1. **GENERAL RULES**
   All events will take place as advertised, unless prior warning has been made to all entries.
   With the Agreement of all Entries, Events may be moved time or date wise to accommodate any issues that may arise.

   If in the event that a series is oversubscribed then additional lobbies will be opened up to accommodate the entries

   In the event of more than one lobby being run, entries will be rotated around each subsequent event.

   If for any reason the event cannot take place, if at all possible, it will be rescheduled by the race organisers. If the event cannot be rescheduled it will be cancelled.

   Endurance (over 1.5 Hours) races will normally start 30-60 minutes earlier than normal lobby times.

2. **EVENT ENTRY RULES**
   The Entries can only race in the events they are allocated, this is to balance out across the regions the races entered by drivers.

   NO CATCH UP WILL BE ALLOWED.

   Entries will be allowed to enter races outside of their time zone, space permitting.
   If in the event that entries enter these races they will NOT score any race points

   Entries can select an alternate time zone to their allocated zone, but must stay in that zone for the duration of the series
   Zone 1: Europe/Africa, Zone 2: North/South America, Zone 3: Australia/Asia

   Joker System
   Race series with 12 or more events will have 3 joker events allocated through season
   Race series with 10-12 or more events will have 2 joker events allocated through season
   Race series with 8-10 or more events will have 1 joker events allocated through season
   Race series with 7 or less events will have no joker events allocated through season

3. **QUALIFYING**
   If GT7 does not have the lobbies running with a Qualifying stint. For disciplines that run with the need for a Qualifying stint, then the lobby, after Practice will be set to a 10-minute qualifying race. The result of this qualifying race will determine the grid positions for the main race.

   For events running more than one race then the subsequent races will be based on grid positions from the previous race and will be set as FASTEST to SLOWEST in that order.

   Pole Position
   After qualifying the pole sitter for each driver class will score 2 points

   Fastest Lap
   After the main race the fastest lap will score 1 point

4. **BALANCE OF PERFORMANCE**
   In the event that GT7 runs that requires multiple car classes then the BOP settings will be manually applied. Details of which can be found here.

   GT ENGINE - **https://gt-engine.com/**
   GT ENGINE – GT7 - **https://gt-engine.com/gt7/gt7.html**
   GT ENGINE - GTS - **https://gt-engine.com/gtsport/**

5. **DISCONNECTION OR LEAVING EVENTS**
   If for any reason entries are disconnected/leaves from the event and the event continues that entry will be classed as a Did Not Finish (DNF).

   If the entry is disconnected due to Power/internet issues, if possible, take a screen shot of the issue and send this to the race directors.
   If this is produced then the entry will be classed as finishing the race to the rear of the final placings (Proof must be shown, no proof of issues the this will again be classed as a DNF.

   Events will only be stopped if more than 50% of the field is lost during duration of the race.
   In the event of this situation the race will be restarted/rescheduled.