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1. - INTRODUCTION

Simracingleague.it announces and promotes the SRL IMSA 2020 Championship, a Sim Racing competition. All participating parties undertake to apply, as well as observe, the rules governing the championship.

This regulation and its appendices and communications from the organizer are, to all intents and purposes, the only valid texts to comply with. Participation in the Championship shall be an implied statement of the Competitor to know this regulation, agreeing to respect and enforce it ..

Simracingleague.it (later called SRL) may at any point publish any changes and instructions it deems appropriate in order to correctly apply the Regulation, of which these will be considered an integral part.

This Regulation enters into force from the moment of its publication.

2. - ORGANIZER

The championship organizer is SIMRACINGLEAGUE, through the online portal simracingleague.it, contact: info@simracingleague.it.

3. - SIMULATOR USED AND TYPE OF COMPETITION

The simulator used for the championship is iRacing by iRacing.com Motorsport Simulations.

The competition is ONLINE, where the conductors / competitors participate from home.

4 - WEB APPLICATION FOR LIVERY (SKIN)

The organizer will use TRADING PAINTS software (tradingpaints.com) for automatic download of skins (liveries) during the race.

Participants are required to have previously uploaded their livery through the Trading Paints uploader.

However, liveries that aim to disturb public morals, with sexist, racist contents or have a sexual, political, religious background, or aim to create harm to the organizing portal won't be allowed.

Failure to comply with this rule is sanctioned with exclusion from the race.

4.1 - RACE NUMBERS

In the competition sessions, each competitor will be assigned their race number in accordance with the one communicated at the time of registration.

If the race number communicated has already been optioned by another competitor, the organizer will assign a new number in ascending order starting from No. 1.

5. - CHAMPIONSHIP SCHEDULE AND RACES LENGTH

The Championship will be held over six races, scheduled according to the following table:

| DATE | TRACK |
|------------|---|
| 09/10/2020 | Circuit of the Americas - Grand Prix |
| 23/10/2020 | Autódromo José Carlos Pace - Grand Prix |
| 06/11/2020 | Circuit Gilles Villeneuve |
| 13/11/2020 | Circuit des 24 Heures du Mans |
| 27/11/2020 | Silverstone Circuit - Grand Prix |
| 04/12/2020 | Autodromo Internazionale Enzo e Dino Ferrari - Grand Prix |

For each event there will be a 60' race.

The organizer reserves the right to modify this Calendar and the duration of the races at its sole discretion.

6. - PROGRAM

The IMSA 2020 Championship will take place from 9 October 2020 to 4 December 2020. The organizer reserves the right to make changes to the Program due to organizational needs and / or based on the number of members. The championship can be postponed or canceled at the discretion of the organizer.

7. - COMPETITORS, DRIVERS

The IMSA 2020 Championship SRL is open to everyone.

The fundamental requirement is to be in possession of hardware with the [minimum requirements indicated by iRacing](#) and a valid account on the iRacing simulator.

Participants must closely adhere to all the rules dictated by these Regulations and its attachments, which are understood to be fully reported here, and to all the instructions given by the Race Direction.

7.1. - The IMSA 2020 Championship is reserved for crews consisting of a single driver.

7.2 - LIMIT OF DRIVERS OF A TEAM

Upon registration, the competitor will be required to declare whether he belongs to a Team.

Each Team cannot field more than 3 drivers in each class.

In case of registration of a higher number of drivers in a specific Team, the first registered competitors will be preferred.

The excluded drivers will be placed in the reserve list based on their registration number, but will be admitted only in the case of withdrawal or disqualification of a member of the same Team.

The organizer reserves the right to deny participation, at any time, to the competitor who has declared belonging to a team despite the fact that, at the time of publication of the regulation and for a significant period of time, his connection with another team enrolled.

8. - CARS ADMITTED

The following cars from the iRacing simulator by iRacing.com Motorsport Simulation will be admitted to the 2020 IMSA SRL Championship:

| LMP2 |
|-----------------------------|
| Dallara P217 |
| Class GTE |
| BMW M8 GTE |
| Chevrolet Corvette C8.R GTE |
| Ferrari 488 GTE |
| Porsche 911 RSR GTE |

9. - REGISTRATION TO THE CHAMPIONSHIP AND NUMBER OF PARTICIPANTS

Registration to the IMSA 2020 Championship is free.

Registrations for the championship will open at the same time as the publication of these Regulations and will close at 23:59 on 06/10/2020.

Registration for the Championship will be formalized by filling in the form that will be made available on the organizer's portal at the following LINK [URL].

A number equal to 50 cars will be admitted to the start, divided into two classes of number of cars determined by the registrations, but not exceeding 30 in the class with the highest number of registrations.

Competitors registered for the championship who exceed the above number will be placed in the reserve list and will be able to take part in the championship only in the event of withdrawal or disqualification of a competitor of the same class.

10. - COMMUNICATION CHANNELS, TEAM MANAGER / SPOTTER

All registered competitors will be included, for the duration of the championship only, in the [iRacing Simracingleague.it league](#) through which they will be able to access the competition sessions.

All communications from the organizer with competitors will take place through the official Discord channel and via email. The organizer assumes no responsibility for non-delivery due to technical disruptions and / or full e-mail boxes, deactivated and / or cataloged by the recipient as junk mail (spam).

During the championship, use of the DISCORD software by discordapp.com will be mandatory for connecting to the Simracingleague.it server. Competitors will be enabled to read the dedicated channel. In the briefing phase that precedes each race it will be mandatory to connect to the voice chat.

Each Competitor can designate a Team Manager / Spotter who will be enabled to the Discord channel and to communicate with the Race Direction.

11. - ABSENCES

Only two absences are allowed during the whole championship course. The third absence will determine the disqualification from the championship.

However, the absence from the first two races of the championship will still result in disqualification.

12. - SESSIONS DURATION TIME AND SERVER SETTINGS

The program of each race includes the following times and server settings.

Times are always to be understood as Local Time (Rome, CEST).

12.1 - BRIEFING, FREE PRACTICE, QUALIFYING, RACE

The following program will follow the race day:

| RACE DIRECTION BRIEFING | |
|-------------------------|--|
| TIME | 21:15 |
| DURATION | 15' |
| LIMITATIONS | Voice channel presence required on DISCORD SRL |
| Fast Repair | 0 |
| FREE PRACTICE | |
| TYPE | Open practice |
| TIME | 21:30 |
| DURATION | 10' |
| QUALIFICATIONS | |
| TYPE | Lone qualifier |
| TIME | 21:45 |
| DURATION | 15' (3 laps) |
| RACE | |
| TIME | 22:00 |
| DURATION | 60 ' |

Below are the specifications of the race

| server Server location iRacing | NL-Ams |
|--------------------------------|--|
| Tank Capacity | LMP2: 100% GTE: 75% (All models) |
| Session Type | Open practice + Lone qualifier + Race |
| Virtual Time | (multiplier x1) Circuit of the Americas - 09:10 Autódromo José Carlos Pace - 06:55 Circuit Gilles Villeneuve - 11 : 45 Circuit des 24 Heures du Mans -18:35 Silverstone Circuit- 24:30 International Autodromo Enzo e Dino Ferrari - Grand Prix - 24:00 |

| Weather Conditions | Dynamic Sky and Dynamic Weather ENABLED |
|----------------------------|---|
| Track Conditions | CLEAN MARBLES: Leave Marbles OPEN PRACTICE: Automatically generate LONE QUALIFIER: Carry over from prev. session RACE: Carry over from prev. session |
| Setup | Free |
| Starting Type | Rolling (managed by the simulator) |
| Fast Repair | 0 |
| Aid Driving | Disallow all driving aids (except clutch assists On) |
| Damage | Yes |
| Automatic Penalties | penalize drivers with Stop & Go when exceeding 25 incidents. Then penalize drivers for each additional 10 incidents |
| Automatic disqualification | No |

13. - STARTING GRID, START OF RACES

The starting grid of each race will be determined by a qualifying session preceding the race.

The starting grid will be arranged in two rows and in separate classes in accordance with the procedure of the iRacing simulator.

The starting procedure will be launched, entirely managed by the iRacing simulator.

The start of the race will take place at the time indicated in the program.

14. - REFUELING AND REPAIRS

There are no limitations on repairs and refueling other than those provided for in the event of penalties regulated in Annex 1 of these Regulations.

15. - PIT LANE SPEED LIMIT

The driving speed of the pit lane is governed automatically by the simulator.

16. - RANKINGS AND SCORES

This championship requires the following classification to be drawn up:

- **General Classification Drivers LMP2 class**
- **General Classification Teams LMP2 class**
- **General classification Drivers GTE class**
- **General classification Teams GTE class**

16.1 - FINAL POSITION OF COMPETITORS AFTER THE RACE

At the end of each race, the relative race ranking will be drawn up based on the official report provided by iRacing.com.

The riders indicated as RUNNING and DISCONNECTED will be classified according to the laps completed and will receive the relative points only if they have completed at least 50% of the laps completed by the leader at the end of the race.

Drivers indicated as DISQUALIFIED in the race report provided by the server will be ranked at the bottom of the ranking in order of completed laps, but will not receive points.

Any sanctions imposed by the Race Direction after the race may affect the final positions.

16.2 - SCORING

The scores will be assigned to each competitor of each class according to the following table.

Note: The scoring system may change before the start of the championship in relation to the number of participants and teams.

For the team classification, only the points obtained by the two best drivers of each team will be considered and added up for each race and for each distinct class (e.g. if a Team places its drivers in the first 3 places, the third will not be considered in the order of arrival and the fourth in the standings will rise to third place and so on).

| RANKING | POINTS |
|---------|--------|
| 1° | 30 |
| 2° | 27 |
| 3° | 25 |
| 4° | 23 |
| 5° | 21 |
| 6° | 20 |
| 7° | 19 |
| 8° | 18 |
| 9° | 17 |
| 10° | 16 |
| 11° | 15 |
| 12° | 14 |
| 13° | 13 |
| 14° | 12 |
| 15° | 11 |
| 16° | 10 |
| 17° | 9 |
| 18° | 8 |
| 19° | 7 |
| 20° | 6 |
| 21° | 5 |
| 22° | 4 |
| 23° | 3 |
| 24° | 2 |
| 25° | 1 |

1 point will also be awarded to the competitor in pole position at the end of the qualifying session for each class.

16.3 - EX AEQUO

In case of ex aequo in any of the classifications and prizes to be awarded the highest number of first places will be considered, followed by second, third places, and so on until the priority of one of the competitors is determined.

In case of further tie, the competitor who was in front of the previous race or races will be preferred.

17. - PRIZES

At the end of each race, the first three competitors in order of arrival of each class will be awarded a bonus in iRacing Dollars.

The payment of the bonuses collected will take place at the end of the championship.

The competitor who has been given a penalty other than warning in a given race, or has been disqualified from the race or competition, will lose the right to receive the bonus of that race, which will be up to the competitor who ranked immediately behind and who respects these characteristics.

| ARRIVAL | BONUS |
|---------|---------|
| 1st | \$10,00 |
| 2nd | \$6,00 |

3rd

\$4,00

18. - RACE DIRECTION

The Race Direction of the Championship is made up of the staff of the organizing portal.

19. - PROTEST, APPEALS AND PENALTIES

The penalties will be applied in accordance with the provisions of the Regulations.

The methods of imposing and paying penalties, the methods of reporting to the Race Direction, the conditions for displaying the red flag and the related communication systems are listed in Appendix 1 to these Regulations, which is hereby assumed transcribed.

19.1. - PROTEST

The criteria for the requests presented in the race by a competitor to the Race Direction are regulated in Appendix 1 of these Regulations.

The competitor or his Team Manager, in the event that an interest or right has been infringed, can send a protest during the subsequent phases of the race for events that have escaped the Race Direction.

The complaint must be submitted **within the next 24 hours of the day of competition and must contain the name and competition number of the competitors involved, a brief description of the facts, the simulator timestamp and the replay file corresponding to the claimed event.**

The replay file must necessarily contain an action taken at least 60 seconds before and 60 seconds after the claimed event.

Complaints must be sent electronically to the email address race.commission@simracingleague.it.

A competitor who intends to file a complaint concerning more than one competitor must file as many complaints as there are complained competitors.

Situations and replay files that show even only a partial alteration of the physics, movements and trajectories of the cars due to missing or incorrect client / server synchronization (cc.dd. lag) can never be evaluated by the Race Direction.

19.2. - APPEAL

In the event that the Race Direction, after evaluating an episode, deems it appropriate to penalize a competitor, the latter will have the right to lodge an appeal within and no later than 24 hours from the publication of the report.

To request the review / verification of an episode it is necessary to send an email to race.commission@simracingleague.it indicating the reference code assigned to the report and the reasons for requesting the review / verification.

The reformulated judgment of the Race Direction is unquestionable.

In the event that no complaints are received in the manner or within the established times, the Race Direction will formalize the result.

Any complaint presented after the official announcement will not be taken into consideration under any circumstances.

19.3. - TIME PENALTY

The time penalty is to add seconds or minutes at the final time of the race

19.4. - DRIVE THROUGH

DT penalty is imposed in the event that a competitor who behaves in the race that violates the sporting rules. This penalty must be served by driving along the pit lane at limiter speed and must be served within 4 laps (set in from the simulator) from the moment in which it is communicated by the Clerk of the Course.

In case of impossibility of imposing the penalty of the DT in the race, the Race Direction has the right to apply a penalty of 20 seconds at the end of the race as a substitute.

19.5. - STOP AND GO

S&G penalty is imposed in the event that a competitor behaves in the race that violates the sporting rules and must be discounted by returning to the pit lane and stopping on his own pitch for the prescribed time within 4 laps (set in from the simulator) from the moment in which it is communicated by the Clerk of the Course.

In case of impossibility to impose the S&G sanction in the race, the Race Direction has the right to apply at the end of the race a penalty in time to not less than 25 seconds.

19.6. - RETROCESSION IN GRID, START FROM THE PITLANE

The penalty of retrocession in grid / start from the pit lane is imposed in the event that a driver behaves in the race that violates sporting rules. This penalty foresees that at the deployment before the start of the race (GRIDDING) the competitor must not take the grid and will be able to go out on the track only when the last driver has crossed the demarcation line of the end of the pit lane.

If it is impossible to impose the penalty for starting from the pit lane during the race, the Race Direction has the right to apply a penalty of 15 seconds at the end of the race as a replacement.

The penalty for start from the pitlane may also be applied at the first subsequent participation.

20. - OTHER PENALTIES - “WARNING”, “DISQUALIFICATION”

In the context of this championship the following sanctions will also be used.

20.1. - WARNING

Warning penalty (white / black flag equivalent) corresponds to the first degree of warning in case of violation of the Regulations deemed not particularly serious. In the event of a further violation, a penalty other than a warning will be immediately applied regardless of the seriousness of the violation. Warning is deemed to be extinguished upon the imposition of a further sanction and, in any case, at the end of the race.

20.2. - DISQUALIFICATION

The penalty of disqualification entails immediate disqualification from the race and the impossibility of continuing any other sessions / events

21. - SERIOUS INFRINGEMENTS OF THE SPORTING REGULATIONS

An infringement of the driving code of conduct reported in Appendix 1 of these Regulations may also lead to disqualification from the competition.