GRASCAR Rulebook

Current Rules as of December 31st, 2020, intended for Season 9

1   Introduction

GRASCAR (The GeneRally Association for Stock Car Automobile Racing) is an championship event for GeneRally organised in conjunction with **GRPL** (GeneRally Polska) that is open to anyone. To enter any event in the competition, the rules within this document must be followed.

2   League Structure

2.1   Administrators

The Administrators of **GRASCAR Season 9** are:
Crowella (GRASCAR)
Lerhond (GRPL)

All administrators will be reachable via the **GRPL** discord

2.2   Competition Entry

Entry into GRASCAR is done using the *#GRASCAR-signup* channel on the official discord with the following information:

- Driver Name (username on GRIF/Discord preferred)
- Nationality
- Racing Number (must be unique and between 0-999 but excluding 1 which is reserved for previous season winner if desired)
- Primary Car Colour (Given as RGB (0-255, 0-255, 0-255))
- Secondary Car Colour (Given as RGB (0-255, 0-255, 0-255))
- Team or Privateer

2.3   Teams

A team can consist of up to 3 drivers and are managed by a nominated Team Manager (does not need to be a driver). There is no limit to the number of teams participating and a driver may choose to enter as a privateer. Drivers of each team are not required to have the same car colours.

2.4   Transfers

Transfers to another team may be done with individual permission from an administrator.

2.5   Player Conditions

A driver is removed from the competition at their request or automatically after not participating in 2 consecutive races unless communicated with an administrator otherwise.

2.6   Game Pack

Entrants will be required to use the specially prepared game pack based on GeneRally version 1.2c that is adapted for **GRASCAR**. The pack is modified to include all appropriate tracks, cars and is available for download on the *#Download* channel

2.7   Calendar

The calendar will consist of 9 events, of which one is a non-championship pre-season event and 8 as part of the championship season.

Event No.	Circuit	Event Deadline
Pre	Nimes*	10/1/21
1	Bristol	17/1/21
2	Motegi	23/1/21
3	Arundel	24/1/21
4	Daytona**	30/1/21
5	Lens	31/2/21
6	Tinyville	13/2/21
7	Watkins Glen †	14/2/21
8	Lowe's	21/2/21

* Pre-season event does not count towards final standings
** Daytona event has restricted car setups available (Plate only)
† Different race settings (reduced tyre wear)

Events will be available to participate *at least* 5 days prior to the event deadline. Calendar dates and deadlines are subject to change at any notice.

2.8   Points

Drivers are awarded points after each race and are determined by final race position. Additional points are also awarded for fastest lap, leading a lap at any stage of the race and leading the most laps.

Position	1	2	3	4	5	...	35	>35	Fast Lap	Lead a Lap	Lead Most Laps
Points	40	35	34	33	32	...	2	1	3	1	1

If there is a tie for final race position, it is then decided by order of fastest lap, then second fastest lap and so forth until each position is indentified.

If 4 or more drivers tie for fastest lap, no *Fast Lap* point will be awarded for the race.

A *Lead A Lap* point is issued to a driver if at the end of any lap they are in first place. If 4 or more drivers are tied at the end of a lap, no *Lead A Lap* point will be issued to either driver however each driver will still have been counted as leading a lap. Only one Lead a Lap point can be accumulated per driver per race. Similarly, if 4 or more drivers tie for most laps led, no *Most Laps Led* point will be awarded.

2.9   Standings

2.9.1   Driver Standings

Driver Standings are determined in order by: Most points, Most wins, Most second places, Most third places, etc until all places are determined.

If there is still a tie, position is then determined by fast lap points, then most lap led points and then lead a lap points. If the order can not be determined, a tie is declared and the drivers are given the same final position.

2.9.2   Team Standings

A separate standings is set up for team points. Team points consists of the sum of all drivers points with the exception of any bonus points.

Team standings are determined in order by: Most points, Most wins, Most second places, Most third places, etc until all places are determined.

If the order can not be determined, a tie is declared and the teams are given the same final position.

3   Login System

Each session is held using a Login System (abbreviated to LS) as graciously provided by **GRPL**. Logging into the system is done using a username and password that each member of the competition receives in a private message from the administrator.

The link for the login for GRASCAR season 9 is: ls.generally.com.pl

3.1   Deadlines

Deadline for each session will fall on **Sunday, 23:00 CET** (Central European Time, current time zone in Poland) with each session date with respect to the dates given in the calendar in Section 2.7

Drivers who logged in after the deadline will not be included in the results.

3.2   Login Proceedings

For each session, a driver may log into the system only once. After logging in, a specially prepared version of the track is provided for the driver to use for the session.

In the event of a driver having technical problems after logging in that leads them to closing their web browser, the driver can log in again with the purpose of sending their replay package. In such an event, the first login time is used as the commencement of the session.

3.3   File Submission Requirements

The pack sent by a player to the server after completing a session must include:

- A Replay (*.gam* file) saved after crossing the start-finish line of the last lap of the session
- The track on which the run was made (*.trk* file)
- A screenshot made immediately after crossing the start-finish line (taken by pressing either F11 or F12 before or after stopping the car, can be *.bmp* file)

If any of these files are not submitted to the administrators, the driver is disqualified from the session.

3.4   File Location

After saving the above files, each file can be found in the *saves, tracks* and *screens* subfolders respectively. These files should then be packed into a *.zip* file manually or using other tools (details in FAQ Login System). A prepared zip pack should then be sent immediately using the LS login window.

3.5   Submission Deadlines

The deadline for sending files via LS is **Total Session Time + 3 minutes** (which is obtained from the *.gam* file via the *Savegame Reader* program). Sending files after this time will result in a penalty in the official results in accordance with the Infringements and Penalties chapter (??). Files sent by players through LS constitute the only basis for creating the results for a given day.

3.6   Submission Issues

In case of any issue that should arise with a driver being able to correctly use the LS (either server side or driver), the driver should contact the series administrator to clarify the situation as soon as possible. Each case is considered individually. In case the problem occured after the driver finished a session, the message to the series administrator should contain the full time of the session read from the *Savegame Reader* or the replay package. In such case, the time of sending the message to the administrator counts as the time of sending the package to the LS would.

3.7   Submission Name

Correct naming of all files will be announced on *#GRASCAR-announcements* before each GP

4   Rules for GRASCAR races, GRASCAR Sporting Regulations

4.1   Event

An *Event* consists of one race session.

4.2   Starting Grid Order

4.2.1   Pre-Season Events

Pre-Season events will have every driver starting from the front of the grid.

4.2.2   Season Events

Drivers start the session in the reverse order of the driver standings. In the case of a tie in the driver standings (*including first round, where all drivers are assumed to be tied*), the driver with the lower Elo rating on the day of the race will start higher. A driver with no Elo rating will be assumed to have an Elo rating of 0.

Drivers who have signed up during the season and drivers who haven't started in any of the races yet will be assigned grid positions based on their Elo Racing.

Drivers disqualified from the previous event will be moved to the back of the grid and organsed by standings, then reverse elo rating.

Drivers who wish to participate after the grid announcement will be placed at the back of the grid.

The grid will be posted in the *#GRASCAR-announcements* channel prior to an event LS being available.

For double header rounds (such as rounds 2 & 3, 4 & 5, 6 & 7), each race will have the same grid, as determined by the rule above and the previous round (i.e. round 1 for round 2/3, etc)

4.3   Track for Event

Driving on a track other than the one downloaded from the LS (in particular, the training track provided in the game package) or with an invalid car (different from the car provided in the game package) will result in a disqualification from the session.

4.4   Race Settings

During a race, the following game settings apply

Tyre Wear:	40% (ovals)
	20% (road course)
Fuel Consumption:	8%
Fuel Mass:	100kg
Damage:	25%
Ghost Car:	Off
Other Settings:	No Restrictions
Distance:	15 kilometers

4.5   Car Selection

Unless specified in the calendar and any announcements, drivers may compete in any race using any of the following three options of car setup, *Loose, Regular* or *Tight*. Drivers on the same team are not required to use the same setup.

4.6   Race Conditions

It is forbidden to use any elements of the track in any such way that results in getting an unfair advantage or that contradicts the spirit of fair racing, in particular:

- Cutting the track by shortcutting corners or using unconventional methods of finishing laps, even if it doesn't break othe rules.
- Intentionally bouncing off walls and other objects (*wallbouncing)* with the intent of gaining an advantage.

– Wallbouncing while entering or leaving a pitlane is permitted

– The intention of wallbouncing limits is to ensure that fast lap results and race results are not infulenced by gaining an advantage through wallbouncing. The context of a wallbounce will always be considered before any penalty is applied as there is no intention to punish accidental wallbounces that do not result in damage.

- Reversing or driving in any other unnatural way (i.e. other than the generally accepted direction of driving) way with the objective of obtaining a fast lap bonus.

A time penalty will apply for breaking race conditions unless it was caused by a mistake and caused a clear time loss for the driver.

4.7 Track Limits

Tracks have been modified with a combination of hay bales and oil (acting as the former SafePit surface) to disincentivize exceeding the limits of a track by obstructing or slowing down drivers respectively. It is forbidden to go through or fly over haybales. It is permitted to drive on the SafePit surface provided that it is for entering a pit lane and/or does not result in the above race conditions being broken.

Regardless of barrier placement and SafePit surfaces, drivers should still pass through all the checkpoints on the track. Missing a checkpoint in a race will result in the full race time (i.e. with an additional lap) being counted for the driver unless it was caused by a mistake and led to a clear time loss, in which case, the administration might subtract the time of the additional laps.

A time penalty will apply for exceeding track limits unless it was caused by a mistake and caused a clear time loss for the driver.

4.8 Pit Lane Limits

Unlike previous editions of GRASCAR, the *SafePit* surface is now no longer the defacto method of managing pit entry and exit speeds and is solely used as a method of enforcing track limits.

Drivers must make a reasonable attempt to enter the pitlane which triggers both the pit limiters on entry and exit while still adhering to the track limits. You are permitted to use any pit box and drive through other pit boxes to make a pit stop.

Pit lanes must not be used specifically to gain an advantage on a lap and a driver doing so will recieve a time penalty.

Any subsequent fast lap that is set using the pit lane will not count. This in itself is not considered a punishable offence as this is to consider different circuit configurations but other rules may apply here.

4.9 Pit Stops

There are no compulsory requirements on the number of Pit Stops required in an event in GRASCAR.

4.10 Incorrect Game Settings

Using game settings other than mentioned for the event in the rulebook is forbidden and will result in being **disqualified** for the session, except where:

- The session race distance length exceeds the required distance but the driver finishes and saves the game after the correct amount of laps

- Changes a setting in such a way that causes a disadvantage for themselves (i.e. higher tyre consumption, higher damage or higher fuel mass). In such a case, a reprimand will be issued to the driver

4.11 Saving and Reloading

Saving and reloading the game during a session is forbidden. However, quitting the game and starting again is permitted.

4.12 Modification of Files

If a driver uses any software or modification of any files (*.car, .trk, .gam, screenshot* or the game itself) in such a way to gain an unfair advantage, the driver will be expelled from the competition and all results removed from the current season.

4.13 Other Cases

In the event a driver commits an action that is used to gain an advantage or is deemd to be against the spirit of the rules, of which is not outlined in the rulebook, the Administration reserves the right to individually consider each case and

consider it as an offence and impose an appropriately weighted penalty. This extends to any situation within or outside an event.

New precedents will be immediately listed within the rulebook and communicated by **GRASCAR** Administration as defined in the Final Provisions chapter.

5   Infringements and Penalties

5.1   Penalty Classifications

While the main objective of **GRASCAR** is for everyone to have fun, rules are set in place for competitors to adhere to. Breaking rules from this rulebook, intentionally or otherwise will result in penalties and those are divided into the following:

Reprimand
Time Penalty
Back Of Pack Penalty
Disqualification from Event
Expelling from the Competition

While some penalties are clear defined, others will be at the discretion of both **GRPL** and **GRASCAR**. Penalties are in definition applied to an individual driver.

5.2   Reprimand

A *reprimand* is a caution penalty which will apply to a driver breaking of rules where the driver does not recieve an advantage in doing so. Multiple reprimands can result in a more severe penalty.

5.3   Time Penalty

A *Time Penalty* can be issued to a driver as a result of breaking rules that give the driver an advantage. Offenses that will carry a time penalty include:

- Submitting a race late using the Login System time (the number of seconds of the delay divided by 30 in a race, only if it is not more than 180 seconds)
- Using the incorrect game settings
- Wall bouncing to gain an obvious advantage (also applies to individual lap time)
- Multiple reprimands

5.4   Disqualification from Event

A *Disqualification* is a penalty where the driver is recorded with a *DSQ* as the result for an event and no points will be given to the final standings nor will any bonus points or any statistics for the race such as laps led. Disqualification for an event also affects the starting position for the next event and will be considered last for starting grid.

5.5   Expelling from the Competition

In the event of a driver being *expelled*, all results and standings from the driver within the current season will be removed and may only re-enter the competition with written consent from **GRPL** and **GRASCAR** Administrators. Results and standings from all races will be updated to reflect the removal of expelled drivers.

5.6   Appeals Process

If for a justified reason, a driver believes a punishment they have received is unfair or improperly imposed, they may appeal by addressing the relevant points in the rulebook or previous precedents to either a **GRASCAR** administrator. In the case where a situation cannot be provided by the rulebook, the precedent principle will apply.

6 Final Provisions

6.1 Changes to Rules

GRPL and **GRASCAR** administrators as listed are permitted to change the rulebook at any time and any subsequent changes will be highlighted and publically announced on the *#Rulebook* channel, as well as any changes to the administration team.

6.2 Definitions

In regard to the outline of the rules of **GRASCAR** and translations, the English written rules will take precedent over other translations.

6.3 Provisional Changes

Any event or race that requires a temporary change of game settings or deadline will override the provisions of this Rulebook.

6.4 GRPL Rules

While this rulebook covers **GRASCAR** and events held within, **GRPL** has all rights to impose additional sanctions for behaviour according to their most current F1 season rulebook and thus drivers are advised to familiarise themselves with the current F1 rulebook provided by **GRPL**