefing will start when the qualifying session starts and will take at most 5 minutes
 - 4.2.2. During this time **ALL** cars must remain in the pit boxes until all announcements are finished, after which the cars will be released.
 - 4.2.3. Drivers ignoring 4.2.2 will be subject to penalisation.
 - 4.2.4. During the announcements drivers must remain silent.
- 4.3. Full flag rules apply during the qualifying session.

5. Race

- 5.1. GT races are 60 minutes
- 5.2. GT races use a **Rolling start**. The procedure for this will be published in text before the server opens and will be discussed in the Drivers' Briefing. An example of this procedure for Zolder is as follows:
 - 5.2.1. Similar to F1 Safety Car restart
 - 5.2.2. Pulling away from the grid one-by-one, follow the car in front of you.
 - 5.2.3. The rolling start will be single file.
 - 5.2.4. Leader controls the pace until turn 7 (second chicane), no overtaking.
 - 5.2.5. After turn 7, the leader has to drive on the pit limiter until turn 8 (the hairpin), everyone else follows and keeps their position as before. This is to bunch up the field before the start (single-file)
 - 5.2.6. After turn 8, the leader is free to go as slowly or quickly as they want, there is no overtaking allowed until the start-finish straight
 - 5.2.7. after the last corner (turn 11) it is completely green-flag situation and overtaking is allowed from there
 - 5.2.8. for multiclass, the slower class has to wait on the grid for 30 seconds, after which they follow the same procedure
- 5.3. TC races are 20 minutes, there will be 2 races, with the second one using a reverse starting grid for the top 8.
- 5.4. Drivers are allowed to leave the Discord voice channel when the Drivers' Briefing is over.
 - 5.4.1. Excessive talking during the race is **NOT** permitted.
 - 5.4.2. Arguments are **NOT** permitted in the race voice channel.
- 5.5. Aggressive blocking and weaving is not allowed and can be penalised post-race.



- 5.6. If a driver needs to rejoin the race, they **MUST** do it when the track is clear in a safe and predictable manner. Failure to do so will result in a penalty.
- 5.7. Track limits are **NOT** enforced using the in-game features. Instead, abuse of track limits should be reported after the race.
 - 5.7.1. Penalties will only be applied for track limits if the driver in question obviously gains track position, time, or other unfair advantages, such as less tire wear or better drive onto a straight.
 - 5.7.2. Penalties will be more severe if the driver in question repeatedly abuses the track limits on purpose to gain an advantage.
 - 5.7.3. Track limit enforcement will never be more strict than the in-game penalty system, unless stated otherwise in the Drivers Briefing (i.e. if the lap would still be valid on that line in a practice session it will not be penalised)
- 5.8. Gentleman's Conduct rules are in place during a race. If a driver causes an incident that they deem was their fault they are expected to pull off the racing line and give the position back if they deem it safe and applicable.
 - 5.8.1. Severe incidents may still receive further penalisation if the race stewards deem it necessary.

6. Flags

- 6.1. If a driver is being shown a Blue Flag the driver **MUST** drive in a predictable manner to help the passing driver and to not interfere with their race.
 - 6.1.1. Under blue flags drivers **MUST** keep to their current racing line, incidents caused by not doing so are subject to penalisation.
 - 6.1.2. Drivers lapping back markers who are currently subject to a blue flag are required to be patient and also drive in a predictable manner.
- 6.2. Drivers are to be careful under local yellows, and overtakes are not recommended due to possible stationary vehicles.
 - 6.2.1. Stopping on the race circuit and causing a long term yellow flag is subject to penalisation.
 - 6.2.2. Drivers causing an incident in a yellow flag section will be subject to steward review.

7. Points

- 7.1. OVRC makes use of the following points system
 - 7.1.1. (1st-15th) 25-20-16-13-11-10-9-8-7-6-5-4-3-2-1
- 7.2. Failure to finish (DNF) will award 0 points
- 7.3. There will be 1 point awarded for finishing the race below 15th.
 - 7.3.1. A car is considered as finished the race when it has crossed the start/finish line at the end of the race.
 - 7.3.2. Immobile vehicles and cars that do not cross the line will not receive a point for finishing.

8. Driver Conduct



- 8.1. Drivers are expected to prepare in advance for a racing event. The Race Stewards reserve the right to ask a driver not to participate if they are deemed to be driving in a dangerous or unpredictable manner.
- 8.2. Faster drivers are **NOT** automatically given the right to pass slower drivers. All drivers on the race track are subject to equal treatment.
- 8.3. Slower and lesser experienced drivers are **NOT** given special treatment for failure to follow the rules as listed in this document.
- 8.4. During qualifying and practice sessions all drivers on a “hot lap” should be given due respect and remain unhindered by drivers on out/in laps, blue flag rules to be enforced.
 - 8.4.1. A faster vehicle coming up on a slower driver on a hot lap is expected to wait for a safe opportunity to make a clean overtake without affecting the slower drivers lap, even if this means abandoning their own hot lap.
 - 8.4.2. A slower vehicle on a current hot lap reserves the right to abandon their lap to allow faster drivers through, solely at their own discretion, and are under no obligation to do so.

9. Incident Reports

- 9.1. Incident reports can be reported up until 24 hours after the race has finished, after this they will be ignored.
- 9.2. Reports must include the lap and turn number where the incident happened and a proper description of the events, preferably with video or screenshots
- 9.3. Both sides of the incident are allowed to give evidence.

10. Stewards

- 10.1. Any Race Steward decisions are final
 - 10.1.1. Unnecessarily arguing with a Race Steward will be subject to a conduct review.
- 10.2. Any stewards are not allowed to review race incidents that involve themselves.
- 10.3. Drivers are expected to treat Stewards with respect and patience.

11. Exceptional Circumstances

- 11.1. Under exceptional circumstances the Administrators and Race Stewards reserve the right to increase or decrease the severity of penalisation.
- 11.2. Under exceptional circumstances the Administrators and Race Stewards may allow a driver to change vehicle, if the vehicle has been subject to negative BoP changes, or other valid reasoning as determined by the Admin.