



OFFICIAL RULES Season 19

The World GT Championship

Powered by iRacing

In association with FreeM UK & Next Level Racing



Introduction

The WSR World GT Championship stands as the premier GT racing series on iRacing. World Sim Racing (WSR) is officially recognized by Motorsport UK, the governing body of motorsport in the United Kingdom, as an approved company and community.

WSR is dedicated to hosting high-quality, competitive racing leagues that uphold the values of fairness, professionalism, and inclusivity. Our series welcomes sim racing enthusiasts from all backgrounds, offering the opportunity to compete against some of the finest drivers on the iRacing platform.

This guidebook has been prepared for current participants in the championship as well as those considering entry. It should be read in conjunction with the broader iRacing regulations that apply to all members.

This guide, together with the [Official Sporting Code](#), [Terms of Use and End User License Agreement](#), [iRacing.com Motorsport Simulations, LLC Privacy Policy](#), and [Online Competitions and Contests Official Contest Rules](#) form the body of rules and procedures applicable to all iRacing members and all iRacing events, including the WSR World GT Championship.

Compliance with iRacing Rules

All members are required to read, understand, and agree to the iRacing Rules before taking part in any World Sim Racing (WSR) event. These Rules constitute a binding contract between each iRacing member and iRacing.com Motorsport Simulations, LLC.

Acceptance of the iRacing Rules occurs when a member either:

- Confirms the click-through terms on iRacing.com, or
- Registers for, or participates in, any WSR series event.

All information in this document is subject to change.

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Championship Series Overview

The World GT Championship is an open-setup series, designed to foster collaboration and community. Drivers are encouraged to share setups, exchange tips, offer advice, and support fellow competitors whenever needed.

Races are held on Monday evenings via the iRacing platform, featuring the GT3 class cars.

Entry Fees:

- £45 per driver
- £120 per team of three (equivalent to £40 per driver)
- **MSUK full Esports members** benefit from a discounted rate of £36 per driver (20% off).

Schedule	Date
Entries/Payments open	December 20 th
Entries close	January 12 th
Paint uploads/Payments deadline	February 9 th
Media day	February 16 th
Season starts	February 23 rd
Season ends	June 1 st

Discord: <https://discord.gg/nHAjACw738>

SERIES ORGANISERS

- World Sim Racing

CHAMPIONSHIP SERIES DRIVER ELIGIBILITY

Entry & Participation Rules

Car Changes

- Each driver may make one car change per season, at any time.
- A points deduction will apply, equal to the driver's average weekly score at the time of the change.
- Rounds with zero points will be excluded from the calculation.
- If no points have been scored at the time of change, a standard penalty of 50 points will be applied.
- Points penalties apply to both individual drivers and teams.

Entry Conditions

- Entries are accepted on a first-come, first-served basis.
- No refunds will be issued once payment has been made.
- Payments will be pro-rata if joining mid-season.
- Entry acceptance is at the discretion of the admin team. The final lineup will be published once all entries have been reviewed.

Payments

- Payments should only be made once the official entry list is announced on Discord.
- Failure to pay promptly may result in your place being forfeited to a driver on the reserve list.

Reserve List

- Reserve list position does not guarantee priority.
- Invitations from the reserve list will be managed to ensure a balanced grid across classes.

Driver Eligibility

- Drivers must have an iRating above 2000.
- Returning drivers from previous seasons are grandfathered in, regardless of current iRating.
- New entries must meet the threshold, though exceptions may be considered for full teams.

Car Allocation By Team

- Multi-Team Entries: Organizations entering two or more teams are prohibited from duplicating car models across those teams.
- Once a specific car model represents the majority (at least 2/3) of a team's lineup, **it becomes unavailable** to that organization's sister teams/privateers from same outfit.

Purpose: These rules are enforced to promote vehicle variety and protect competitive balance.

Mid-season car swaps will not release a model for use by a sister team. If a model was originally restricted due to the majority rule, it remains prohibited for sister teams regardless of any further car changes within the organization.

RACE FORMATS AND REQUIREMENTS

- Season Structure: 12 rounds in total
- Grid Size: Maximum of 60 drivers
- Teams: Up to 3 drivers per team, with the top 2 finishers contributing points each race
- One team driver change permitted per season
- Race Grids:
 - Race 1 grid set by qualifying results
 - Race 2 grids (where applicable) determined by a random reverse order
- Race Conditions: All events feature dynamic weather/sky settings and rolling starts
- Driver Briefings: Series Organisers may call a briefing, upon request, at the end of practice and before qualifying

Time* (UK)	TECHNICAL 1 x 30min & 1 60min race	FEATURE 2 x 45min races	ENDURANCE 1h45min race
17:30	Open Practice		
19:45	15 Minute Solo Qualifying**		
20:00	Race 1 - 30min	Race 1 - 45min 55% fuel limit	Race - 1h45min 55% fuel limit
20:35	Reverse grid wheel		
20:40	Warm-up - 10min		
20:45			
20:50	Race 2 - 60min 55% fuel limit	Reverse grid wheel	
20:55		Warm-up - 10min	
21:05	Reverse grid	Race 2 - 45min	
21:15		60% fuel limit	
21:25		Reverse grid	
21:55a	Post-race Interviews in Discord		

*Times marked "a" are only approximate and will vary due to factors such as race length and broadcasting of the reverse grid wheels.

** Qualifying will be extended to 30 minutes on the tracks mentioned in the Qualification section

SPRINT & ENDURANCE CHALLENGE

1x 30-minute race, 1x 60 minute race. 1x fast repair. Fuel Limited to 55% for 60 minute race

Race 2 grids are determined by a spinning wheel randomizer with possibilities: **20 through 30 2x FULL Reverse.**

17:30 - 2hr 15m Practice (30% usage, marbles cleaned at the end)

19:45 - 15min **SOLO** Qualifying (No resets!)

20:00 - 30min Race 1 (Track state carried over)

20:40 - 10min Practice (30% track state, no cleaning marbles)

20:50 - 60min Race 2 (Track state carried over, no cleaning marbles)

FEATURE RACE NIGHTS:

2x 45-minute races. 1x fast repair, Fuel Limited 55%

Race 2 grids are determined by a spinning wheel randomizer with possibilities: **20 through 30 2x FULL Reverse.**

17:30 - 2hr 00m Practice (30% usage, marbles cleaned at the end)

19:45 - 15min **SOLO** Qualifying (No resets!)

20:00 - 45min Race 1 (Track state carried over)

20:50 - 10min Practice (30% track state, no cleaning marbles)

21:00 - 45min Race 2 (Track state carried over)

ENDURANCE RACE NIGHTS:

1x 1hr45m race. 1x fast repair, Fuel limited 55%

17:30 - 2hr Practice (30% track state, marbles cleaned)

19:45 - 15min **SOLO** Qualifying (No resets!) *Except for Nordschliefe, this will be 30 mins.

20:00 - 105min Race (Track state carried over)

RACE QUALIFICATION

Each meeting has a 15-minute **SOLD** qualifying session which will set the grid for the first race.

You are NOT allowed to reset during Qualification once you have left the pitlane.

This means once you hit the qualifying button and get in the car and leave the pitlane. If you exit the vehicle, you **CAN NOT** go back out on track. Admins will be checking the session events logs for resets and checking if the driver returned to track.

If you do reset and enter the track again **you will receive 5 License Points.** Post race checks will be in operation!

Due to circuit length, qualifying sessions at the following tracks (when on the calendar of course) will instead be extended to 30 minutes. **Qualifying time will start at 19:30pm in those circumstances:**

- Le Mans (All Layouts)
- Nürburgring Nordschleife (All Layouts)

Championship Series Liveries

WSR values the role of teams in its World Championship series, recognizing that collaboration in building setups enhances both competition and the overall spectacle. To maintain balance and variety, WSR reserves the right to limit the number of cars in any series displaying the same team insignia or primary sponsorship, determined on a case-by-case basis.

Livery Approval

- All team liveries featured in official race broadcasts are subject to WSR approval and may be rejected at WSR's discretion.
- The iRacing Paint Policy must be followed at all times.
- A deadline for livery submissions will be communicated to drivers in a separate bulletin prior to the start of the season.

Sponsorship Opportunities

- **Team drivers must run a team paint that runs the same basic design**
- **If multiple teams from the same outfit are entered, they are required to run a notably different paint scheme.**
 - **This applies to privateers from the same organization**
- Organizations wishing to engage at a broader level may explore series sponsorship opportunities with WSR.

Season 19 Paint Pack

- An official paint pack will be created and released for Season 19.
- This pack will be used in broadcasts and by drivers throughout the season.
- Drivers must ensure their paint is compatible with the applicable car decal layer before uploading.
- Do not upload paints with decal layers included—WSR Admins will apply the decal layers themselves.

FILES REQUIRED:

Car Paint .tga = "car_xxxx.tga"

Specmap MIP = "car_spec_xxxx.mip"

xxxx is your iRacing ID number

trading paints is turned off.

Team drivers must run a team paint that runs the same basic design. If multiple teams from the same outfit are entered, they are required to run a different paint scheme.

Point Scoring

Driver Points: Finish 50% race distance and you score based on your finishing position

Team points: 2 highest scoring drivers of the team (3x drivers max in a team)

Bonus Points:

- Pole lap = 2 points awarded to the driver who qualifies on Pole from each class
- Fastest lap = 1 points awarded to the top driver from each class
- Safe Driver = 2 points to 1 driver in Each Class with fewest race incidents (determined by highest finishing position)
- Forever Forward = 2 points to 1 driver in Each Class with most places gained. (determined by highest finishing position)

POINTS PER POSITION

Place	Tech. R1	Tech. R2	Feature	Enduro	Place	Tech. R1	Tech. R2	Feature	Enduro
1st	80	140	110	215	31st	32	52	44	88
2nd	76	132	104	205	32nd	31	50	43	85
3rd	73	126	99	197	33th	30	48	42	82
4th	70	120	95	189	34th	29	46	41	79
5th	68	114	92	181	35th	28	44	40	76
6th	66	110	89	175	36th	27	42	39	73
7th	64	106	86	169	37th	26	40	38	70
8th	62	102	84	163	38th	25	38	37	67
9th	60	98	82	157	39th	24	36	36	64
10th	58	94	80	151	40th	23	34	35	61
11th	56	92	78	148	41st	22	33	34	59
12th	54	90	76	145	42nd	21	32	33	57
13th	52	88	74	142	43th	20	31	32	55
14th	50	86	72	139	44th	19	30	31	53
15th	48	84	70	136	45th	18	29	30	51
16th	47	82	68	133	46th	17	28	29	49
17th	46	80	66	130	47th	16	27	28	47
18th	45	78	64	127	48th	15	26	27	45
19th	44	76	62	124	49th	14	25	26	43
20th	43	74	60	121	50th	13	24	25	41
21st	42	72	58	118	51st	12	23	24	39
22nd	41	70	56	115	52nd	11	22	23	37
23rd	40	68	54	112	53th	10	21	22	35
24th	39	66	52	109	54th	9	20	21	33
25th	38	64	50	106	55th	8	19	20	31
26th	37	62	49	103	56th	7	18	18	29
27th	36	60	48	100	57th	6	17	16	27
28th	35	58	47	97	58th	5	16	14	25
29th	34	56	46	94	59th	4	15	12	23
30th	33	54	45	91	60th	3	14	10	21

Technical race nights:

-1 point for every 2x inc points (7x buffer). Exceed 16x for 30min Race, 20x for 60min Race. you will receive a drive-through

Feature race nights:

-1 point for every 2x inc points (7x buffer). Exceed 18x, you will receive a drive-through

Endurance race nights:

-1 point for every 2x inc points (7x buffer). Exceed 22x, you will receive a drive-through

Incorrect car:

Join session in wrong car = DSQ'ed from the session and cannot qualify/race

Drop Rounds:

2x Driver and 1x Team drop rounds can be taken (excludes final week)

DRIVER/TEAM CLASSIFICATION

The Series Administrators will classify drivers based on all available information including but not limited to: iRating, data and stats from previous seasons within WSR but also from iRacing directly. We endeavor to have balanced classes however after 3x rounds, we will assess and we reserve the right to re-classify driver(s).

- Teams will be split into 2x Tiers (Pro and Pro-AM).
- Each driver has a rating number: Pro (3), Pro-Am (2) and AM (1).
- For a team of 3: If the team total is 6 or more the team is Pro. If below 6 the team is Pro-AM.
- For a team of 2: If the team total is 5 or more the team is Pro. If below 5 the team is Pro-AM.

Racespot Driver Onboards

Any driver wishing to participate must join the Racespot zoom call during the race meeting. Audio is not required as Racespot only utilises the video feed. When joining the Racespot driver onboards the following guidelines must be followed:

- Please ensure family members are informed/aware that you are live on camera.
- Be mindful that you may be on camera and ensure that nothing untoward is on display in the background.
- Use common sense

If you wish to be featured, please install [Zoom Meetings](#) either on a PC, phone or tablet. Preference is not being on PC to avoid taking up system resources hindering iRacing.

The meeting ID is: **328 213 9818**

Meeting PW: **racecar**

Championship Series Schedule

The WSR World GT Championship schedule is as follows. This schedule is preliminary and subject to change.

Media day is mandatory for newcomers.

#	Date	Round(s)	Format	Track	Time of Day
M	Feb 16	MEDIA	30m Sprint / 45m Feature	Bathurst	M, A
1	Feb 23	1 & 2	Feature (2x 45m)	Jerez (Moto)	M, A
2	Mar 2	3 & 4	Technical (1x 30m & 1x 60m)	Nürburgring Combined - Gesamtstrecke VLN	M, A
3	Mar 9	5 & 6	Enduro (1x 1hr 45m)	Hockenheim GP	M
-			-		
4	Mar 23	7 & 8	Feature (2x 45m)	Aragon Outer	M, A
5	Mar 30	9	Technical (1x 30m & 1x 60m)	Adeleide	N, A
6	Apr 6	10 & 11	Enduro (1x 1hr 45m)	TBC	M
-			-		
7	Apr 20	12 & 13	Enduro (1x 1hr 45m)	COTA	A
8	Apr 27	14	Technical (1x 30m & 1x 60m)	Sonoma	M, A
9	May 4	15 & 16	Feature (2x 45m)	Mosport	M, A
-			-		
10	May 18	17 & 18	Enduro (1x 1hr 45m)	Miami GP	N
11	May 25	19 & 20	Technical (1x 30m & 1x 60m)	Detroit	N, L
12	June 1	21 & 22	Feature (2x 45m)	Watkins Glenn (No Bus)	M, A

Key

SR - Sunrise M - Morning N - Noon A - Afternoon L - Late Afternoon SS - Sunset E - Night

*** Round 6 will go to drivers for vote.**

Championship Series Officiating

RACE REVIEW

Every race will be reviewed by the Series Organiser and the Stewarding team through replay/broadcasts. WSR may take action against a driver for rules infractions or any action deemed detrimental to the series including but not limited to points adjustments, suspension or other penalties.

PROTESTS

Drivers may submit a protest to the Race Director if they suspect misconduct or violations of the Sporting Code.

- Race Control will automatically review all Lap 1 incidents, regardless of whether a protest is filed. This includes all safety car restarts, irrespective of lap number.
- Protests must be submitted within 24 hours of the incident report being posted.
- Submissions are accepted from after Race 1 on Monday until 8:00 PM Tuesday (UK time).
- A driver may only protest incidents that directly affected them, unless intentional contact is observed.
- Incorrect protest details (e.g., wrong lap number) will result in the protest being invalidated.

Race Director & Communication

- By participating in this series, every driver agrees to accept the decisions of the Race Control team.
- The Race Director will communicate only with the impacted team drivers regarding incidents, race rules, or series-related competition matters in the event of a serious incident.
- Decisions will be published no later than the Sunday preceding the following race

License Points & Penalties

- All drivers begin the season with zero license points.
- Race Control may assign between 1 and 7 license points, depending on the severity of the incident.
- No penalty points will be issued for a "racing incident."
- Accumulation of penalty points will result in additional sanctions, as outlined in the penalty table below.

Incident	Penalty	
<ul style="list-style-type: none"> - Misconduct in WSR Discord - Unnecessary contact - Unsafe rejoin - Unsportsmanlike conduct 	Full penalty scale options will be in force ranging from Verbal warnings to license and/or championship point deductions.	
<ul style="list-style-type: none"> - Pace lap transgressions - Failure to safely yield for lapping cars - 3 Verbal warnings 	PRO: PRO-AM: AM:	5LP + 20pp 5LP + 15pp 5LP + 10pp
<ul style="list-style-type: none"> - Causing positions lost - Gaining unfair advantage - Contact 	PRO: PRO-AM: AM:	License Point Range - 1 to 5 LP Time Penalty may or may not be issued depending on incident
<ul style="list-style-type: none"> - Dangerous Driving - Careless Driving - Unsportsmanlike Conduct 	PRO: PRO-AM: AM:	Any proportionate action deemed necessary by the Stewards, up to and including immediate removal from the series for the remainder of the season.
<ul style="list-style-type: none"> - Causing multiple meatballs/immobilisations in a single incident 	PRO: PRO-AM: AM:	License Point Range - 7 LP Time Penalty may or may not be issued depending on incident up to and including DSQ
<ul style="list-style-type: none"> - Resetting and continuing in Qualifying 	5LP	
<ul style="list-style-type: none"> - Failure to serve an ExQ 	DSQ + 5LP	
<ul style="list-style-type: none"> - Intentional Wrecking - Gross social media misconduct - Repeat offenders (e.g 2 meatball penalties in 3 races) 	Any proportionate action deemed necessary by Race Control or the Series Organizers up to and including an indefinite ban from all WSR series.	

NOTES:

- Time penalties are applied at 5 second intervals based on Stewards observation of severity of incident
- Point Penalties (pp) apply to driver and also team points.
- Grid Penalties (ExQ & BoG) will be served at the next round of the championship

FINAL ROUND PENALTIES

If you receive a Grid Penalty at the last round the below driver and team points penalties will be applied

Outstanding Grid Penalty	Points Penalty	
ExQ	PRO:	50pp
	PRO-AM:	40pp
	AM:	30pp
ExQ & BOG R2	PRO:	70pp
	PRO-AM:	60pp
	AM:	50pp
ExQ + PLS R2	PRO:	100pp
	PRO-AM:	90pp
	AM:	80pp

In addition to License endorsements and PP Race Control can:

- Issue warnings and warn drivers about future conduct.
- Investigate protests whereby Drivers are reported as not taking reasonable steps to avoid an incident.
E.g., slowing for incidents
- Investigate and take action whereby an individual(s) is/are bringing the series into disrepute.

Accumulation: Penalty Points are deducted from a driver's overall running total, not from the specific round in which they were incurred. This ensures that penalties cannot be avoided by dropping a round.

Contact & Position Loss:

- If a driver makes contact that causes another competitor to lose position, a penalty will normally apply, however, if the driver waits and returns the position, only License Points will be issued
- This policy is designed to encourage good sportsmanship.

Penalty Point Accumulation					
	5	10	15	20	25
Penalty	EXQ	EXQ + BOG R2	EXQ + PLS R2	PLS + PLS R2	Admin Review

Should a driver have 2 penalties to serve where the following round is an Enduro, You will serve by completing a Pit Lane Start.

If you accumulate 2 penalty stages in one meeting an alternative table will be used below

Penalty Point Accumulation			
	10+	15+	20+
Penalty	ExQ + BOG R2 + DSQ	ExQ + PLS R2+DSQ	Admin Review

RACE CONTROL DECISIONS ARE FINAL

Penalty Responsibility

- It is the driver's responsibility to check the weekly penalty sheet for any sanctions.
 - Failure to serve a penalty will result in further action as outlined in this document.
- ExQ (Exclusion from Qualifying)
- To serve an ExQ, a driver must not participate in qualifying and must still be classified in the race.
 - A DNF counts as classified, while a DNS does not.

Incident Review & Protests

- Drivers are encouraged to review incidents themselves to identify areas for improvement if penalised.
- Before submitting a protest, drivers should carefully review the incident in question.
- All protest submissions must contain accurate details; incorrect information (e.g., wrong lap number) will result in the protest being invalidated.

Sportsmanship Expectations

- Drivers who gain positions through unfair means are expected to return the place.
- WSR places high value on clean racing and sportsmanship. If you recognize that you have gained a position unfairly, you should allow a position reversal at the earliest opportunity.

Championship Series Prizes

WGTC TROPHIES:

Class Finish	Prize
1st Driver (All Classes)	Acrylic Trophy
2nd Driver (All Classes)	Acrylic Trophy
3rd Driver (All Classes)	Acrylic Trophy
1st Team (All drivers, Both Classes)	Acrylic Trophy

FREEM UK:

10% discount code for all WGTC Drivers (WSRID), <https://www.freem.co.uk/>

Class Finish	Prize
1 st Place (3x Classes)	TBC
2nd (3x Classes)	TBC
3rd (3x classes)	TBC

NEXT LEVEL RACING:

<https://www.nextlevelracing.com/>

Class Finish	Prize
1st Pro Driver	GT Elite Wheelplate Edition, ERS3 Seat, Elite Direct Monitor Mount
1st Pro-AM Driver	GT Elite Lite Wheelplate Edition
1 st AM Driver	GT Racer

Championship Series Contest Rules

By participating in this series, you agree and have understood that you consent to the following rules, entry requires and fees outlined within this document.

As a participant, you hereby acknowledge and consent that, if any pertinent information, is submitted or collected in connection with World Sim Racing leagues (WGT, WTCS) and includes without limitation the participant's name, image, photograph, likeness, animation, autograph, voice, audiovisual recording, all such information may be used and processed by World Sim Racing, their streaming partners, sponsors and associates.

Without limitation of the above, you further hereby grant to World Sim Racing a non-exclusive, perpetual, royalty-free, worldwide, irrevocable, fully paid, sub-licensable (through multiple tiers) and transferable right, license, and permission (but not the obligation), in all forms and media, whether now known or not currently known, to use, adapt, reproduce, distribute, edit, exhibit, publicly display, publicly perform, and publish photographs, videotaped images and recordings, illustrations, reproductions or otherwise, including without limitation all intellectual property rights therein and thereto, of the participant's likeness, image or appearance, with or without the participant's name or voice (collectively, the »User's Likeness«) for any lawful purposes whatsoever, including without limitation for promotional purposes, now or at any time in the future. By submitting an entry, you agree to these terms and conditions.

In the event of a conflict between any of the policies, terms of use, codes or rules listed above, the one that is the most protective of World Sim Racing shall govern and control.

Ethos & Driving Standards

World GT is intended to foster a friendly environment both on and off the track where we can all enjoy racing with each other. As such, we expect everyone in the series to treat all admins, stewards and drivers professionally and with respect at all times.

OFF-TRACK CONDUCT

WSR is a community. Please keep conversations in Discord cordial and refrain from personal attacks and accusations. Any drivers using social media in an inflammatory manner during and post-race evenings will be subject to having their privileges revoked. This will not be tolerated and may result in your removal from the series.

ON-TRACK QUALIFYING/RACE CONDUCT

- Exploiting Off-Tracks to gain a 'run-up' for a flying lap (such as at the final corner of Interlagos) may be deemed as gaining an unfair advantage.
- At the beginning of the formation lap, drivers should return to close formation quickly and safely. Causing contact on a pace lap is a protestable offence, as is causing a break in formation at the green flag. Leaving unnecessarily large gaps and aggressive accelerating, braking or weaving should be avoided to reduce the chance of accidents.
- Passing whilst off track or otherwise egregious exploitation of the off-track system to gain/maintain a position may be deemed as gaining an unfair advantage. Track limits at each round are as defined by iRacing's Off-Track system **unless** otherwise specified by the Series Organisers.
- When overtaking and an overlap between cars exist, before the lead car turns for the apex, **room must be given** to allow fair and clean racing. This does not give carte blanche to the car initiating the overtake to dive-bomb the car in front to create the overlap.
- If the Safety Car is brought out, drivers should enter a single-file formation and catch the safety car at a reasonable pace. In the case of a track blockage, drivers behind should wait to allow stricken cars to rejoin. Once behind the Safety Car, the previously-stated rules about pace laps apply.
- If a driver receives a blue flag, they should help to facilitate an overtake promptly within half a lap.

GENERAL TERMS & CONDITIONS

- We reserve the right to manually balance performance
- We will wherever possible follow iRacing's guidance on any BOP administered in official sanctioned races on the iRacing service.
- We reserve the right to make amendments to the rulebook before the season start or during to cater for any unforeseen circumstances.
- If iRacing is down and we have to postpone a meeting(s), we may or may not be able to reschedule due to broadcaster commitments. If a round is cancelled, no pro-rata refund will be issued.
- By entering this series, you permit WSR to use your name, team name and associated images for advertisement for the series. This includes all media content submitted by participants within the WSR discord and Facebook pages. By publishing within these channels you acknowledge and accept these terms and conditions. We will endeavor where possible/appropriate to acknowledge any media creation which is utilised for the promotion of the series.
- By paying your entry fee, you accept and acknowledge the rules and regulations of the series.
- If a driver does not race for 3x weeks without notifying the Series Administrators, their place in the championship will be revoked and will be opened to a reserve driver. We will contact the driver first to advise of the removal.
- DO NOT sign up if you do not intend to race.

Suggestions and ideas are welcome throughout the season. We always like to hear your thoughts so please let us know if you have any feedback you'd like to share!

We look forward to welcoming you onto the grid for Season 19!

World Sim Racing

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