Gran Touring Motorsports Club
Virtual Racing League Rule Book

This document was created for **Virtual Racing 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

Welcome to the GTM Virtual Racing League!

GTM has been running a Forza Motorsports **V**irtual **R**acing **L**eague (VRL) 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: https://www.gtmotorsports.org/members/forza-league/ for additional series specific details and information.

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1. Staff

Commissioners: **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.

Incident Review Board: Brad N, Eric M, Tania M, and Tom W. This group will be responsible for reviewing any racing incidents.

Senior Tuners: Eric M, Dave S, Peter B or Tania M. Always happy to help you build/tune your vehicle(s).

Scoring: Eric M.

**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 - the target lap times are posted to the schedule. In the case of bracket racing, past data and algorithms were used to determine the brackets. Bracket information can be found in (**Section 7**) and will also be made available in the schedule.

- **PI**: We now use an open classing system and have moved to multi-tier / bracket racing. Grid order will be arranged by PI from High-to-Low; allowing the faster tiers to clear Turn-1 with little-to-no incidents. Please remember that there are multiple races going on at the same time.

- **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. *Note*: If you are using a locked racing livery from the Marketplace, please be sure to choose a design that includes numbers. **2019+ update:** Now that FM7 has been updated to display GamerTags over the vehicles during a race, numbers might not be necessary, however drivers still have the option to disable GamerTags, so we encourage drivers to add numbers to the back of their vehicle. A list of drivers/reserved numbers can be found here:
https://www.gtmotorsports.org/members/forza-league/vrl-roster/

- **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 should NOT be regarded as *"I will pass now, move over"* -- 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.

- **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 your desired PI from within FM system 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. Multi-player Session Parameters

The following pictures show the default settings used when establishing the VRL lobby. Personal "assists" can always override the session settings *IF* they are "more difficult" than the race, for example: Simulation Damage, ABS OFF, Manual+Clutch, etc.

- **Assists**: The multiplayer session will have the following assists **disabled** for all participants: Assisted Braking, Assisted Steering, and Force Friction. All other assists will be customizable by the driver. Collision will be set to Normal + Always On (no ghosts). All races will be defaulted to *"Fuel & Tire Wear"* damage-level unless otherwise stated in the schedule.
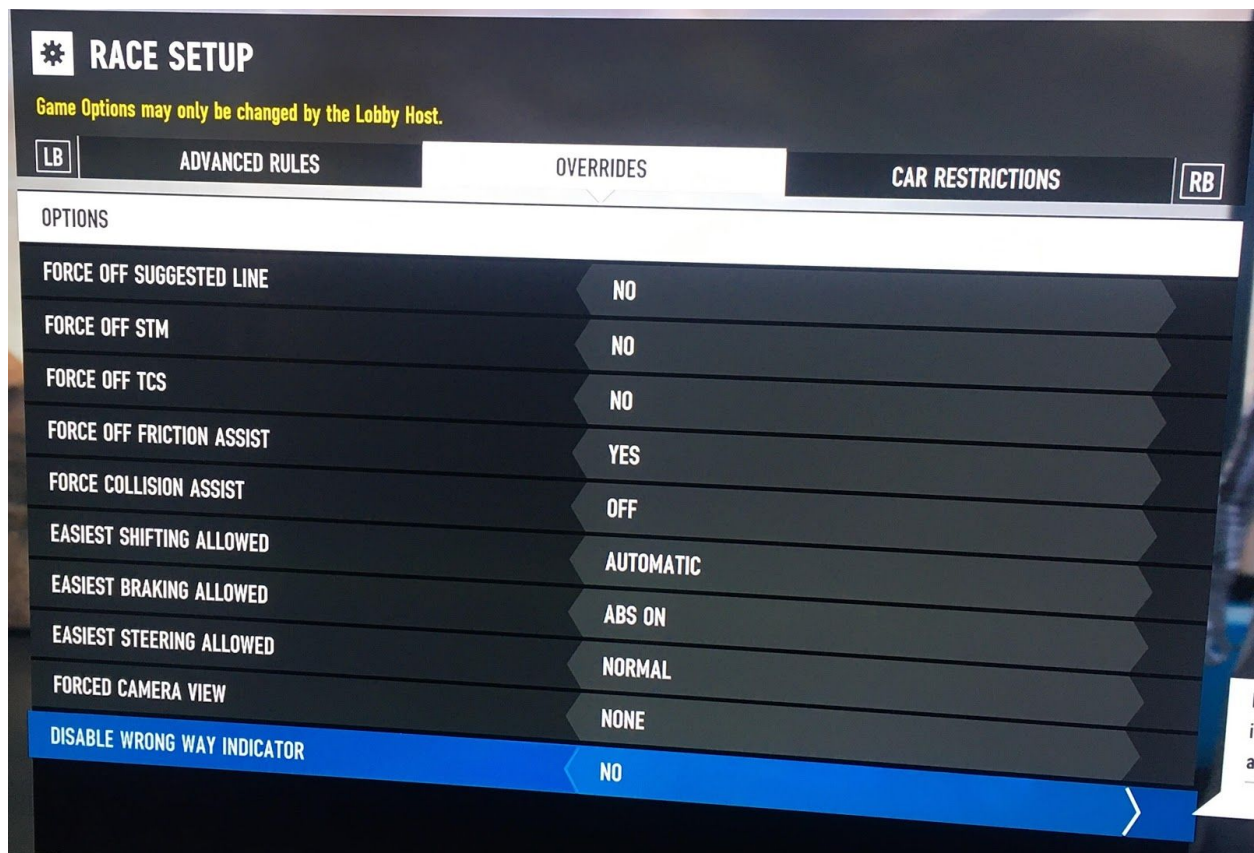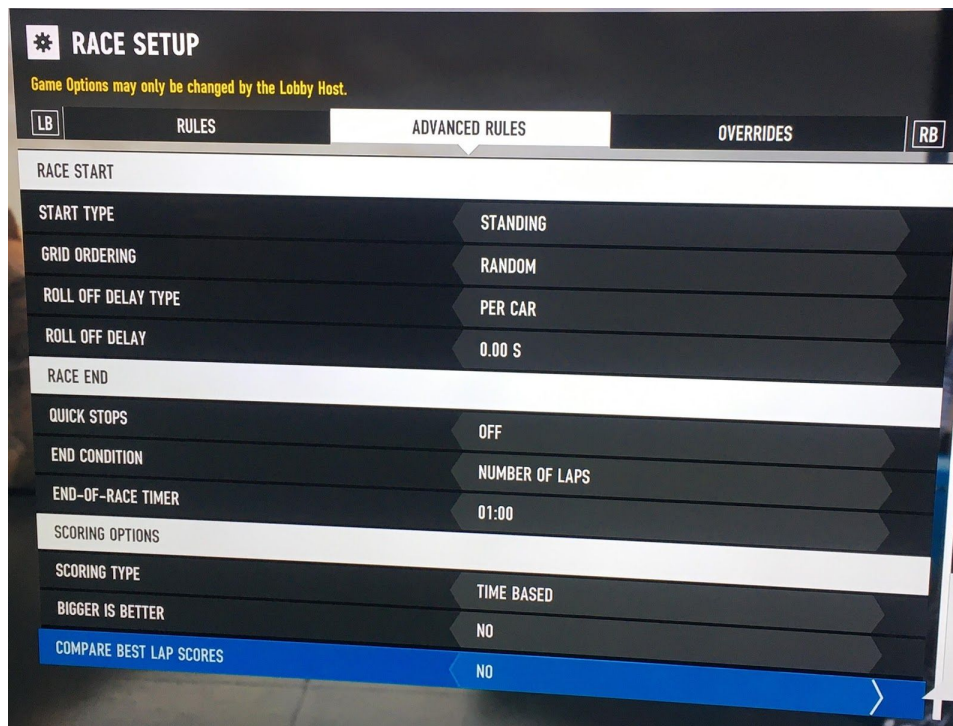

- **Restrictions on Assists** like: TCS, STM, Driving Lines, etc have been **lifted**.

The following images depict the standard settings used in "most cases" (see Race Types, Section 4) as session parameters for races. Variations are made for weather, or special event.
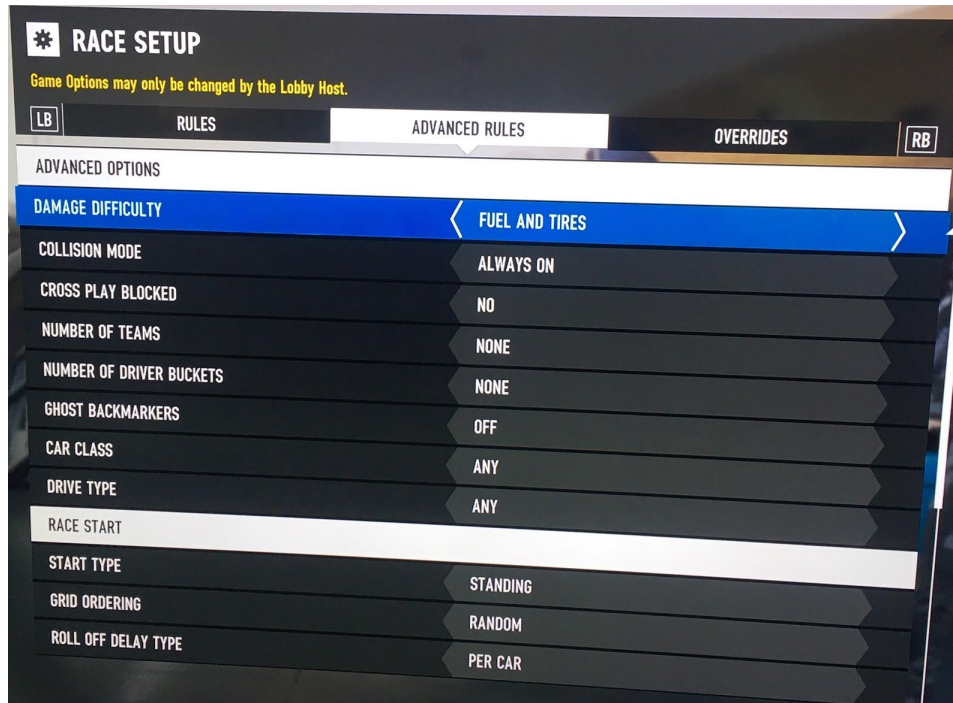
- **End of Race Timer** will be set to an **additional 90 seconds** to allow all drivers to complete the race.

4. Race Types (Explained)

- **Practice**: (aka Test & Tune) Practice event, ad-hoc, not scheduled and no points are awarded.

- **Exhibition:** (aka Scrimmage) is a scheduled event lasting about 1-to-1.5 hrs, where participation is voluntary. It is designed as an advanced Test/Tune where races are chosen randomly by the participants and are to be run like a regular competitive round with all settings (See Section 3) matching an actual race. A flat +2 pts is awarded to each driver that participates in an Exhibition night.

- **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.

5. Important changes from previous Series

- **Parity** and **Reverse Parity** System (Series 7) has been **removed** and replaced with Multi-Tier Bracket Racing (where applicable).

- **Bonus** races have been **restored; but are a "class based" IROC format**; for example: *"Exotic GTs, S-Class"* - this is a pre-filter that can be used in the Multiplayer lobby to restrict the type/class of vehicle being used. Drivers can choose from their garage or rent a vehicle. Tuning/Mods will be **disabled** via the Lobby settings.

- **IROC, Challenge and Showcase** races have been **removed**.

- "**Phone It In**" drivers will no longer be able to *stockpile missed races*. You must complete and submit your missed races before the next race kicks off.

- All results are calculated by the **VRL "online scoring system"** which runs on gtmotorsports.org - questions about the algorithms/logic/code used can be directed to the Timing & Scoring chair. If you feel a race has been scored improperly, please bring it to the Staff's attention immediately. Series scores and races are automatically re-reviewed by the system after each race's results have been uploaded.

- A **VRL Leaderboard** is now available on the GTM website located at: https://www.gtmotorsports.org/members/forza-league/vrl-laptime-leaderboards/ - All recorded results will be uploaded to the Leaderboard after the end of the race night. A backup copy of the results will be uploaded to the league archive and will be made accessible to all drivers through the VRL area of the website.

- A new race type called "Exhibitions" have been added to the series; Review Section 4 for details.

6. Track Boundaries

Formerly known as: **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.

Exceeding the boundaries to gain an advantage will result in a penalty. If a driver is reported to have abused the track boundaries, after review, that driver will be **penalized -10 points** for that race (from their championship total); **Note**: If bracket racing is being used an **additional -5 pts** will be removed from the drivers bracket points as well.

2019+ Season - Forza Motorsports has added "out of bounds" and "sportsman-like conduct" (penalty) features to the Multiplayer engine. We will not be enabling these features (yet) but may experiment with their abilities during Exhibition races. Rules will be amended when a final decision has been reached by the Staff.

7.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).

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.

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.

Rage Quitting: Though rare, if you *"Rage Quit"* during a race it will be considered a DNF and 0 points will be awarded.

Your 2019-2020 incident review board is:
Brad N, Eric M, Tania M, and Tom W.

8. Points System

- Championship points will be awarded for 1st - 8th place (using 2009 Formula-1 based scoring) and tallied throughout the season. 10-pts for 1st, 8-pts for 2nd, 6-pts for 3rd, 5-pts for 4th, 4-pts for 5th, 3-pts for 6th, 2-pts for 7th, 1-pt for 8th-Nth, 0-pts for DNF/DNS**.

- Bracket points will be calculated using the same scale as the Championship points, using the drivers best lap time will determine which bracket, and which position within bracket they have scored points. Additionally, a **DNF with a recorded lap** time will count toward bracket points at full value based on the lap time, but will only net a +1 for championship points.

- **Double points for finale/championship race** has been discontinued. The finale will be scored like all other races in the series.

- **Penalty points** will not be awarded to other drivers; penalties will be direct deductions. Penalties will be deducted from championship and bracket points.

- For bracket racing, a **DNF with a recorded lap** time will count toward bracket points at full value based on the lap time, but will only net a +1 for championship points.

- The **VRL "online scoring system"** uses a "Rules Engine" which defines the parameters for each race (not season) individually, an entire season is re-reviewed by the scoring system after each race's results have been uploaded. But each race's results are scored individually and then compiled as standings. Season standings can be found on the landing page of Series. (2019-2020, Series 11) For example: https://www.gtmotorsports.org/members/forza-league/series-results/?series=11

9. Phone It In! (PITs)

How does this work? … Like a lot of other leagues, there is always an option to "make up" an event so that participants don't lose 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 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 should run 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 - and if everything checks your lap time will be calculated into your tier.

IMPORTANT: Please make sure that your PIT submission (picture) is taken with decent resolution, especially if using a camera phone in dim lighting. We don't need 4k quality pixs, but they do need to legiable.

PIT scoring system explained:
PIT uses two different types of scoring algorithms, **1).** Is what is known as "Code 99" which uses a default driver position of "99" and awards the driver +5 pts for completing their PIT. **2).** Is known as "POS25+" which appends each PIT submission to the end of the live results in FIFO order, assigning drivers positions starting with 25...26...27...etc. Each PIT is awarded +1 pts and is then evaluated using the *#couldhavebeenacontender* Bonus.

#couldhavebeenacontender Bonus - for PIT drivers if the submitted results (laptime) is within the Top-5 live drivers laptimes, then an additional +3 pts will be awarded as a bonus to the PIT submission. This means that "POS25+" option for PITs is either +1pt, or +4pts.

PIT is understood to be a way to make up races, as well as incentivising drivers to be available for the live races. We don't want PITs to be seen as a chore or a penalty, but a way for competitors to not fall too far back during the season if they miss an event.

*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 24 hours before the next scheduled race, to complete the race you missed.

10. Brackets (by Track)

Track	B1	B2	B3	B4	B5	B6
Bathurst	1:59 <	2:00 - 2:08	2:09 - 2:16	2:17 - 2:22	2:23 - 2:28	> 2:29
Brands Hatch	1:19 <	1:20 - 1:28	1:29 - 1:39	1:40 - 1:45	1:46 - 1:51	> 1:52
Catalunya	1:37 <	1:38 - 1:46	1:47 - 1:57	1:58 - 2:03	2:04 - 2:09	> 2:10
COTA	2:03 <	2:04 - 2:12	2:13 - 2:23	2:24 - 2:29	2:30 - 2:35	> 2:36
Daytona (Rolex)	1:31 <	1:32 - 1:40	1:41 - 1:51	1:52 - 1:57	1:58 - 2:03	> 2:04
Hockenheim	1:28 <	1:29 - 1:37	1:38 - 1:48	1:49 - 1:54	1:55 - 2:00	> 2:01
Homestead	1:16 <	1:17 - 1:25	1:26 - 1:36	1:37 - 1:42	1:43 - 1:48	> 1:49
Indy GP (Classic)	1:16 <	1:17 - 1:25	1:26 - 1:36	1:37 - 1:42	1:43 - 1:48	> 1:49
Laguna Seca	1:15 <	1:16 - 1:24	1:25 - 1:35	1:36 - 1:41	1:42 - 1:49	> 1:50
LeMans (Bugatti)	1:26 <	1:27 - 1:35	1:36 - 1:46	1:47 - 1:52	1:53 - 1:58	> 1:59
LeMans (LeSarthe)	N/A	N/A	N/A	N/A	N/A	N/A
Lime Rock	0:41 <	0:42 - 0:50	0:51 - 1:01	1:02 - 1:07	1:08 - 1:13	> 1:14
Long Beach (Full)	1:09 <	1:10 - 1:18	1:19 - 1:29	1:30 - 1:35	1:36 - 1:41	> 1:42
Monza	1:33 <	1:34 - 1:42	1:43 - 1:53	1:54 - 1:59	2:00 - 2:05	> 2:06
Mugello	1:35 <	1:36 - 1:46	1:47 - 1:57	1:58 - 2:03	2:04 - 2:09	> 2:10
Road America	1:59 <	2:00 - 2:08	2:07 - 2:17	2:18 - 2:23	2:24 - 2:29	> 2:30
Road Atlanta	1:07 <	1:08 - 1:16	1:17 - 1:27	1:28 - 1:33	1:34 - 1:39	> 1:40
Sebring	1:49 <	1:50 - 1:58	1:59 - 2:09	2:10 - 2:15	2:16 - 2:21	> 2:22
Silverstone (GP)	1:54 <	1:55 - 2:03	2:04 - 2:14	2:15 - 2:20	2:21 - 2:26	> 2:27
Sonoma (Full)	1:20 <	1:21 - 1:29	1:30 - 1:40	1:41 - 1:46	1:47 - 1:52	> 1:53
SPA	2:14 <	2:15 - 2:23	2:24 - 2:34	2:35 - 2:40	2:41 - 2:46	> 2:47
Suzuka	1:45 <	1:46 - 1:54	1:55 - 2:05	2:06 - 2:11	2:12 - 2:17	> 2:18
The Ring	N/A	N/A	N/A	N/A	N/A	N/A
The Ring GP	1:50 <	1:51 - 1:59	2:00 - 2:10	2:11 - 2:16	2:17 - 2:22	> 2:23
VIR (Full)	1:35 <	1:36 - 1:44	1:45 - 1:55	1:56 - 2:01	2:02 - 2:07	> 2:08
Watkins Glen	1:30 <	1:31 - 1:39	1:40 - 1:50	1:51 - 1:56	1:57 - 2:02	> 2:03
Yas (Full)	1:55 <	1:56 - 2:04	2:05 - 2:15	2:16 - 2:21	2:22 - 2:27	> 2:28

11. 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 https://www.gtmotorsports.org/members/forza-league/ and awards can be found at: https://www.gtmotorsports.org/members/forza-league/league-award-winners/

Note: League commissioners are disqualified from winning awards.

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12. Vehicle Tech Inspections

Brad will be holding tech, please make sure your turn signals are in proper working order.