



Gran Touring Motorsports Club Forza League Rule Book

This document was created for **Forza League Drivers**
by Gran Touring Motorsports Club on Tuesday, 24 October 2017
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GTM

Gran Touring Motorsports Club
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www.gtmotorsports.club/leagueraces

1. Commissioners

Your league commissioners are: **Brad Novack** (brad@gtmotorsports.org) and **Eric Monterastelli** (eric@gtmotorsports.org) -- if you have any questions, comments or suggestions about this League and it's rules, please don't hesitate to reach out.

2. Base League Rules

- **Race Length**: 4-20 lap races (approximately 10-20 minute races, depending on track length); race length is determined using a "base car" and single driver those target lap times are posted to the schedule.
- **PI**: Restricted to B-Spec (PI = **B600 or lower**) cars only unless otherwise stated in the Schedule
- **Racing Numbers**: Cars will be required to have numbers placed on the rear of the car, visible for other drivers. Recommended locations are hatch, license plate or bumper. Numbers will be mandatory for all IROC (see Schedule) races as all cars fielded will be of the same make/model (ie: Astra, Miata and E36)
- **Passing**: The overtaking driver will be required to make their presence known by announcing car number + side. This will be treated by the leading car as a blue flag. This is NOT regarded as "I will pass now, move" -- Passing is recommended in locations where the wheels are perceived straight. The leading (passee) car will retain drivers line and the overtaking car (passer) must remain on the offline until the pass has been completed. The passing car is considered the responsible party in any resulting incidents.

Amendment 2017-18: Any infraction or shunt to the leading car will result in an automatic 50% deduction in earned points from the race based on the overtaking drivers

final position. The points taken away from the overtaking driver will be awarded to the leading car who was put off track. Results will be highlighted **RED** for Penalty Received, and **GREEN** for Penalty Awarded. ALL Incidents will be reviewed by the commissioners.

- **Assists:** The multiplayer session will have the following assists disabled for all participants: TCS (Traction Control), STM (Stability Management), Assisted Braking, Assisted Steering, Racing Line and Braking Line. Steering (Normal/Sim), ABS (On/Off) and Transmission Type (Auto/Manual) will be customizable by the driver. Collision will be set to Normal.

Amendment 2017-18: All races will be defaulted to “Fuel & Tire Wear” unless otherwise stated in the schedule. **For FM7 ONLY:** Forced Friction [new] will also be disabled. We are also allowing drivers to use “Driving Lines” if they feel they need them.

- **"The Yas Marina Clause"** -- *where there is pavement, there is traction.* This applies to circuits like: Yas Marina, Sebring, Indy GP, COTA and others. Vehicles are able to navigate a corner with any line so long as the tires remain on the paved part of the track.
- **PI Parity System (aka “Driver Handicapping System”)** -- based on statistical information and qualifying times, drivers in the lower 50% of the standings will be able to enter races using a vehicle that meets the restrictions of the scheduled race at the next highest PI level until that driver has met or exceeded 50% of the total points available to a driver in the series. This ONLY applies to "regular" races as described below. For example: a "regular" race is limited to PI B-600, drivers utilizing the handicap will be able to campaign a qualifying vehicle at a maximum PI of A-700. If the series maximum points for a 1st place driver is 100 points, then a driver using the handicap can continue to use that A-700 vehicle until they have earned 50 or more points. After 50 points have been awarded the driver will fall back to B-600.

Amendment 2017-18: Because FM7 uses “homologation” and other techniques to quickly upgrade vehicles for a race (rather than MAX PI); Any driver who utilizes a vehicle SIGNIFICANTLY UNDER the MAX PI of a scheduled race qualifies for a Parity balance. For example: in a B-600 race, the driver chooses to enter with a B-525 vehicle.

At the end of the race additional parity points would be calculated as such: *(MAX PI minus VEHICLE PI) multiplied by 0.125 (rounded) minus DRIVERS END POSITION equals POINTS;* ie: $600 - 525 = 75 * 0.125 = 9.375$ (rounded to 9 pts) - 4th Place (4) = +5 points. We understand this is an uncommon scenario but there are occasions where it makes sense to campaign a vehicle in this manner.

- **Rage Quitting:** If you "*Rage Quit*" during a race it will be considered a DNF and 0 points will be awarded.
- Tuning of vehicles by the driver will be permitted so long as the **scheduled race does not specify differently** (ie: *IROC*);

Note: You are not obligated to go "nuts-crazy" as some folks like to when tuning their vehicles, the simple and effective "*quick upgrade*" to B-600 from FM will suffice for this series, as will downloading tunes from the marketplace. Manual tuning is purely **optional**. If you need assistance with tuning or need some sample tunes, please look through the [League Races](#) pages for examples or reach out to **Eric M, Dave S, Peter B** or **Tania M** for help.

3. Points System

- Points will be awarded for 1st - 8th place (using 2009 Formula-1 based scoring) and tallied throughout the season.
 - 10pts for 1st, 8pts for 2nd, 6pts for 3rd, 5pts for 4th, 4pts for 5th, 3pts for 6th, 2pts for 7th, 1pt for 8th-Nth, 0pts for DNF/DNS.
 - Championship Race will be worth DOUBLE the standard points, ie: 20pts for 1st, etc.
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4. Race Types (Explained)

- **Practice:** Scrimmage / Test & Tune / Practice event, no points awarded.
- **Regular** : Any car modified/tuned up to PI maximum of the series (ie: B-600)
- **IROC** : "International Race of Champions" -- All drivers must participate with the SAME vehicle, these cars will be left complete OEM/Stock.
- **Showcase** : Drivers can use any vehicle modified/tune to the SERIES max; however there is a bonus for using either a specific vehicle or set of vehicles.

- **Challenge** : All drivers must use a modified / tuned vehicle for the specific race
 - **Drift** : All drivers must prepare their vehicles for DRIFT MODE!
 - **Drag** : Go as fast as you can in a straight line, it's just that simple. Best of 3 or Best of 5 style
 - **Black Rose**: A rabbit/hound style race where a select type of car is singled out to be chased by another group of like vehicles; bonus points are awarded for catching/passing the "Black Rose"
 - **Championship** : Final Race, all points are x2
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5. Awards

The winner** will be awarded a gift certificate to something of their choice, ie: OGRacing, XBOX Live, BlipShift (**this excludes Commissioners) -- results are kept on www.gtmotorsports.club/leagueraces and awards can be found at: www.gtmotorsports.club/services/awards

6. Specific Series Information: 2017 Forza 7 “SuperBowl” Series

[All rules from original series](#) (above) carry over, and include the following changes:

- All races will be **around 10 minutes including a championship race** (See Schedule [below] for details)
- We will be using **DRIVER points only** to determine the overall winners.

- All cars can be tuned/modified to B-600 unless otherwise specified by the schedule (ie: IROC & Challenge Races)
- Drivers are **not obligated** to run the same vehicle in any race, except for IROCs. You are permitted to run **ANY** B-600 vehicle (or class as specified by the schedule below). In the a **showcase race**, the driver will be awarded **+2** points for using the showcase specified vehicle and **+3** points for the overall win in a showcase car. Additional bonus points will be awarded for defeating "*Black Rose*" vehicles as well, see details below.
- **Black Rose**: Team "Black Rose" (BR) was developed during the [Tudor/ALMS series](#) and is designed to add some additional flavor to the series. For the this series, we've decided to re-enlist the help of Team Black Rose as well as contribute some bonus points to the field. For every race where the Black Rose is present, each driver that finishes ahead of a designated Black Rose car (either #31 or #666) they will receive an additional **+1** point, with a maximum of **+2** points for finishing ahead of a Black Rose car. It's just that simple ;-)

Amendment 2017-18: All black rose cars will have a BR on the rear of the car somewhere for easier identification during a race. The entry of BR cars into a race will be random and unannounced.

- Tuning of the R-SPEC cars by the driver will be permitted so long as the **PI of the vehicle remains unchanged from original**. This should provide an interesting dynamic to the racing as drivers will be able to adjust the car to their driving style and to each track.

Amendment 2017-18: FM7 introduced the ability to "downtune" vehicles,

if there is an option to add upgrades that result in a drop to the vehicle's PI to the designated R-SPEC max (restrictors, additional weight, etc), that type of change is allowed. Acceptance of a “downtuned” vehicle needs to be reviewed by the commissioners before the race.

- **Vintage Vehicles**: all cars **1975 or older, limited to B-600**; Engine Swaps in vintage vehicles are NOT permitted; however Aspiration Conversions (turbo, supercharger, etc) are permitted. Drivetrain Conversions (ie: RWD to AWD, etc) are NOT permitted; unless the Vintage vehicle is a Truck.
- **Parity PI Adjustments** - Throughout the series, points will be scored and accumulated and posted to the results spreadsheet. We have developed a system for adding parity to the races using a Tiered PI system, as follows:

Tier 1: 95+ points: B600

Tier 2: 31-94 points: A650

Tier 3: 0-30 points: A700

This system kicks in **after Race #3** (where the theoretical max base points earned would be 30); therefore drivers with 30 pts or less they will be allowed to campaign vehicles up to PI **A700**; drivers with less than 95 points (50% of the maximum 190 series points) will be allowed to campaign vehicles with a PI of **A650**; once a driver has reached the next tier their PI continues to adjust until reaching **B600**.

- **Audio** - For FM7: We will be defaulting to “Game Chat” during a race as Microsoft/Turn-10 continues to fix issues with the Party Chat system in the software. Please try to keep the "in race chatter" down to a minimum so that passes (aka "blue flags") can be announced quickly.
 - **Note**: Keep Up-to-Date on patches to FM7:
https://forums.forzamotorsport.net/turn10_posts783516_FM7-Release-Notes.aspx
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7. Vehicle Tech Inspections

[Brad N](#) will be holding tech, please make sure your turn signals are in proper working order.



Special thanks to all of our GTM members and guests that participate in our League -- Thank you ALL, without you, this wouldn't be possible!!!