



OFFICIAL RULES Season 18

The World GT Championship

Powered by iRacing

In association with FreeM UK, Next Level Racing & Cube CONTROLS



Introduction

The WSR World GT Championship is the premier GT racing series on iRacing. World Sim Racing is an approved company and community of Motorsport UK, the UK's governing body of Motorsport.

WSR run competitive high standard racing leagues committed to providing fair and professional sim racing for enthusiasts of all backgrounds looking to compete against some of the best on the iRacing service.

This document is meant as a guidebook for iRacing members already competing in this series and for those wishing to do so and should be read together with the other iRacing rules applicable 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.

Each member must read, understand and agree to all iRacing Rules before participating in any World Sim Racing (WSR) event. The iRacing Rules form a contract between each iRacing member and iRacing.com Motorsport Simulations, LLC. An iRacing member may accept the iRacing Rules by accepting the click-through terms on iRacing.com, or registering to participate (or participating) in any World Sim Racing (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. We encourage drivers to share setups, hints and tips, give advice, and provide help to anyone who asks.

The series takes place Monday evenings on the iRacing service using the GT3 Cars.

The series is £45 to enter per driver **OR £120 for a team of 3 (£40 per driver).**

MSUK full Esports members, £36 per driver (20% Discount)

Schedule	Date
Entries/Payments open	Monday 30 th June
Entries close	Monday 21st July
Paint uploads/Payments deadline	Sunday 3rd August
Media day	Monday, 11 th August
Season starts	Monday, 18 th August
Season ends	Monday, 24 th November

Discord: <https://discord.gg/65GQsH9N>

SERIES ORGANISERS

- Andy Schiel
- Paul Webster

CHAMPIONSHIP SERIES DRIVER ELIGIBILITY

1x car change can be made during the season at any time. This will result in a points deduction, which will equal the average weekly score at the time of change. 0-point rounds will be disregarded in the calculation. If no points are scored at the time of change a standard penalty of 50 points will be deducted. PP deduction will apply to team as well.

- Entries are on a first come first serve basis
- No refunds are given once payment is made. Payments will be pro-rata if you join during the season.
- Entry acceptance is at the discretion of the admin team and final lineup will be published once entries have been reviewed
- Payments should only be made when the entry list is announced. This will be announced on Discord - so please join! Failure to pay promptly may result in your place being forfeited to another driver on the reserve list.
- Reserve list position is not indicative of priority. We will always seek to have a balanced grid between the classes and invitations from the reserve list may reflect this.
- **Driver iRating should be in excess of 2000.** Returning drivers from the previous seasons are grandfathered in. New entries need to be over and above this threshold. Exceptions will be considered for full teams

RACE FORMATS AND REQUIREMENTS

- 12x rounds total
- 60 Drivers
- Teams of up to 3, with the top 2 scoring each race (1x team driver change allowed per season)
- Race 1 grid determined by qualifying. Race 2 grids (where applicable) determined by random reverse
- All races are dynamic weather/sky and rolling starts.
- Upon request Series Organisers may call a driver briefing at the end of practice, pre-qualy.

Time* (UK)	TECHNICAL 1 x 30min & 1 60min race	FEATURE 2 x 45min races	ENDURANCE 1h45min race
17:30**	Open Practice		
19:30	AM Qualifying		
19:40	PRO-AM Qualifying		
19:50	PRO Qualifying		
20:00	Race 1 - 30min	Race 1 - 45min 50% fuel limit	Race - 1h45min 75% fuel limit
20:35	Reverse grid wheel		
20:40	Warm-up - 10min		
20:45			
20:50	Race 2 - 60min 75% fuel limit	Reverse grid wheel	
20:55		Warm-up - 10min	
21:05	Reverse grid	Race 2 - 45min	
21:15		50% fuel limit	
21:25		Reverse grid	
21:55a	Post-race Interviews on Racespot TV (Teamspeak3 Server: ts.racespot.tv)		

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

**A session may start earlier if we want the race to start at a specific time of day in iRacing. Practice will be extended so that Qualifying starts at the usual time.

TECHNICAL RACE NIGHTS

1x 30-minute race, 1x 60 minute race. 1x fast repair. Fuel Limited to 70% for 60 minute race

Race 2 grids are determined by a spinning wheel randomizer with possibilities: **15 through 25 2x FULL Reverse.**

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

19:30 - 30min Qualifying (No resets!), AM (10min), PRO-AM (10min), PRO (10min)

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 50%

Races 2 grid is determined by a spinning wheel randomizer with possibilities: 10 through 20, inc 1x Full 1x 0 Reverse

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

19:30 - 30min Qualifying (No resets!), AM (10min), PRO-AM (10min), PRO (10min)

20:05 - 40min Race 1 (Track state carried over)

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

21:00 - 40min Race 2 (Track state carried over)

ENDURANCE RACE NIGHTS:

1x 1hr45m race. 1x fast repair, Fuel limited 70%

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

19:30 - 30min Qualifying (No resets!), AM (10min), PRO-AM (10min), PRO (10min)

20:05 - 105min Race (Track state carried over)

RACE QUALIFICATION

Each meeting has a 30-minute qualifying session which will set the grid for the first race. This session is split into 10-minute periods for each driver class:

Procedures for each class:		
AM Drivers	PRO-AM Drivers	PRO Drivers
AM Qualifying begins immediately (00:00)	PRO-AM Qualifying begins at 10:00 You must not leave your pit stall until the session clock hits 20:00 remaining.	PRO Qualifying begins at 20:00 You must not leave your pit stall until the session clock hits 10:00 remaining.
AM Qualifying ends at 10:00 After 10:00 you may finish the lap you are on and then tow from a safe position.	PRO-AM Qualifying ends at 20:00 After 20:00 you may finish the lap you are on and then tow from a safe position.	PRO Qualifying ends with the iRacing Chequered Flag After this, you may finish the lap you are on and then tow from a safe position.

You are NOT allowed to reset during Qualification once you have left the pitlane - If you do reset and enter the track again **you will receive 5 License Points**

*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.

Due to circuit length, qualifying sessions at the following tracks (when on the calendar of course) will instead be open to all drivers for the full 30 minutes:

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

Championship Series Liveries

WSR recognizes the importance of teams to each of its World Championship series, as drivers work together to build setups before each race event to produce a more exciting and competitive show. WSR reserves the right to limit the number of cars in any given series that are carrying the same team insignia or primary sponsorship on a case-by-case basis.

All team liveries shown on official race broadcasts are subject to WSR approval and can be rejected for any reason. The [iRacing Paint Policy](#) must be adhered to at all times.

WSR will communicate a deadline for livery submissions to each driver in a separate bulletin before the start of the season. For parties looking to be involved with a World Championship series on a larger level, sponsorship of the series itself is available.

A paint pack will be created for Season 17. The paint pack released is the official pack that will be used in broadcasts and by drivers. Please ensure that your paint works with the applicable car decal layer before uploading your paint. Do NOT upload the paint with the decal layer, WSR Admins will apply the decal layers themselves.

FILES REQUIRED:

Car Paint .tga = "car_xxxx.tga"

Specmap TGA = "car_spec_xxxx.tga"

Specmap MIP = "car_spec_xxxx.mip"

xxxx is your iRacing ID number

Team drivers must run a team paint that runs the same basic design.

****Exceptions to this rule can be made in special circumstances (i.e. Drivers have a contract) Before racing please ensure trading paints is turned off.**

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	Aug 11	MEDIA	30m Sprint / 45m Feature	Sebring Int	SR, SS
1	Aug 18	1 & 2	Feature (2x 45m)	Fuji GP	M, A
2	Aug 25	3 & 4	Technical (1x 30m & 1x 60m)	Bend Int	M, A
3	Sep 1	5 & 6	Feature (2x 45m)	Silverstone GP	N, L
-		-	-	-	-
4	Sep 15	7 & 8	Technical (1x 30m & 1x 60m)	Portimão	M, A
5	Sep 22	9	Endurance (1hr 45m)	Road America	A
6	Sep 29	10 & 11	Technical (1x 30m & 1x 60m)	Indianapolis	M, A
-		-	-	-	-
7	Oct 13	12 & 13	Technical (1x 30m & 1x 60m)	Le Mans	L, SS
8	Oct 20	14	Endurance (1hr 45m)	Spa GP	N
9	Oct 27	15 & 16	Technical (1x 30m & 1x 60m)	Catalunya Historic	M, A
-		-	-	-	-
10	Nov 10	17 & 18	Feature (2x 45m)	Circuit Gilles Villeneuve	M, A
11	Nov 17	19 & 20	Technical (1x 30m & 1x 60m)	Mexico	N, L
12	Nov 24	21 & 22	Feature (2x 45m)	Daytona	SS, E

Key

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

* Dependent on September build release - will go to drivers for vote.

*BOP for TURBO cars

- Fuji: 1% Power Reduction
- Spa: 0.75% Power Reduction

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 file a protest to the Race Director for review if one suspects misbehavior or violations of the sporting code.

Race Control will review all lap 1 incidents regardless of whether a protest is submitted. This includes all safety car restarts regardless of lap number.

- By participating in this series, every driver agrees to accept the decisions of iRacing.com.
- The race director will only communicate with impacted team drivers about incidents, race rules and any series-related competition questions.
- All protests must be submitted within 24 hours of the incident report being posted.

NOTE: Protest submissions can be made after **Race 1 Monday to 8pm Tuesday UK time.**

You can only protest an incident that directly affected you unless intentional contact has been observed. If the details of your protest are incorrect, your protest will be invalidated i.e. the wrong lap.

All drivers start the season with zero license points and Race Control will endorse between 1 and 7 license points depending on the severity of the incident. No penalty points will be given for a "racing incident".

Accumulation of Penalty Points will result in additional sanctions as per the table below.

Incident	Penalty	
- 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.	
- Impeding in Qualifying - Pace lap transgressions - Failure to safely yield for lapping cars - 3 Verbal warnings	PRO: PRO-AM: AM:	5LP + 20pp 5LP + 15pp 5LP + 10pp
- Causing positions lost - Gaining unfair advantage	PRO: PRO-AM: AM:	1LP + 5s Time Penalty 2LP + 10s Time Penalty 3LP + 15s Time Penalty 4LP + 20s+ Time Penalty
- Causing a meatball/immobilisation	PRO: PRO-AM: AM:	5LP + 50pp 5LP + 40pp 5LP + 30pp
- Causing multiple meatballs/immobilisations in a single incident	PRO: PRO-AM: AM:	7LP + 60pp 7LP + 50pp 7LP + 40pp
- Resetting and continuing in Qualifying	5LP	
- Failure to serve an ExQ	DSQ + 5LP	
- 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 rounded up to the nearest multiple of 5. Time penalized is based on Stewards observation of driver impacted/compromised or rejoining track from the time of the incident occurring. Minimum time penalty is 5 seconds. If the driver DNF, time penalty becomes a point penalty. E.g 5s = 5PP
- Point Penalties (pp) apply to driver and also team points, irrespective of whether the driver is scoring for the team in the race they are incurred.

- 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.

Penalty Points accrued will be deducted from the driver running total, not the round where they are accumulated. This is to ensure that if you drop a round with a point penalty, that point penalty isn't disregarded. If you make contact with a driver causing them to lose position. If it's possible and you wait and give the position back, only License Points apply. You will not receive a points penalty. This is to encourage good sportsmanship (meatball excluded, only position lost incidents).

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

NOTE: It is the driver's responsibility to check if they have a penalty via the weekly penalty sheet. Failure to serve a penalty will result in penalties as per the rulings laid out in this document.

To serve an ExQ, you must not qualify AND be classified in the race (a DNF also counts as being classified, but a DNS does NOT).

Drivers are recommended to review incidents themselves to see what they could have done better should they be penalised.

We do ask that before protesting a driver you take the time to review the incident.

Drivers gaining a position using unfair means are expected to give places back.

We pride ourselves on sportsmanship and clean racing so if you recognise that you have unfairly gained a position, then please allow a position reversal to take place at your earliest opportunity.

Please ensure protest details are correct otherwise the protest will be marked as invalid.

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

Cube CONTROLS:

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

Class Finish	Prize
1st Pro Driver	F-core EVO GT
1st Pro-AM Driver	F-core EVO GT
1 st AM Driver	F-core EVO GT

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 (WGTC, 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

- During qualifying all drivers should respect track position to ensure adequate space ahead to complete a flying lap without affecting others.
- 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 18!

World Sim Racing

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