SMRC 2021 Lockdown Cup

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1. Introduction & Information

1.a) The SMRC 2021 Lockdown Cup 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 the Global Mazda MX-5 Cup car in a sprint racing series, with events being held at venues all around the world.

1.b) These regulations will apply to all test, practice, 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) This 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) Drivers and teams 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. Car

2.a) The following car and set-up will be eligible for use in all events:

Car Model: Global Mazda MX-5 Cup
Set-up: Fixed. Setup is available here.

3. Timetable and Season Schedule

3.a) The series will run a total of 4 events during its season. All session dates and start times as well as the sim date and time of day are listed below.

Round 1: Oulton Park (Oulton Park, International)

Session	Sim Time	Session Start
Warm up (30 minutes)	20/06/21 at 1:00pm local	Wed, 20/01/21, 19:30 (GMT)
Qualifying (10 minutes)	20/06/21 at 1:35pm local	Wed, 20/01/21, 20:00 (GMT)
Race 1 (15 minutes)	20/06/21 at 2:50pm local	Wed, 20/01/21, 20:10 (GMT)
Race 2 (15 minutes)	20/06/21 at 3:10pm local	Wed, 20/01/21, 20:25 (GMT)
Race 3 Warm up (5 minutes)	20/06/21 at 3:30pm local	Wed, 20/01/21, 20:40 (GMT)
Race 3 (15 minutes)	20/06/21 at 3:40pm local	Wed, 20/01/21, 20:45 (GMT)

Round 2: Okayama (Okayama, Full Course)

Session	Sim Time	Session Start
Warm up (30 minutes)	27/06/21 at 1:00pm local	Wed, 27/01/21, 19:30 (GMT)
Qualifying (10 minutes)	27/06/21 at 1:35pm local	Wed, 27/01/21, 20:00 (GMT)
Race 1 (15 minutes)	27/06/21 at 2:50pm local	Wed, 27/01/21, 20:10 (GMT)
Race 2 (15 minutes)	27/06/21 at 3:10pm local	Wed, 27/01/21, 20:25 (GMT)
Race 3 Warm up (5 minutes)	27/06/21 at 3:30pm local	Wed, 27/01/21, 20:40 (GMT)
Race 3 (15 minutes)	27/06/21 at 3:40pm local	Wed, 27/01/21, 20:45 (GMT)

Round 3: Oran Park (Oran Park, Grand Prix)

Session	Sim Time	Session Start
Warm up (30 minutes)	03/07/21 at 1:00pm local	Wed, 03/02/21, 19:30 (GMT)
Qualifying (10 minutes)	03/07/21 at 1:35pm local	Wed, 03/02/21, 20:00 (GMT)
Race 1 (15 minutes)	03/07/21 at 2:50pm local	Wed, 03/02/21, 20:10 (GMT)
Race 2 (15 minutes)	03/07/21 at 3:10pm local	Wed, 03/02/21, 20:25 (GMT)
Race 3 Warm up (5 minutes)	03/07/21 at 3:30pm local	Wed, 03/02/21, 20:40 (GMT)
Race 3 (15 minutes)	03/07/21 at 3:40pm local	Wed, 03/02/21, 20:45 (GMT)

Round 4: Laguna Seca (Weathertech Raceway at Laguna Seca, Full Course)

Session	Sim Time	Session Start
Warm up (30 minutes)	10/07/21 at 1:00pm local	Wed, 10/02/21, 19:30 (GMT)
Qualifying (10 minutes)	10/07/21 at 1:35pm local	Wed, 10/02/21, 20:00 (GMT)
Race 1 (15 minutes)	10/07/21 at 2:50pm local	Wed, 10/02/21, 20:10 (GMT)
Race 2 (15 minutes)	10/07/21 at 3:10pm local	Wed, 10/02/21, 20:25 (GMT)
Race 3 Warm up (5 minutes)	10/07/21 at 3:30pm local	Wed, 10/02/21, 20:40 (GMT)
Race 3 (15 minutes)	10/07/21 at 3:40pm local	Wed, 10/02/21, 20:45 (GMT)

3.b) In all events, the top 8 finishers from race 2's results will start Race 3 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 refuse drivers entry to the series

5. Entry Procedure

5.a) Registration will open on Friday 8 January 2021 at 10:00 (GMT). From this point onwards, drivers may register via the SMRC website.

5.b) Drivers must pay their £10 registration fee and list their full name, contact email address, iRacing customer ID, their preferred car number, their secondary car number choice as well as their team affiliation (if applicable). Should both numbers listed by a driver be taken, said driver will be given an available number by the series administration.

5.c) There are 40 entries available, with slots available on a first come first serve basis.

5.d) The sign-up deadline will be on Monday 18th January 2021 at 13:00 GMT. No registrations beyond

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) Drivers, who withdraw from the series or are removed from the series due to conduct, will not have their entry fee of £10 refunded to them.

6. Paint Schemes

6.a) Any participating driver wishing to run a custom paint scheme should submit their schemes to the administration if they want them to be displayed on the stream.

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6.b) When submitting a paint scheme, every driver has to make sure to include their name and car number. 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 adults 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) All of these paints should be saved as TARGA (.tga) files with a 24 bits/pixel resolution and RLE compression enabled.

6.f) The series administration will check whether every driver's paint is in compliance with rules 6.c.1 to 6.c.5. 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. Warm-Up Sessions

7.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.

7.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.

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

7.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.

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8. Qualifying Sessions

8.a) All qualifying sessions will be 10 minutes long single car sessions with a maximum of 4 timed laps available to each car.

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

8.c) All drivers without a qualifying time will start behind all drivers with a qualifying time in order of their fastest times from the (first) warm-up session.

8.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.

9. Race Sessions

9.a) All races will utilise the standard standing start procedure the iRacing software provides.

9.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.

9.b.1) An automatic drive through penalty will be assigned to each driver every 16 incident points

9.c) The grid from race 2 will be determined from the race 1 results.

9.d) The top 8 finishers in Race 2 will start Race 3 in reverse order, with all other cars starting race 3 in the position they finished in race 2.

10. General Driving Conduct

10.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.

10.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 prevent the car behind getting alongside).

10.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 don't ruin another driver's race along with their own.

10.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.

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

10.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.

11. Race Stoppages

11.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.

11.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.

11.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.

11.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.

11.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.

11.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.

12. Protests

12.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.

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

12.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.

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

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

13. Penalties

13.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

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

14. Race Classification & Championship

14.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.

14.b) Championship points will be awarded to all classified cars based on their finishing position in each race. Points will be awarded using the following scale:

Position	Points
1st	35
2nd	30
3rd	26
4th	23
5th	21
6th	20
7th	19
8th	18
9th	17
10th	16
11th	15
12th	14
13th	13
14th	12
15th	11
16th	10
17th	9
18th	8
19th	7
20th	6
21st	5
22nd	4
23rd	3
24th	2
25th	1

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

14.d) All races will count towards the championship. There will be no dropped scores.

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

14.e.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.

14.e.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.

15. In-Game Session Settings

15.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.

15.a.1) All sessions will be hosted on the DE-Frankfurt server farm.

15.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.

15.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.

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

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

15.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.

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

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

16. Contact Details and Communication

16.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**

16.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

16.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.

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