

S1 RACING

**GT3 SPRINT
REGULATIONS**

1 ENTRY REQUIREMENTS

1.1 SERIES REGISTRATION

- 1.1.1 Series Registration and Entry Fee must be completed on the S1 Racing website by **Sunday 10 December** in order for a driver to be eligible for the season.

1.2 SERIES FEE

- 1.2.1 The fee for this season of the series is \$20 CAD per driver and is payable via the S1 Racing website, failure to make the payment on-time will result in exclusion from the series, the payment is non-refundable.

1.3 CAR NUMBERS

- 1.3.1 Teams can request any car number of their choosing by contacting a Series Official on the [S1 Racing Discord](#) and they will be allocated on a first come, first served basis, should the requested car number not be available Series Officials will allocate an unused car number to the driver.

2 CHAMPIONSHIP DETAILS

2.1 SERIES SCHEDULE

- 2.1.1 The S1 Racing GT3 Sprint will run a total of 6 Championship races over the course of a season, these will be spaced out with a 2-week interval between Race Weeks, the current season schedule can be found on the [S1 Racing website](#).
- 2.1.2 Individual Race Event schedules will be published in the Event Briefing document and shared with teams one week before the Race Week for the event.
- 2.1.3 All S1 Racing GT3 Sprint races will be 45mins in length.
- 2.1.4 The Race Week structure will be the same for all S1 Racing GT3 Sprint Race Events and will consist of 1 Free Practice Session (the Sunday prior to the Race), and a Race Session which includes Practice, Qualifying and Race sessions.
- 2.1.5 The Drivers Meeting will be conducted 10 minutes before qualifying begins and it is the responsibility of all drivers and teams to ensure their car is in the pits for the start of the meeting, Race Event towing rules will be in effect and any cars out on track at this time will be subject to a penalty.

2.2 SERIES FORMAT

- 2.2.1 The S1 Racing GT3 Sprint will run a single GT3 car class consisting of the IMSA23 GT3 class of cars on iRacing.
- 2.2.2 The cars will run a fixed iRacing setup each race, selected by a S1 Racing Series Official from one of the default iRacing Sprint Setups.
- 2.2.3 Automatic incident penalties are in place (20 incidents) and there is no expectation that Race Control will clear back flags.
- 2.2.4 One Fast Repair is available for each driver in every Race.
- 2.2.5 A total of 40 cars will be permitted on the grid for the S1 Racing GT3 Sprint.

2.3 POINTS SYSTEM

- 2.3.1 Points in the S1 Racing GT3 Sprint will be awarded based on driver position at the end of the race and fastest lap, the breakdown is shown in the following table.

Driver Class Position	Points
First	32
Second	28
Third	25
Fourth	22
Fifth	20
Sixth	18
Seventh	16
Eight	14
Ninth	12
Tenth	11
Eleventh	10
Twelfth	9
Thirteenth	8
Fourteenth	7
Fifteenth	6
Sixteenth	5
Seventeenth	4
Eighteenth	3
Nineteenth	2
Twentieth	1

Fastest Race Lap in Driver Class	Points
First	3

- 2.3.2 The Fastest Lap award will be awarded to the fastest race lap completed by a car that completes the full race distance.
- 2.3.3 A driver must complete 50% race distance to be eligible for points.

2.4 PRIZE POOL

- 2.4.1 The S1 Racing GT3 Sprint Prize Pool will be awarded at the end of each season as follows.

	iRacing Gift Card
First	\$70 USD
Second	\$45 USD
Third	\$25 USD
Fourth	\$18 USD
Fifth	\$15 USD
Cleanest Driver (Incidents)*	\$50 USD
Most KMs Driven*	\$50 USD

- 2.4.2 Season participation requirements must be met to be eligible for these prizes and they cannot be combined with any other award.
- 2.4.3 A winner's trophy will be awarded to the overall Championship winner at the end of the season.

2.5 RACE SESSIONS

- 2.5.1 The S1 Racing GT3 Sprint will follow the iRacing rolling start as the Race Start procedure at all tracks during the season.
- 2.5.2 At the end of the pace lap the Pace Car will pull into the pits and it is up to the pole sitter to manage the pace and decide when to accelerate to racing speed, overtaking or moving out of your lane is not allowed until the lights go green.
- 2.5.3 The Safety Car functionality will not be used in GT3 Sprint.
- 2.5.4 The end of the race is determined when all cars still running have passed the checkered flag, all on-track rules remain in effect and cars are expected to return to the pits after completing their in-lap, if a car is running out of fuel on the in-lap it is important to follow the standard towing procedure to avoid getting a post-race penalty.
- 2.5.5 All race results are considered preliminary until 24hrs after the race has finished when Series Official publish the final results, once Race Control is satisfied all incidents and protests have been investigated the results will be made final via the S1 Racing website, Race Control reserves the right to extend the time period to publish the final race results if required.