



VIRTUAL BELCAR SKYLIMIT SPRINT CUP 2023

RULEBOOK

Version:

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Intro

Virtual Belcar aims to promote simracing as an eSport. Each participant can be sure the organization, race control, and stewards are independent and uphold professionalism. We are all ambassadors of our sport and should act accordingly. The best way to promote simracing is by broadcasting clean and exciting races.

There are no minimum iRating and Safety rating requirements to enter the competition because the goal of the Virtual Belcar Skylimit Sprint Cup is to provide a training ground for all drivers. Drivers should be open to learn, grow and listen to the recommendations provided by the organization and fellow competitors.

The purpose of this rulebook is to provide a framework to ensure fair racing and great sportsmanship. Looking for loopholes or starting discussions based on subjective interpretations and nuances will not be tolerated. If something is not covered in this rulebook Virtual Belcar can fall back to the iRacing Sporting Regulations, Belcar Endurance Series Rulebook and real life experience to enforce a ruling.

Virtual Belcar reserves the right to evaluate potential problems on a contextual basis. We humbly request that drivers and teams respect the decisions made by race control, which we are always happy to explain, and remember that Virtual Belcar exists to facilitate a fair contest.

Virtual Belcar reserves the right to update this rulebook during the season. In case of an update we will communicate this clearly. If the update might have an impact on the championship we will first consult drivers/teams before updating the rulebook.

Code of conduct

By participating in Virtual Belcar Skylimit Sprint Cup, you promise to abide by the following code of conduct.

- No cheating.
- Respect other drivers and teams.
- Respect the organisation and stewards.
- Be polite, be cool.
- Be helpful.
- Be openminded and open to dialogue.
- Read the rulebook and play by the rules.
- Prepare yourself for each race.
- Embrace fair play.
- Behave honorably and honestly.
- Never give up.
- Master the software.

Registration

Entry fee per car : 30 EUR

Any entry fee paid is non-refundable.

In case of less than 25 confirmed entries the season will be cancelled.

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).

Cars & Classes

Class	Car
CLASS 4	BMW M4 GT4 Porsche 718 Cayman GT4 Mercedes AMG GT4
CLASS 3	Audi TCR Hyundai Elantra N TC Hyundai Veloster N TC
CLASS 2	Toyota GR86
CLASS 1	Global Mazda MX5

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

Open setup and iRacing BOP

Minimum number of cars per class: 8 (if minimum is not reached we might cancel this class and ask drivers to choose another class)

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 available 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](https://www.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.
Please use your real name in our server.
<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 practice sessions per week (about 40 sessions before every race).

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 Heat 1:

Position	Points
1	8
2	5
3	3
4	2
5	1

Per class Heat 2:

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 per heat: 1 point (must be a clean lap without incs)

To score points for finishing position and fastest lap a driver must have completed 50% of the laps completed by the class winner.

Only the 5 best scores will count towards the championship. (= 1 drop round)

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.

Race Control

Race Control decisions will be posted in the race control channel on Discord.
Race Control reserves the right to handout live penalties if needed.

Race Control may remove drivers from the track if they feel that their speed/lap times are too slow, or if they pose a risk to other drivers due to their driving, car condition, internet connection or equipment condition. In this case, a driver will first be warned and given time to correct this. In the event the issue persists, the driver shall be ordered to pit the car until the issues are resolved (repairs, driver swap for a bad connection, etc.). If the issues persist, the car will be black flagged for the remainder of the race.

Filing a protest

After the race you will be able to file a protest within a certain time period. We will notify all drivers when this time slot opens and when it closes.

You can file a protest in #vbssc-protest channel in our Discord server.
Make sure to use the correct format see #how-to-protest channel.
All protests are publicly available and so will be all decisions by Race Control.
You are not allowed to react to protests in the #protest channel.

Keep in mind: if you file a protest all involved drivers can receive a penalty. The driver that files a protest is also subject of inquiry and can receive a penalty too. This means there is no need to counter protest when you are being protested by another driver.

Race Control and Virtual Belcar Organization will not react or respond to private messages during the race. Race Control will only handle protests that are in the #protest channel and have the correct format. Race Control will publish all decisions in #rc-messageboard.

After race protest will be rated as follow: 1 - 3 - 5 penalty points.
A driver who collects 5 or more penalties points will be excluded from qualifying for the next race (forbidden to set a time), but can start at the back of the grid in Heat 1 (and only in heat 1!). Penalty points will be reset back to zero after serving the penalty.
Remaining penalty points after the last round will result in a loss of championship points (number of penalty points x 2)
You can clear your penalty points at any race (even if you have less than 5 penalty points) by skipping qualifying and start at the back of the grid in heat 1.

An overview of the penalty points will be available via virtualbelcar.be

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.

No incident is exactly the same and we expect drivers to have some common sense about the dynamics of multiclass racing. Every incident will be reviewed by at least 3 live stewards. We will publish all decisions publicly in our Discord server. We don't mind explaining our decisions, but during the race we don't have time to have an elaborated dialog, so we might get back to you the days after the race.

In a slower car: be predictable, stay on the normal racing line. Or if you explicitly want to make room do it in a very clear way.

Defending position? Defend early. Closing the door in the braking zone with a car next to you will not end well. Always give room to race.

Attacking? Make sure you are alongside the other car before turn in. If not, bail out, try again later. Especially before a chicane. Dive bombing will end in tears. Always give room to race.

After a spin or crash rejoin the track in a safe way. Yes, you will lose places, but if you just jump on track again without looking at upcoming traffic you will lose a whole lot more.

Gridding and start procedure

Grid

Based on qualifying (10 mins lone qualifying / max 3 laps).

Heat 1: Not grouped by class, purely based on qualifying time.

Heat 2: Not grouped by class, and 10 position reversed grid (based on Heat 1 result)

Start

Standing start.

Race format

Multiclass.

Lone qualifying 10 mins (max 3 laps)

Heat 1: 20 mins

Heat 2: 40 mins

Standing start.

Round 1 : Sebring International Raceway

Date

06 April 2023

Liveries should be uploaded before: 05 april 2023 23h59

Timing (CET)

19h00	Session start	Practice
19h30	Briefing	Discord
20h15	Start Qualifying	Lone Qualifying
20h30	Heat 1	20 mins
20h50	Warm up	10 mins
21h00	Heat 2	40 mins
21h40	End session	

Race settings

In-sim date	06 April 2023
In-sim session start time	15h30
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
Track config	International
Start	Standing

Round 2 : Spa GP

Date

04 May 2023

Liveries should be uploaded before: 03 may 2023 23h59

Timing (CET)

19h00	Session start	Practice
19h30	Briefing	Discord
20h15	Start Qualifying	Lone Qualifying
20h30	Heat 1	20 mins
20h50	Warm up	10 mins
21h00	Heat 2	40 mins
21h40	End session	

Race settings

In-sim date	04 May 2023
In-sim session start time	15h30
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
Track config	Grand Prix
Start	Standing

Round 3 : Magny-Cours

Date

15 June 2023

Liveries should be uploaded before: 14 June 2023 23h59

Timing (CET)

19h00	Session start	Practice
19h30	Briefing	Discord
20h15	Start Qualifying	Lone Qualifying
20h30	Heat 1	20 mins
20h50	Warm up	10 mins
21h00	Heat 2	40 mins
21h40	End session	

Race settings

In-sim date	15 June 2023
In-sim session start time	15h30
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
Track config	Grand Prix
Start	Standing

Round 4 : Motorsport Arena Oschersleben

Date

31 August 2023

Liveries should be uploaded before: 30 August 2023 23h59

Timing (CET)

19h00	Session start	Practice
19h30	Briefing	Discord
20h15	Start Qualifying	Lone Qualifying
20h30	Heat 1	20 mins
20h50	Warm up	10 mins
21h00	Heat 2	40 mins
21h40	End session	

Race settings

In-sim date	31 August 2023
In-sim session start time	15h30
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
Track config	Grand Prix
Start	Standing

Round 5 : Mount Panorama Circuit

Date

19 October 2023

Liveries should be uploaded before: 18 October 2023 23h59

Timing (CET)

19h00	Session start	Practice
19h30	Briefing	Discord
20h15	Start Qualifying	Lone Qualifying
20h30	Heat 1	20 mins
20h50	Warm up	10 mins
21h00	Heat 2	40 mins
21h40	End session	

Race settings

In-sim date	18 October 2023
In-sim session start time	15h30
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
Track config	-
Start	Standing

Round 6 : Circuit Zolder

Date

07 December 2023

Liveries should be uploaded before: 18 October 2023 23h59

Timing (CET)

19h00	Session start	Practice
19h30	Briefing	Discord
20h15	Start Qualifying	Lone Qualifying
20h30	Heat 1	20 mins
20h50	Warm up	10 mins
21h00	Heat 2	40 mins
21h40	End session	

Race settings

In-sim date	07 December 2023
In-sim session start time	15h30
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
Track config	Grand Prix
Start	Standing