



# 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](http://www.gtmotorsports.club/leagueraces)

# Welcome to the GTM Forza League!

GTM has been running a Forza Motorsports Virtual Racing League since 2016, and has evolved through several exciting series and versions. We've developed this rulebook to try and cover different types of scenarios we've encountered throughout our experiences running the various series. These rules help us keep our racing clean and fun. We look forward to your participation in the next upcoming series.

Please remember to visit: [www.gtmotorsports.club/leagueraces/](http://www.gtmotorsports.club/leagueraces/) for additional series specific details and information.

## 1. Commissioners

Your league commissioners are: **Brad Novack** ([brad@gtmotorsports.org](mailto:brad@gtmotorsports.org)) and **Eric Monterastelli** ([eric@gtmotorsports.org](mailto: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.

**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!!!**

## 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**: Generally 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).

**Note:** If you are using a locked racing livery from the Marketplace, please be sure to chose a design that includes numbers.

- **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.

Review **Penalties (Section 5)** for additional details.

- **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.

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.

- **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. PI Parity System

**Standard PI Parity** (aka "Driver Handicapping System") -- based on statistical information and qualifying times, drivers in the lower 50% (or designated Tiers) 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.

**Reverse Parity Bonus:** 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;

*Example:  $600 - 525 = 75 * 0.125 = 9.375$  (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.

## 4. 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.

However, the limit at which a “racing line can be exaggerated” must not exceed the cars ability to keep it’s tires on the outer edge of the track (painted edge line on most tracks). This would in effect keep “two wheels on track” at all times when executing a “Yas Type” corner. If a driver is reported to have abused the Yas clause, after review that driver will be penalized -10 points for that race.

## 5. Penalties

Penalties are assigned by the Commissioners. Incidents are brought to the Commissioners attention after a race has been completed, and will be reviewed using available tools (ie: eyewitness accounts, confession of wrongdoings, and video replays).

If a driver is found to have earned a penalty those points deducted from the driver's score will be awarded to the last place (first Non-DNF) driver on the roster for that race.

Penalties can be awarded for: Yas clause violations, unsportsmanship-like conduct, passing rule violations, and any other specific offensives outlined in the rules for this league. If an incident involves one or both of the commissioners that incident will be reviewed by an independent group using the same available tools mentioned above.

If a driver is penalized 3 times or more (over races or rounds) they will receive a 1 week suspension. Suspended drivers can continue to race however will earn 0 points (and no bonuses) for that entire round (an average loss of 30 points) If the suspended driver continues to create incidents they will receive -10 points for the race that the incident occurred, thereby doubling the effect.

There is no process for "appeals" once the commissioners (or committee) have reached a consensus.

**Passing Penalties:** Any passing 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. Drivers are encouraged to raise incidents to the commissioner's attention, however "crying wolf or flopping" will be ignored. Additionally, Drivers can opt to settle without review and waive off an incident. ALL raised Incidents will be reviewed by the commissioners.

**Your 2018 incident review board is:**

Brad N, Eric M, Tania M, and Dave S.

## 6. 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.

### The “PHONE IT IN” Option

How does this work? ... Like alot of other leagues, there is always an option to “make up” an event so that participants don't loose points over the course of the season. We have implemented the same type of option, with the following details:

The driver must replicate the original race settings/limits (no parity) as detailed on the schedule where they earned a ZERO for being absent that week. No redos or mulligans for races already completed. The driver must place 5th or better running against 11 other Drivetars (total 12 cars) -- and we would prefer the drivetars be set to "above average" skill level. Send us a picture of your race results - via email to: [gtmcrewchief@gmail.com](mailto:gtmcrewchief@gmail.com) - and if everything checks out we'll replace your 0 with +5 for each one you submit.

**Note:** We are also allowing this sort of make-up for anyone that suffers a technological glitch / internet fault / xbox live failure, etc and was forced into a DNF situation.

Drivers have until 7pm before the next scheduled race, to complete any/all races you would like to receive credit for. Driver are encouraged to complete their “Phone It In's” between weeks rather than stockpiling until the end of the series.



## 7. 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

## 8. 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](http://www.gtmotorsports.club/leagueraces) and awards can be found at: [www.gtmotorsports.club/services/awards](http://www.gtmotorsports.club/services/awards)

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## 9. Vehicle Tech Inspections

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

