

Full Regulations (EN) – GTX Virtual Challenge Season 1

1. Introduction.....	2
2. Registration.....	3
2.1 Calendar.....	3
2.2 Event Schedule.....	4
3. Communication.....	5
3.1 Before the race:.....	5
3.2 During the race:.....	5
3.3 After the race:.....	5
4. Points System.....	6
5. Race.....	7
5.1 Server Settings.....	7
5.2 Penalties.....	8
6. Protests.....	10
7. Modifications & Version.....	11

1. Introduction

The GTX Virtual Challenge is an international simracing championship held on Le Mans Ultimate, featuring two iconic endurance racing categories: Hypercar and GT3. Designed to offer a competitive, realistic and accessible experience, the championship is aimed at committed, disciplined, and passionate drivers.

The 2025–2026 season includes 8 rounds, held from November 2025 to June 2026, on Saturday nights. The calendar includes legendary and technical tracks such as Interlagos, Monza, COTA, Imola, Spa-Francorchamps, Portimão, Sebring, and of course, the legendary Le Mans 24 Hours circuit.

The format alternates between:

- 4 sprint races (1h) – where every detail counts
- 4 endurance races (2h30) – true tests of strategy, consistency and race management

The GTX Virtual Challenge is more than just a championship it's a challenge of skill, endurance and fair play, driven by a passionate community. This regulation ensures a fair, structured and demanding competition, matching the ambitions of modern simracing.

2. Registration

Participants must register via SimGrid. The registration link is available on the Discord server. Registrations are individual. Every driver must be present on the Discord and use their real first and last name. Pseudonyms or tags are not allowed.

Each driver must commit to one car for the entire season. No changes are allowed. Late registrations may be accepted depending on availability.

All Hypercar and LMGT3 cars from the game are eligible, using the in-game BoP. Official in-game liveries are not allowed. All drivers must use a custom livery. Drivers from the same team may use the same design.

2.1 Calendar

Races will be held on Saturdays, from November 2025 to June 2026. Races start at 20:15 CET. Drivers must be present 10 minutes prior. Any delay or unannounced absence may result in penalties.

The schedule is as follows:

15 Novembre : Interlagos - Endurance

06 Décembre : Monza - Sprint

24 Janvier : COTA - Sprint

21 Février : Imola - Endurance

14 Mars : Spa Francorchamps - Endurance

18 Avril : Portimao - Sprint

16 Mai : Sebring - Sprint

20 Juin : Le Mans - Endurance

2.2 Event Schedule

The schedule for the day is given for information purposes only, and may be modified at will by the organizers, before or on the day of the competition.

- 20:15 – Mandatory briefing on Discord
- 20:30 – Server launch
 - - Free practice – 20 minutes
 - - Qualifying – 10 minutes (private session)
 - - Race:
 - Sprint: 1 hour
 - Endurance: 2 hours 30 minutes

3. Communication

3.1 Before the race:

A mandatory vocal briefing will be held on Discord before each race. All drivers must be present. Absentees must notify a staff member in advance.

3.2 During the race:

A Teamspeak server will be provided. Connection is mandatory and checked by the organisation. Drivers must use real first and last names. Whispers must be enabled to hear Race Control. Failure to comply may result in disqualification.

In-game chat must remain enabled but may only be used by Race Control. Any other use results in a drive-through penalty.

3.3 After the race:

Post-race interviews may be held with winners of each category.

Provisional results are published shortly after the race. Final results will be shared after any protests are resolved.

4. Points System

Here is the distribution of points for each round, points are awarded if more than 75% of the race is completed. Fastest lap earns 1 point, unless the driver is classified as DNF.

Sprint / Endurance Points Table:

Sprint			Endurance	
1	40		1	75
2	30		2	60
3	25		3	50
4	20		4	40
5	15		5	30
6	13		6	26
7	11		7	22
8	9		8	18
9	7		9	14
10	6		10	12
11	5		11	10
12	4		12	8
13	3		13	6
14	2		14	4
15+	1		15+	2

5. Race

5.1 Server Settings

- Practice:
 - Duration : 20 minutes
 - Grip : Medium
 - Weather : Set by race direction
 - Damage : Realistic
- Qualifying:
 - Duration : 10 minutes
 - Grip : High
 - Weather : Set by race direction
 - Session : Private
 - Track limits : Default
 - Damage : Realistic
- Race:
 - Duration : Based on event type
 - Grip : Medium with natural evolution
 - Weather : Set by race direction
 - Track limits : Default (1 penalty point for sprint, 3 for endurance)
 - Damage : Realistic
 - Fuel rate : x2
 - Start : Rolling start with short formation lap
 - Tire sets: 8 for sprint, 12 for endurance

- Assists:
 - ABS & TC: Based on the selected car
 - Racing line: Allowed
 - Gearbox: Manual
 - View: Free

In case of a major incident or a severely damaged car running slowly, Race Control may activate a Code 60 until the car reaches the pits safely. All damaged cars must respect Code 60 protocol.

5.2 Penalties

Types of penalties:

- Warning
- Drive Through
- Stop & Go (5 to 60 seconds)

Race Control may apply championship point deductions for severe infractions.

Track limits and their penalties are managed by the game.

Automatic penalties:

- 2 warnings in 3 races = Stop & Go 30s in next race
- 2 warnings in the same race = Stop & Go 60s
- 3 warnings = Disqualification

Unstable connection: If deemed too unstable, the driver must retire within 2 laps or face disqualification by race direction.

Blue flags: Drivers must let faster cars pass within 5 corners of the blue flag being shown.

Hypercars lapping LMGT3s must do so safely. Specific zones (Eau Rouge/Raidillon) are under strict supervision and incidents will be judged harshly.

In the pit lane, drivers in the fast lane have priority. Any collision in the pit lane between a driver restarting from his stop and a driver in the fast lane will result in the driver restarting being deemed guilty and receiving a drive-through penalty..

In the event of code 60, the vehicle is prohibited from overtaking, including vehicles in the slower category, from the start of the countdown. Any violation will be punished by a drive-through.

Drivers must not destroy their car after the race ends.

6. Protests

At the end of the race, each driver wishing to file a protest must submit it using the form. The stewards accept protests up to 24 hours after the end of the race.

Any driver or manager wishing to file a protest during the race must use the form provided. You must provide the number of the car making the protest, the number of the opposing car, the lap on which the incident occurred, and a description. A file will be made available to track the progress of the various protests.

The final standings, validated by the stewards, will be published within two days following the race.

7. Modifications & Version

All rules are subject to change. Drivers are responsible for staying up to date.

Some rules or formats may be adjusted by organizers before or on race day to fit special situations. Drivers will be notified accordingly.

Version: 1.0