SMRC Summer Esports Challenge

Season 1

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1. Introduction & Information

1.a) The SMRC Summer Esports Challenge is a racing league, which is organised and run by the Scottish Motor Racing Club (or SMRC) on the iRacing.com Motorsports Simulation service. The league utilises a selection of GT4 specification cars in a sprint racing series, with events being held at venues all around the world.

1.b) These regulations will apply to all test, warm-up, qualifying and race sessions that are hosted by the series administration. By entering the league, all drivers automatically agree to all rules in this document.

1.c) The document may be edited to add, remove, modify or replace rules whenever the series administration deems it to be necessary. All changes made will be in effect immediately unless otherwise specified.

1.d) Participants as well as series administration members and general attentive readers are encouraged to point out loopholes, spelling errors and other mistakes so that they can be closed and corrected respectively. Feedback and improvement suggestions are also welcome.

2. Cars

2.a) The list of eligible car models for all events, as well as each car's performance adjustments, is listed below.

Car Model	Ballast / Power / Fuel Capacity
BMW M4 GT4	0 kg / 100% power / 45% fuel (~ 57.2 l)
Porsche 718 Cayman GT4 Clubsport MR	0 kg / 100% power / 45% fuel (~ 51.8 l)

2.a.1) For pre-qualifying, only the Porsche 718 Cayman GT4 Clubsport will be available to each participant.

2.b) The series administration reserves itself the right to add ballast, change the power output or limit the fuel capacity of any car to balance the cars. Generally, such adjustments will not be made any later than 24 hours before the start of an event's (first) warm-up session. Generally, no adjustments will be made, unless the series administration feels that there are overly dominant car models.

2.c) Should an iRacing update affect the performance of one or multiple of the cars in the championship, the series administration can alter or reset any of the previously allocated weight handicaps, power adjustments or fuel capacity restrictions.

3. Timetable and Season Schedule

3.a) The series will run a total of 8 events during its season. All session dates and start times as well as the sim date and time of day are listed below.

#0) **Pre-Qualifying at Okayama** *(Okayama International Circuit - Full Course)*

Session	SimTime	Session Start
Warm-Up (50 min)	2020-05-15 at 02:06 pm local	Fri, 29/05/2020 at 18:10 UTC
Qualifying (120 min)	2020-05-15 at 02:06 pm local	Fri, 29/05/2020 at 19:00 UTC

#1) **Okayama Double 30** *(Okayama International Circuit - Full Course)*

Session	SimTime	Session Start
Race 1 Warm-Up (45 min)	2020-06-12 at 07:00 am local	Thu, 11/06/2020 at 18:15 UTC

Session	SimTime	Session Start
Qualifying (15 min)	2020-06-12 at 07:50 am local	Thu, 11/06/2020 at 19:00 UTC
Race 1 (30 min)	2020-06-12 at 08:10 am local	Thu, 11/06/2020 at 19:15 UTC
Race 2 Warm-Up (10 min)	2020-06-12 at 08:45 am local	Thu, 11/06/2020 at 19:45 UTC
Race 2 (30 min)	2020-06-12 at 08:55 am local	Thu, 11/06/2020 at 19:55 UTC

#2)   **Spa Double 30**   *(Circuit de Spa-Francorchamps - Grand Prix Pits)*

Session	SimTime	Session Start
Race 1 Warm-Up (45 min)	2020-06-26 at 08:00 pm local	Thu, 25/06/2020 at 18:15 UTC
Qualifying (15 min)	2020-06-26 at 08:50 pm local	Thu, 25/06/2020 at 19:00 UTC
Race 1 (30 min)	2020-06-26 at 09:10 pm local	Thu, 25/06/2020 at 19:15 UTC
Race 2 Warm-Up (10 min)	2020-06-26 at 09:45 pm local	Thu, 25/06/2020 at 19:45 UTC
Race 2 (30 min)	2020-06-26 at 09:55 pm local	Thu, 25/06/2020 at 19:55 UTC

#3)   **Silverstone Single 60**   *(Silverstone Circuit - Grand Prix)*

Session	SimTime	Session Start
Warm-Up (45 min)	2020-07-10 at 01:00 pm local	Thu, 09/07/2020 at 18:15 UTC
Qualifying (15 min)	2020-07-10 at 01:50 pm local	Thu, 09/07/2020 at 19:00 UTC
Race (60 min)	2020-07-10 at 02:10 pm local	Thu, 09/07/2020 at 19:15 UTC

#4)   **Road Atlanta Double 30**   *(Road Atlanta - Full Course)*

Session	SimTime	Session Start
Race 1 Warm-Up (45 min)	2020-07-24 at 10:00 am local	Thu, 23/07/2020 at 18:15 UTC
Qualifying (15 min)	2020-07-24 at 10:50 am local	Thu, 23/07/2020 at 19:00 UTC
Race 1 (30 min)	2020-07-24 at 11:10 am local	Thu, 23/07/2020 at 19:15 UTC
Race 2 Warm-Up (10 min)	2020-07-24 at 11:45 am local	Thu, 23/07/2020 at 19:45 UTC
Race 2 (30 min)	2020-07-24 at 11:55 am local	Thu, 23/07/2020 at 19:55 UTC

#5)   **Donington Double 30**   *(Donington Park Racing Circuit - National)*

Session	SimTime	Session Start
Race 1 Warm-Up (45 min)	2020-08-07 at 01:00 pm local	Thu, 06/08/2020 at 18:15 UTC
Qualifying (15 min)	2020-08-07 at 01:50 pm local	Thu, 06/08/2020 at 19:00 UTC
Race 1 (30 min)	2020-08-07 at 02:10 pm local	Thu, 06/08/2020 at 19:15 UTC
Race 2 Warm-Up (10 min)	2020-08-07 at 02:45 pm local	Thu, 06/08/2020 at 19:45 UTC
Race 2 (30 min)	2020-08-07 at 02:55 pm local	Thu, 06/08/2020 at 19:55 UTC

#6)   **Interlagos Double 30**   *(Autodromo José Carlos Pace - Grand Prix)*

Session	SimTime	Session Start
Race 1 Warm-Up (45 min)	2020-08-21 at 10:00 am local	Thu, 20/08/2020 at 18:15 UTC
Qualifying (15 min)	2020-08-21 at 10:50 am local	Thu, 20/08/2020 at 19:00 UTC
Race 1 (30 min)	2020-08-21 at 11:10 am local	Thu, 20/08/2020 at 19:15 UTC
Race 2 Warm-Up (10 min)	2020-08-21 at 11:45 am local	Thu, 20/08/2020 at 19:45 UTC
Race 2 (30 min)	2020-08-21 at 11:55 am local	Thu, 20/08/2020 at 19:55 UTC

#7)   **Monza Double 30**   *(Autodromo Nazionale Monza - Grand Prix)*

Session	SimTime	Session Start
Race 1 Warm-Up (45 min)	2020-08-28 at 03:00 pm local	Thu, 27/08/2020 at 18:15 UTC
Qualifying (15 min)	2020-08-28 at 03:50 pm local	Thu, 27/08/2020 at 19:00 UTC
Race 1 (30 min)	2020-08-28 at 04:10 pm local	Thu, 27/08/2020 at 19:15 UTC
Race 2 Warm-Up (10 min)	2020-08-28 at 04:45 pm local	Thu, 27/08/2020 at 19:45 UTC
Race 2 (30 min)	2020-08-28 at 04:55 pm local	Thu, 27/08/2020 at 19:55 UTC

#8)   **Bathurst Single 60**   *(Mount Panorama Circuit)*

Session	SimTime	Session Start
Warm-Up (45 min)	2020-09-11 at 01:00 pm local	Thu, 10/09/2020 at 18:15 UTC
Qualifying (15 min)	2020-09-11 at 01:50 pm local	Thu, 10/09/2020 at 19:00 UTC
Race (60 min)	2020-09-11 at 02:10 pm local	Thu, 10/09/2020 at 19:15 UTC

3.b) In all 'Double 30' events (rounds 1, 2, 4, 5, 6 and 7), the top 15 finishers from Race 1's results will start Race 2 in reverse order.

4. Entry Conditions & Requirements

4.a) The series is open to all iRacing members. There are no minimum Safety Rating or iRating requirements in order to participate in the series.

4.b) The series administration reserves itself the right to prevent drivers from entering the series if it's deemed to be necessary from their point of view.

4.b.1) Decisions like these will typically be made based on a driver's conduct in other leagues as well as official iRacing series in the weeks and months leading up to the entry request, though other reasons may also factor into the decision.

4.b.2) The decision to reject the entry of a driver will be made on a case-by-case basis for each season, meaning that drivers who are prevented from entering may attempt to enter the series again in future.

4.b.3) The series administration's decision to reject the entry of a driver into the current season is final and cannot be appealed.

5. Entry Procedure

5.a) All drivers, wanting to participate in the series, may register via the SMRC website.

5.a.1) Drivers must list their full name, nationality, contact email address, iRacing customer ID as well as their preferred car number, their secondary car number choice as well as their team affiliation. Should both numbers listed by a driver be taken, said driver will be given an available number by the series administration.

5.b) The sign-up deadline will be on Wednesday, May 27th, 2020 at 23:59 UTC. No registrations beyond this point will be accepted, unless there are fewer than 35 active participants.

5.b.1) Should the number of drivers entering the series not exceed 35 by the date mentioned in 5.b, then all drivers must pay their entry fee of £35 by Sunday, June 7th, 2020 at 23:59 UTC. The payment details will be sent to them via email.

5.b.2) A driver, who didn't have to pre-qualify themselves into the field, but still fails to pay the entry fee of £35 by the deadline mentioned in 5.b.1 will lose their spot on the grid and will not be allowed to participate in the season itself.

5.b.3) Should more than 35 drivers wish to enter the series, requiring a pre-qualifying session to take place, all drivers who entered will be required to pre-qualify themselves into the field. More information about pre-qualifying can be found in Section 7 of this document.

5.c) The series administration reserves itself the right to allow up to 5 wildcard entries to participate in the series. While these wildcard entries do not have to pre-qualify themselves into the field, they will not be treated any different to regular participants in all other regards.

5.d) Should a pre-qualifying session have taken place on Friday, May 29th, 2020 at 18:10 UTC, the results will be published no later than Monday, June 1st, 2020 at 23:59 UTC.

> 5.d.1) All drivers, who made it through pre-qualifying, will have until Sunday, June 7th, 2020 at 23:59 UTC to pay their entry fee of £35. The payment details will be sent to them via email.

> 5.d.2) Drivers, who fail to pay the entry fee of £35 in time, will lose their spot to the next driver that failed to make the cut. This new driver will then have a maximum of 48 hours to pay the entry fee of £35 and claim the slot before this procedure is repeated and the next reserve driver will be given the same time period to pay and claim the slot.

> 5.d.3) Once a driver has claimed a slot by paying the entry fee within 48 hours once they've been given the chance to do so (see 5.d.2), the driver that initially qualified for the spot on the grid will become the new first reserve driver. All other reserve drivers will remain on the waiting list in the same order they were in before the procedure described in 5.d.2 began.

5.e) Should a driver wish to change details about their entry, such as their team affiliation or mail address, they may do so by contacting the series administration via email.

5.f) Ahead of the first round of the season, all drivers must declare their final car selection for the season no later than Wednesday, June 10th, 2020 at 23:59 UTC.

> 5.f.1) To do so, each driver must contact the series administration via email, stating what their car model they intend to race throughout the season.

> 5.f.2) Drivers, who fail to declare their final car selection before the deadline listed in 5.e, will not be allowed to compete in the first event of the season.

> 5.f.3) Drivers, who are called up from the waiting list to replace withdrawn or inactive drivers must also declare their final car selection for the remainder of the season by 23:59 UTC on the Thursday before their first event.

> 5.f.4) Called up drivers, who fail to declare their final car selection before the deadline listed in 5.f.3 will not be allowed to compete in the first event of the season they would otherwise have been eligible for.

5.g) Should a driver withdraw, resulting in a free spot on the grid, the first driver on the waiting list will be called up to fill the vacant spot for the rest of the season.

> 5.g.1) In the case of there being no waiting list drivers, a new driver may enter by signing up for the series as described in 5.a to 5.a.2.

> 5.g.2) Substitute drivers, who are filling a spot left vacant by a withdrawn driver, must pay an entry fee of £25 before they're allowed to participate. The payment details will be sent to them via email.

> 5.g.3) Substitute drivers will not be called up any later than 48 hours before the start of an event's (first) warm-up session, meaning that if a driver withdraws after that deadline or during an ongoing event, that spot will be left vacant until the event's conclusion.

5.h) Any driver, who misses 2 rounds without notifying the series administration of their absence before that event's (first) warm-up session starts, as well as any driver that misses 3 rounds in a row, will be removed from the series by the series administration.

5.i) Drivers, who withdraw from the series or are removed from the series due to missing too many events in a row, will not have their entry fee of £35 refunded to them.

6. Paint Schemes

6.a) All participating drivers are required to submit custom paint schemes.

6.b) When submitting a paint scheme, every driver has to make sure to include information like the their name, car number and car model. All paint scheme files should be named as shown below:

car_XXXXXX.tga   (XXXXXX should be your iRacing customer ID)

6.c) All custom paint schemes that are received by the series administration will be reviewed and must be in compliance with the 5 rules listed below.

6.c.1) Drivers must provide written permission from the companies involved, to be allowed to run sponsors' logos on their car.

6.c.2) Logos of products that compete with iRacing (such as the Gran Turismo and Forza franchises for example) will not be permitted. The same is the case for logos of automotive brands that compete with the brand of car that they're displayed on.

6.c.3) It will be strictly forbidden for paint schemes to directly or indirectly promote tobacco or any products that are restricted to minors by law (e.g.: alcohol, knives, etc.). They must not include any kind of political message.

6.c.4) No driver liveries will be allowed to include 'parodies' of logos or other intellectual property.

6.c.5) Any logo already available in the iRacing Paint Shop may be used.

6.d) To submit a custom paint file, it must be sent to **admin@smrc.co.uk** at least 24 hours before the start of the (first) warm-up session for it to be included in the paints pack for the event.

6.d.1) Please make sure to include your name, car number and chosen car model in the subject line of the email when sending the paint file. You may also send multiple paint files in a single mail, but please make it clear which paint belongs to which driver and car in the mail itself.

6.e) Custom number panels and sunstrip overlays will be used and must be included on the paint file that is sent to the series administration.

6.e.1) All of these paints should be saved as TARGA (.tga) files with a 24 bits/pixel resolution and RLE compression enabled.

6.e.2) Drivers, who also wish to make use of custom spec maps, must ensure that none of the custom number panels, the sunstrip overlays or other mandatory paint elements are made overly reflective or have their appearance changed in other ways that makes them harder to read.

6.f) The series administration will check whether every driver's paint is in compliance with rules 6.c.1 to 6.c.5 and will also check for the number panels and sunstrip overlay. If there are issues with any submitted paint, the series administration will respond via email.

6.g) Driver suits and helmet paints may also be submitted, but must also be in compliance with rules 6.c.1 to 6.c.5 to be accepted.

7. Pre-Qualifying Procedure

7.a) Pre-qualifying will take place if more than 35 drivers want to enter the series, meaning the number of interested drivers exceeds the amount of available grid slots. The scheduled date for this pre-qualifying session will be Friday, May 29th, 2020 at 18:10 UTC.

7.b) All pre-qualifying sessions will be 120 minutes long and will be preceded by a 50 minute long warm-up session, so all drivers can register, join and familiarise themselves with the track conditions.

> 7.b.1) All pre-qualifying sessions will be set up using the following settings:
>
> Venue: Okayama International Circuit (Full Course)
> SimTime: 2020-05-15 @ 02:06 pm local (afternoon; dynamic sky will be disabled)
> Track State: Starting at 100% and will be carried over; marbles will be cleaned
> Weather: 65°F ambient; 55% RH; N winds at 2 mph; clear skies

> 7.b.2) Should the number of drivers taking part in pre-qualifying exceed 25, then they will be evenly split across multiple sessions to ensure no single session has more than 25 drivers within it. All sessions will use the same settings as described in 7.b and 7.b.1.

> 7.b.3) Which drivers would be assigned to which session in the scenario described in 7.b.2, will be decided by the series administration. A list of which drivers are meant to be in which session would be published no later than 24 hours before the scheduled start of pre-qualifying.

7.c) To pre-qualify, each driver will be required to drive at least 5 consecutive timed laps without an incident. The sum of each driver's fastest run of 5 consecutive timed and incident-free laps will be that driver's pre-qualifying time.

> 7.c.1) Any lap times set by a driver in a session they weren't assigned to will result in all pre-qualifying times set by that driver in any session being disallowed.

7.d) The order in which drivers will fill the available grid slots is based on their pre-qualifying time, from the fastest to the slowest.

> 7.d.1) Drivers, who did not make it into the field, will be placed on the waiting list. Drivers, who competed in pre-qualifying and have a valid PQ time, will be placed on the waiting list in the order of their PQ times, from fastest to slowest. All other drivers will be placed on the waiting list based on their sign-up date, with older sign-ups being placed ahead of those that signed up more recently.

7.e) During pre-qualifying, all drivers on-track must be aware of their surroundings at all times. Any driver found to be interfering with another driver's pre-qualifying laps in any way, may be penalised if the incident is reported to the series administration.

8. Warm-Up Sessions

8.a) During warm-up sessions, all drivers will be able to connect to the race server in order to prepare themselves and drive practice laps for the qualifying and race sessions ahead of them.

8.b) Drivers will be required to register with the correct car number and car model, meaning the number and car model in the session have to match the information listed on the series entry list.

8.c) Drivers, who appear in the session with an incorrect car number, will be given a 5 point penalty in the championship standings.

> 8.c.1) The penalty above does not apply if a driver's number was taken by another driver who registered with an incorrect car number.

8.d) Drivers, who register for the session with the incorrect car model, will be disqualified from the event and may not participate in the remainder of the event.

9. Qualifying Sessions

9.a) All qualifying sessions will be 15 minute long single car sessions with a maximum of 4 timed laps available to each car.

9.b) The results of qualifying will set the grid for the (first) race of the event.

9.c) All drivers without a qualifying time will start behind all drivers with a qualifying in order of their fastest times from (Race 1) warm-up.

9.d) The series administration may not allow a driver to take the start, if they're deemed to be a potential danger to other cars on-track during the race or if they haven't set a fast enough lap time in qualifying.

10. Race Sessions

10.a) All races will utilise the standard rolling start procedure the iRacing software provides.

10.b) To make sure drivers don't take too many liberties with the track limits and car contacts, an incident limit will be enforced during all races in the season.

10.b.1) An automatic stop & go penalty will be assigned to each driver every 16 incident points in 'Double 30' rounds.

10.b.2) An automatic stop & go penalty will be assigned to each driver every 26 incident points in 'Single 60' rounds.

10.c) In 'Double 30' rounds, the top 15 finishers in Race 1 will start Race 2 in reverse order.

11. General Driving Conduct

11.a) All drivers must pass in a safe manner and respect their opponents. Both drivers must also take into account leaving room for lag. This applies to lapping manoeuvres just as much as to overtakes for race positions.

11.b) Drivers will not be allowed to block and must choose their line ahead of a corner without moving under braking to cover off any attacks from their opponents (blocking meaning that you're reacting to line changes of the car behind to fend off any attempts of the car behind to get alongside).

11.c) Lapping cars must at all times be aware of the fact that they are the ones who have to make the passes since they're the faster cars. They can't expect to always have the racing line when doing so and will have to be just that little bit more cautious every now and then to make sure they they don't ruin another driver's race along with their own.

11.d) On the other side, all lapped drivers must make sure to always behave in a predictable manner. They should stick to the racing line where needed, but that doesn't at all mean that they can't cooperate should they find themselves in a situation where moving slightly off-line or braking slightly earlier will help a lapping car get by just that little bit sooner and faster, helping both cars in the process by losing less time on the race track.

11.e) Should someone go off the track, they have to make sure that the track is clear before rejoining the racing surface. Dangerous track re-entries or even causing an incident while you try to rejoin will result in penalties when reported to the series administration.

11.f) Under a waved yellow flag, please make sure to pay attention to the road ahead as well as any potentially stationary or slowly moving cars next to or on the race track itself.

12. Race Stoppages

12.a) If the iRacing service fails during a race resulting in drivers being unable to join or stay connected to the racing server of if the server becomes unstable enough to potentially cause problems for drivers, the race will be stopped. Should this happen, the series administration will announce the race stoppage by announcing the "red flag" status via the in-game chat (if the session is still accessible) and on the series Discord server.

12.b) The series administration will decide on how to treat the race stoppage on an individual basis, depending on how much of the scheduled race time passed since the start of the race and also on whether there's still usable timing data left over to create a race result.

12.b.1) If a race has run for at least 75% of its advertised duration, the series administration may award full championship points based on the results of that race.

12.b.2) If a race has run for at least 50% of its advertised duration, the series administration may award half championship points based on the results of that race.

12.b.3) If less than 50% of the advertised duration has passed before the race was stopped via the red flag, the result will not count towards any championships.

12.c) Whether an abandoned race that didn't run for at least 50% of its advertised duration is rescheduled, will be decided by the series administration, also taking into account the feedback from all drivers competing in the current season.

13. Protests

13.a) Drivers may protest any incidents they were involved in or affected by. The only way to do so is by filing a protest via the series protest form at any point after the start of an event to a maximum of 2 hours after the end of the event.

13.b) The verdicts of all protested incidents will be published within 72 hours of the event's conclusion.

13.c) Frivolous protests will be ignored. Should a driver be found to repeatedly file such protests, they may be warned or even penalised for their actions.

13.d) After the outcomes of all protests have been published, the events results are official.

13.e) All protest verdicts are judgements of fact and cannot be appealed under any circumstances.

14. Penalties

14.a) There are several types of penalties that can be assigned following an investigation by the series administration. The list of possible penalties can be found below.

- Warning
- Time Penalty

- Lap Deductions
- Points Deductions
- Disqualifications
- Qualifying Bans for the future round(s)
- Exclusions from Multiple Events or Remainder of the Season

14.a.1) Drivers may combine the serving of black flags with regular pit stops. If they choose to do so, iRacing will automatically add 25 seconds to the penalty time assigned to them by the series administration.

14.b) Repeat offenders will receive harsher penalties, should they be penalised for the same type of misbehaviour multiple times.

15. Race Classification & Championship

15.a) All drivers, who start a race and cover at least 75% of the leader's driven distance, will be classified in their achieved race position in the official results.

15.b) Championship points will be awarded to all classified cars based on their finishing position in each race. In 'Double 30' and 'Single 60' rounds, points will be awarded using the following scale:

Position	Double 30 Points	Single 60 Points
1st	35 points	70 points
2nd	30 points	60 points
3rd	26 points	52 points
4th	23 points	46 points
5th	21 points	42 points
6th	20 points	40 points
7th	19 points	38 points
8th	18 points	36 points
9th	17 points	34 points
10th	16 points	32 points
11th	15 points	30 points
12th	14 points	28 points
13th	13 points	26 points
14th	12 points	24 points
15th	11 points	22 points
16th	10 points	20 points
17th	9 points	18 points
18th	8 points	16 points
19th	7 points	14 points
20th	6 points	12 points
21st	5 points	10 points
22nd	4 points	8 points
23rd	3 points	6 points
24th	2 points	4 points
25th	1 point	2 points

15.c) Championship points will also be awarded to the fastest 5 drivers in each qualifying session, using the following scale:

Position	Points
1st	5 points
2nd	4 points
3rd	3 points
4th	2 points
5th	1 point

15.d) The drivers' championship title will be awarded to the driver who scores the most points throughout the whole season.

15.e) All races will races will count towards the championship. There will be no dropped scores.

15.f) In the event of a tie in the points standings, the position in question will go to the driver with the most race victories.

15.f.1) If neither driver has a win or the same number of wins as the other tied driver, the position will go to the driver with the most second place finishes.

15.f.2) If the same applies there, this procedure is continued until the tie can be broken. Should this not be possible, both drivers will be classified in the same championship position.

16. In-Game Session Settings

16.a) This section of the rulebook lists all in-game session settings that have not been brought up at an earlier point in this document.

16.a.1) All sessions will be hosted on the NL-Amsterdam server farm.

16.a.2) Dynamic weather will be used in all sessions. Exceptions include pre-qualifying (should it happen) or other types of test sessions that require fewer variables for more accurate data.

16.a.3) The track state will be always be set to "automatically generated" at the beginning of a session and will carry over to the next sessions on race day. Marbles will be removed between sessions.

16.a.4) Full course cautions as well as fast repairs will be disabled.

16.a.5) All driving aids with the exceptions of clutch assists will be disallowed.

16.a.6) The sim date and time of day will be carried over from session to session on race day. Roughly 5 minutes of in-game time will pass on each session transition.

16.a.7) The Sun Acceleration Multiplier will be to set '1x' at all times.

16.a.8) The Qualifying Conduct Scrutiny will be set to "Off" for all race day sessions.

17. Contact Details and Communication

17.a) Should any questions arise, drivers and other persons can contact the series administration using the email address below. Responses to any questions about the regulations, changes to a driver's team affiliation or other inquiries will usually be sent within 24 hours of us receiving the original message.

Contact Email Address: **admin@smrc.co.uk**

17.b) The series administration will also use a Discord server during events, but can also be contacted there at all other points. The permanent invite link to the series Discord can be found below:

https://discord.gg/uh4hwvN

17.c) The use of the text and voice chat during qualifying and race sessions is forbidden. While

occasional and accidental violations will not have any negative consequences, repeated offences will lead to penalties, especially if the message is intended to call out or insult another participant or series administration member.