

**AGT**

Rulebook  
**Arbaz GT**

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## **1. General provisions**

- 1.1. The Arbaz GT Championship is played in Assetto Corsa.
- 1.2. The organizer of the championship is Arbaz Motorsport.
- 1.3. All races will be broadcasted with live commentary on [twitch.tv/arbazmotorsport](https://twitch.tv/arbazmotorsport).
- 1.4. Each team consists of maximum 2 drivers.
- 1.5. There are 3 classifications in the season: drivers, teams, and constructors.
- 1.6. There are 3 constructors competing in the championship: Honda, Lexus and Nissan.
- 1.7. On 1 July 2023, to kick off the entire season, a promotional round (Round 0) will take place on at Fuji Speedway.

## **2. Sign-ups**

- 2.1. To participate in Round 0, you must join the Arbaz Motorsport Discord and fill out the registration form located on the [agt.arbazmotorsport.pl](https://agt.arbazmotorsport.pl) website. Sign-ups for Round 0 are separate from sign-ups for the entire season.
- 2.2. Sign-ups for the AGT championship will be announced after the completion of Round 0.
- 2.3. To participate in the championship, you must fill out the registration form provided on the website [agt.arbazmotorsport.pl](https://agt.arbazmotorsport.pl).
- 2.4. Drivers participating in Round 0 and the actual championship must be members of the Arbaz Motorsport Discord server.
- 2.5. Participants of our previous events have priority in sign-ups.
- 2.6. After the entry list for the championship is announced, the drivers competing will form teams consisting of 2 drivers each.

## **3. Cars**

- 3.1. Cars participating in Arbaz GT come from Chivas Autoart – 2013 GT500 End of an Era Edition mod:
  - a. Nissan GT-R R35
  - b. Honda HSV-010 GT
  - c. Lexus SC430
- 3.2. There are 3 tyre compounds available – soft, medium and hard.
- 3.3. The car models must be evenly divided between the participating teams.
- 3.4. BoP may be applied if there is a clear need for that.

## **4. Draft of cars**

- 4.1. The cars will be assigned to individual teams based on a draft.
- 4.2. Draft rules:
  - a. Prior to the start of the draft, a lottery will determine the order in which teams will select cars.

- b. The first team drawn will choose a car first, the second team drawn will choose a car second, and so on.
- c. Once the maximum number of a particular car is chosen, the remaining teams cannot choose it.

4.3. The draft will be broadcasted on twitch.tv/arbazmotorsport.

## 5. Voice chat

- 5.1. The organizers provide drivers with a voice channel on the Arbaz Motorsport Discord server.
- 5.2. Being present in the voice channel is not mandatory.

## 6. Standings and point scoring system

- 6.1. Drivers who complete 90% of the race distance will be classified.
- 6.2. The driver standings are determined based on the number of points accumulated by each driver. In the final standings, points from the 10 best rounds of each driver are counted.
- 6.3. The team standings are determined based on the number of points accumulated by the drivers of each team.
- 6.4. The constructor standings are determined based on the number of points accumulated by the drivers of each car manufacturer.
- 6.5. The points earned by the three highest ranked drivers of a given car manufacturer are counted for the constructor standings.
- 6.6. The following point system is applied in the championships:

a. Main race

<b>Position</b>	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.	14.	15.	16.	17.	18.	19.	20.	FL*
<b>Points</b>	30	27	24	22	20	18	16	14	12	11	10	9	8	7	6	5	4	3	2	1	1

b. Sprint race

<b>Position</b>	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.	14.	15.	16.	17.	18.	19.	20.	FL*
<b>Points</b>	18	16	14	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0	1

\*Point for the fastest lap in the race.

- 6.7. If the number of points is equal, the order in the standings is determined by the number of points scored by drivers/teams/constructors in the main races. If the number of points in the main races is equal, the number of points scored by drivers/teams/constructors in the sprint races shall determine the order of the standings. If the number of points scored in the sprint races is equal, the number of first places scored by drivers/teams/constructors in the main races determines the order in the standings. If the number of first places is equal, the procedure works the same for subsequent places.

## 7. Season calendar

- 7.1. The season calendar consists of 12 rounds. Four of the tracks where the races will take place will be selected by the drivers participating in the championship. Each participant will be able to vote for the tracks in the pool prepared by the organizers<sup>1</sup>.
- 7.2. The organizers reserve the right to change the calendar during the season.
- 7.3. The following table presents the calendar for the AGT season:

Round 1 15 July	Brazil Interlagos	Round 7 2 September	Singapore Marina Bay
Round 2 22 July	USA Watkins Glen	Round 8 9 September	Australia Bathurst
Round 3 29 July	Street Circuit TBD	Round 9 16 September	Asia TBD
Round 4 5 August	Austria Red Bull Ring	Round 10 23 September	Monaco Monte Carlo
Round 5 12 August	South Africa Kyalami	Round 11 30 September	North America TBD
Round 6 19 August	Europe TBD	Round 12 7 October	Japan Suzuka

\*Rounds written in red letters are held on street circuits.

\*\*Rounds written in underlined text are super rounds.

\*\*\*Rounds highlighted in yellow take place on tracks chosen by the drivers.

## 8. Schedule

- 8.1. Round 0 and regular rounds (Rounds 1-3, 5-7, and 9-11):
- Practice (17:00 CET): 45 minutes.
  - Qualifying (18:00 CET): 20 minutes.
  - Race 1 (main race) (18:35 CET): 40 minutes. Starting grid is determined by the qualifying results.
  - Race 2 (sprint race) (19:30 CET): 20 minutes. Starting grid is determined by reverse driver standings.
- 8.2. Super round (Rounds 4, 8 and 12):
- Practice (17:00 CET): 45 minutes.
  - Race 1 (sprint race 1) (18:00 CET): 20 minutes. Starting grid is determined by team standings.
  - Race 2 (main race) (18:35 CET): 40 minutes. Starting grid is determined by the results of Race 1.
  - Race 3 (sprint race 2) (19:30 CET): 20 minutes. Starting grid is determined by driver standings.

<sup>1</sup> Track pool in the appendix.

## **9. Game and server settings**

### 9.1. Assists:

- a. TCS – factory
- b. ABS – factory
- c. Stability control – off
- d. Auto clutch – allowed
- e. Tyre blankets – on

### 9.2. Realism and weather:

- a. Fuel rate – 130%
- b. Damage multiplier – 60%
- c. Tyre wear rate – 300%
- d. Custom Shaders Patch – v.0.179
- e. WeatherFX/SOL – on
- f. LightingFX – on

## **10. Game and mods issues**

10.1. Deliberately exploiting game bugs/modifications or exploits (such as wallriding, going through textures, etc.) is prohibited.

10.2. In case of disconnection from the server during the race, it is possible to rejoin the session. After rejoining, the driver cannot not leave their pit box for 20 seconds.

10.3. In case of a server crash or any problems with the game:

- a. Qualifying: the session will be resumed with the time remaining to the end of the session the same as before the crash occurred.
- b. Race: restart from a standing start. The starting order is determined based on the positions before the crash occurred.
- c. The race will not be resumed and will be considered concluded if there are 5 minutes or less remaining.
- d. Session time is rounded up to the nearest minute.
- e. If resuming the race is not possible:
  - If less than 50% of the race distance has been completed: the race is cancelled, and no points are awarded,
  - If more than 50% of the distance has been completed: the race is considered concluded, and full points are awarded.

## **11. Rules**

### 11.1. General rules:

- a. The speed limit in the pit lane is 80 kph.
- b. Track limits are determined by Real Penalty mod.
- c. The driver is obligated to be aware of flags displayed during the qualifying session and race and react accordingly to them.
- d. Abusing text chat on the server may result in a penalty.

e. Drivers must avoid contact with other cars on the track. All collisions, dangerous overtaking maneuvers, blocking, brake testing, etc. may be considered as unsportsmanlike behavior and lead to the imposition of a penalty.

f. Flags:

- The checkered flag signals the end of the qualifying session or race.
- The blue flag has a different meaning in the qualifying session and during the race. During the qualifying session, it means: yield to a faster car that is on a timed lap. During the race, the flag is displayed when one car is being overtaken by another car with at least one lap advantage. When the flag is displayed, the driver must allow the car behind to overtake at the next safe opportunity.
- The yellow flag signals danger on the track. Overtaking is prohibited in the area where it appears.
- The white flag is displayed to the driver when he is on the last lap of the race.
- The green flag is used to indicate that the track is free of obstacles or to inform of the start of the qualifying session.
- The black-and-white flag is displayed to the driver when a penalty is given to him.

11.2. Qualifying:

- a. The driver may use the "Back to pits" option at any time if their car is stopped outside the track.
- b. During the out lap, leaving the track limits to gain an advantage is prohibited.
- c. Cars that are on the out or in lap must not interfere with drivers on a timed lap.

11.3. Race:

- a. The race start takes place with a standing start.
- b. Virtual Safety Car (VSC):
  - The race director, if deemed necessary for safety reasons, may deploy a virtual safety car.
  - All cars must slow down and maintain the delta displayed on the interface.
  - Overtaking under VSC procedure is strictly prohibited unless the car slows down due to an obvious technical problem.
  - Cars entering the pit lane may overtake cars on the track.
  - During FCY, the driver cannot serve a Drive Through or Stop & Go penalty.

## 12. Penalties

12.1. Types of penalties:

- a. Warning.
- b. Time penalty (2 to 30 seconds). The severity of the penalty depends on the severity of the offense and the circumstances in which it occurred.
- c. Drive-through penalty.
- d. Stop&Go penalty.
- e. Disqualification.
- f. Stewards may award penalties not listed in the above subpoints if needed.

12.2. The following table shows penalties for individual offenses during races:

No.	Offence	Penalty
1.	Blocking an opponent on a timed lap (in qualifying)	5 seconds added after the race
2.	Exceeding the pit lane entry/exit line (during a race)	
3.	Exceeding the track limits: a. Main race: 5 cuts b. Sprint race: 3 cuts	Drive-through penalty
4.	Jump start	
5.	Overtaking under the yellow flag	Time penalty added after the race (the severity of the penalty depends on the circumstances of the incident)
6.	Overtaking off-track	
7.	Unsafe re-join	
8.	Unsportsmanlike behavior on the track, including: a. Pushing an opponent off the track b. Intentionally hitting an opponent. c. Causing a collision	
9.	Exceeding speed limit in the pit lane	- up to 20 kmh – Drive-through - 20-70 kmh – Stop&Go - over 70 kmh – DSQ
10.	Ignoring blue flags (race)	Warning. If the situation repeats after the warning, the penalty can even be disqualification from the race.

## 13. Reporting to stewards

13.1. Drivers can report any incidents that they believe deserve a penalty after the race has ended.

13.2. Reports can be submitted within 24 hours of the end of the race.

13.3. The report should clearly indicate:



- a. The session during which the incident took place.
- b. The nicknames of the drivers who were involved in the incident.
- c. The timestamp of the replay provided by the organizers.
- d. A description of the incident from the perspective of the person reporting.

13.4. The report should be submitted by filling out the form found on the Arbaz Motorsport Discord.

#### **14. Guidelines for liveries**

14.1. Teams participating in the championship must submit their own liveries.

14.2. The liveries must include the starting number plate template available on the Arbaz Motorsport Discord.

14.3. Both cars from the same team must have the same livery. The only acceptable differences can be related to minor elements, such as the colour of mirrors.

14.4. The car liveries must be approved by the organizers.

14.5. It is prohibited to include any NSFW content (e.g. pornographic content, commonly recognized symbols of hate, violent content).

14.6. The organizers are not responsible for the presence of logos, brand names, organizations, etc. on the car liveries participating in the races.

14.7. The liveries must be sent by 14 July 2023.

## Appendix

### 1. Track pool:

Street Circuits	Europe	Asia	North America
Adelaide	Assen	Chang	Charlotte
Long Beach	Brands Hatch	Dubai	Mont Tremblant
Macau	Jarama	Mandalika	Road America
Norisring	Misano	Okayama	Road Atlanta
Valencia	Sachsenring	Sugo	Sebring