



VIRTUAL SKYLIMIT SPRINT CUP 2021

RULEBOOK

Version:

19 april 2021

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Registration

Entry fee per car : 25 EUR

To register: <https://www.virtualbelcar.be>

We will evaluate every registration, if we feel your car and class choice does not match your skill level we will suggest another car and class.

Once we approve and confirm your registration you will receive all payment details. Only after payment you will receive a league invite for the official Virtual Skylimit Sprint Cup league (league id = 4089).

Max number of entries : 45

Schedule

Round	Date	Track	Length
1	30 april 2021	Circuit Zolder GP	2 x 25mins
2	28 may 2021	Spa GP	2 x 25mins
3	25 june 2021	Zandvoort GP	2 x 25mins
4	27 aug 2021	Nurburgring GP	2 x 25mins
5	01 oct 2021	Virginia International Raceway – Full	2 x 25mins
6	20 nov 2021	Circuit Zolder GP	2 x 25mins

One drop round. (Both races of one event)

Cars & Classes

Class	Car
CLASS 4	Audi TCR LMS
CLASS 3	Kia Optima
CLASS 2	Global Mazda MX5
CLASS 1	VW Jetta

We will no longer accept class and car changes after round 1.

Fixed setup. Setups are available at virtualbelcar.be.

Car liveries and decal layers

You are free to customize your car paint and add personal sponsors. Add your car, suit and helmet paint on the Virtual Belcar website.

The organization will enforce series sponsors decal layers. A decal template per car will be released shortly so you know which areas will be covered by the series sponsors.

The day before each race we will update and handover the paint pack to the broadcaster. To use the paint pack locally, download it from virtualbelcar.be

League overview

Virtual Skylimit Sprint Cup

This is a private league open to all drivers in the Virtual Skylimit Sprint Cup. Official Race Server. Invitational only. (League id = 4089)

Discord

Please join our discord.

<https://discord.gg/4Swng8J>

Practice Sessions

Once you have accepted the invite to the Virtual Skylimit Sprint Cup league on iRacing, you will be able to join official practice sessions. These sessions will be available in the league sessions tab on the iRacing website.

We will host multiple sessions per week so you have some time to test multiple cars and setups.

Joining the race server

You can only register once for a session on iRacing, if you get it wrong there is no way to correct it and we can not let you start!

On race day with some stress involved a mistake is easily made. Joining a server the correct way is like gridding a car correctly or passing technical control, it is all part of racing.

Train yourself to get familiar with these procedures.

Scoring

Per class:

Position	Points
1	25
2	18
3	15
4	12
5	10
6	8
7	6
8	4
9	2
10	1

Pole in class: 1 point

Fastest lap in class: 1 point (must be a clean lap without incs)

One drop round! (Both races in one event)

Flags

Yellow

Drivers must make an effort to slow down and avoid wrecked cars, failing to do so can result in a penalty.

Blue

The lapped driver must make a sensible attempt at allowing the lead lap cars to pass. The responsibility for the overtake is shared equally between the lapped driver and the driver on the lead lap.

Penalties

Each round live stewards (Race Control) will monitor the race. All Race Control decisions will be posted in the race control channel on Discord.

Race control live penalties

Stop and Go 30 sec. In iRacing total time will be 55 sec.

Stop and Go 1 lap. Time is different per track.

Disqualification.

Stop and Go penalties can be combined with a regular pit service.

We use software to follow up on incidents but not all incidents or unfair driving will show up in our race control dashboard. You can file a protest during the race by sending a pm on discord. Make sure to mention your car number, the protested driver car number, lap number, location on track and a short description of the incident.

Automatic penalties

Drive Through: If a driver accumulates a certain amount of incident points over the course of the race a drive through penalty will be activated. This limit is set per round. Do NOT stop in your pitbox!

Disqualification : If a driver accumulates a certain amount of incident points over the course of the race, the driver will be automatically removed from the race. This limit is set per round.

Stop and Go : speeding in pit.

No iRacing penalties will be cleared. It is the driver's responsibility to manage the situation. 'iRacing Bug' penalties are just bad luck.

Behaviour

Race hard but fair and clean.

Behave on track.

Behave in discord. You can talk about incidents as long as it is not a blaming game, if you talk about an incident in a public Discord channel do it respectfully and make sure all parties can learn from it.

Keep an open mind, have a Zen-moment and think about what you yourself could have done differently to prevent an incident, even if you feel you are not at fault.

If you find yourself entangled in incidents often, you are doing something wrong. No, it is not always bad luck and no it is not always the other drivers.

Misbehaviour, on or off track will lead to removal of the league with no refund.

Anything not mentioned in this rulebook and if an issue is raised by a driver this will be discussed by the admins and stewards and the resulting decision will be published.

Bad connection ('blinking')

If we feel your connection is heavily disturbing the server session we might remove you from the running session. We will always first consult your team to see if resolving the connection issue is possible.

One really bad connection can create strange effects like "ghost contact", damage model bugs, ...

Weather and Date

Weather: dynamic, auto generated (see each round for details)

Track State

Track state will be carried over from all sessions.

Gridding and start procedure

Grid

Based on qualifying. Not grouped by class, purely based on qualifying time.

Start

Standing start.

Race format

Multiclass.

2 x 25 mins races per event.

Open set up.

Open Qualifying 30 mins.

Standing start.

Round 1 : Circuit Zolder GP

Date

30 april 2021

Timing (CET)

18h00	Session start	Practice / 30 mins
19h00	Start Qualifying	Open / 30 mins
19h30	Heat 1	25 mins
19h58	Heat 2	25 mins
20h30	End session	

Briefing in Discord : 18h30

Race settings

In-sim date	30 april 2021
In-sim session start time	13h00
Session type	Individual
Weather	Dynamic auto generated
Track state	Carried over
Drive Through inc limit	10
DQ inc limit	20
Cautions	No
Fast repairs	1
Fuel	No limit
Tires	No limit
Start	Standing

Round 2 : Spa GP

Date

28 may 2021

Timing (CET)

18h00	Session start	Practice / 30 mins
19h00	Start Qualifying	Open / 30 mins
19h30	Heat 1	25 mins
19h58	Heat 2	25 mins
20h30	End session	

Briefing in Discord : 18h30

Race settings

In-sim date	28 may 2021
In-sim session start time	13h00
Session type	Individual
Weather	Dynamic auto generated
Track state	Carried over
Drive Through inc limit	10
DQ inc limit	20
Cautions	No
Fast repairs	1
Fuel	No limit
Tires	No limit
Start	Standing

Round 3 : Zandvoort GP

Date

25 june 2021

Timing (CET)

18h00	Session start	Practice / 30 mins
19h00	Start Qualifying	Open / 30 mins
19h30	Heat 1	25 mins
19h58	Heat 2	25 mins
20h30	End session	

Briefing in Discord : 18h30

Race settings

In-sim date	25 june 2021
In-sim session start time	13h00
Session type	Individual
Weather	Dynamic auto generated
Track state	Carried over
Drive Through inc limit	10
DQ inc limit	20
Cautions	No
Fast repairs	1
Fuel	No limit
Tires	No limit
Start	Standing

Round 4 : Nurburgring GP

Date

27 august 2021

Timing (CET)

18h00	Session start	Practice / 30 mins
19h00	Start Qualifying	Open / 30 mins
19h30	Heat 1	25 mins
19h58	Heat 2	25 mins
20h30	End session	

Briefing in Discord : 18h30

Race settings

In-sim date	27 august 2021
In-sim session start time	13h00
Session type	Individual
Weather	Dynamic auto generated
Track state	Carried over
Drive Through inc limit	10
DQ inc limit	20
Cautions	No
Fast repairs	1
Fuel	No limit
Tires	No limit
Start	Standing

Round 5 : VIR Full Course

Date

01 october 2021

Timing (CET)

18h00	Session start	Practice / 30 mins
19h00	Start Qualifying	Open / 30 mins
19h30	Heat 1	25 mins
19h58	Heat 2	25 mins
20h30	End session	

Briefing in Discord : 18h30

Race settings

In-sim date	01 october 2021
In-sim session start time	13h00
Session type	Individual
Weather	Dynamic auto generated
Track state	Carried over
Drive Through inc limit	10
DQ inc limit	20
Cautions	No
Fast repairs	1
Fuel	No limit
Tires	No limit
Start	Standing

Round 6 : Zolder GP

Date

20 november 2021

Timing (CET)

12h00	Session start	Practice / 30 mins
13h00	Start Qualifying	Open / 30 mins
13h30	Heat 1	25 mins
13h55	Heat 2	25 mins
14h30	End session	

Briefing in Discord : 18h30

Race settings

In-sim date	01 october 2021
In-sim session start time	13h00
Session type	Individual
Weather	Dynamic auto generated
Track state	Carried over
Drive Through inc limit	10
DQ inc limit	20
Cautions	No
Fast repairs	1
Fuel	No limit
Tires	No limit
Start	Standing