



VIRTUAL BELCAR SKYLIMIT SPRINT CUP 2022

# RULEBOOK

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## Registration

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Entry fee per car : 30 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).

## Cars & Classes

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Class	Car
CLASS 4	BMW M4 GT4 Porsche 718 Cayman GT4
CLASS 3	Audi TCR Hyundai Elantra N TC Honda Civic Type R
CLASS 2	Global Mazda MX5
CLASS 1	VW Jetta

Class 2 and class to are provisional, if we do not receive enough registrations for these classes, we will cancel those.

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

Open setup and iRacing BOP

## Car liveries and decal layers

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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](http://virtualbelcar.be)

## League overview

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### 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

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Please join our discord.

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

## Practice Sessions

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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

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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

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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)

## Flags

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### 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

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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.

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. A protest form is available on our website.

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. 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.

## 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.

### 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

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

## Track State

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Track state will be carried over from all sessions.

## Gridding and start procedure

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### 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, purely based on result Heat 1

### Start

Standing start.

## Race format

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Multiclass.

Lone qualifying 10 mins (max 3 laps)

Heat 1: 20 mins

Heat 2: 40 mins

Standing start.

## Round 1 : Spa GP

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### Date

07 April 2022

### Timing (CET)

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

Briefing in Discord : 19h30

### Race settings

In-sim date	07 April 2022
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 : Watkins Glen (Boot)

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### Date

05 May 2022

### Timing (CET)

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

Briefing in Discord : 19h30

### Race settings

In-sim date	05 May 2022
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 : Le Mans

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### Date

07 July 2022

### Timing (CET)

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

Briefing in Discord : 19h30

### Race settings

In-sim date	07 July 2022
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 : Circuit de Barcelona Catalunya (Historic)

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### Date

25 August 2022

### Timing (CET)

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

Briefing in Discord : 19h30

### Race settings

In-sim date	25 August 2022
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 : Nürburgring GP

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### Date

13 october 2022

### Timing (CET)

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

Briefing in Discord : 19h30

### Race settings

In-sim date	13 October 2022
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

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### Date

08 December 2022

### Timing (CET)

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

Briefing in Discord : 19h30

### Race settings

In-sim date	08 December 2022
In-sim session start time	08h00
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