

# GES Season 3 Registration Rules

10/1/16 - Version 1.2



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## 1. INTRODUCTION

This document describes the initial registration of teams and their drivers for the Gathering of Tweakers Endurance Series (GES) Season 3. The Series Regulations can be found [HERE](#).

## 2. DEFINITIONS

Throughout this document we will sometimes refer to various terms that have a specific definition:

### 2.01 Team

A team is a group of drivers that drive together in one car and occupy one registration slot.

### 2.02 Driver or Team Member

A driver (sometimes referred to as team member) is a team member that is registered as a driver and is allowed to drive the car.

### 2.03 Team Manager

The team manager is one person on the team who is responsible for communication between Race Control and the team members. A team manager may also be a driver. Communication will be done via email which is supplied during registration.

### 2.04 Supporting team member

A supporting team member refers to anyone part of a team that is *not* registered as a driver of the team and is therefore not allowed to drive. For example: team managers, spotters and crew chiefs. Of course drivers can also work as team managers, spotters, or crew chiefs as desired (when they are not currently driving), but they are still considered *drivers* in that case.

## 3. ENTRY REQUIREMENTS

### 3.01 Drivers

- a) Drivers must have a minimum of **1800 iRating** for the Proto Class and **1600 iRating** for the GT3 and GTC classes. Furthermore all drivers must have a **minimum of D Class** on their road license at the time of their registration. This does not apply to spotters, Team Managers, Crew Chiefs, or any other supporting team members who do not drive the car.
- b) A driver may only drive for one team, and may only switch to another team if he has not yet participated in a race (see main [regulations](#)).

### 3.02 Teams

- a) Teams must consist of at least 2 drivers at the time of registration and can be supplemented with more drivers later, with a maximum of 6 drivers per team at any one time. This limit does not apply to spotters, crew chiefs, or any other supporting team members.

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## 4. REGISTRATION

### 4.01 Registration period

- a) Registration opens on Saturday September 17th, at 18:00 GMT.
- b) Registration will be closed on Sunday October 9th, at 18:00 GMT.

### 4.02 Registration procedure

- a) One team member must register a team with exactly 2 drivers, in one desired car class.
- b) More drivers may be added using a separate form, immediately after the team registration.
- c) Changing the car class of your team is possible during the registration period only, but this will count as a new registration and your team will end up on the end of the registration list for that class. Changing car class after the registration is closed is not possible.
- d) Registration is done by:
  - I) Submitting an online registration form (see section 0).
  - II) Paying the entry fee of \$32.
  - III) Submitting additional drivers and additional details about your team.
- e) The entry fee must be paid within 24 hours after submitting the registration form.
- f) Teams are registered in order of their registration time. The registration time is defined as the time at which the online registration form is submitted.
- g) If the entry fee is not received within 24 hours of your registration form submission, then your registration is on hold until you have paid the entry fee. The registration time (determining the order of registration) will then be the time at which we received your entry fee.

### 4.03 Grid size limits during the registration period

- a) The maximum total grid size is 52 teams.
- b) For each class, 14 grid spots are always available to be filled in order of registration time.
- c) Additional grid spots per class will be made available only if it does not violate the balance between any two classes, meaning there is a *difference of at most 2 teams* between the size of any two classes.
- d) When you are registering for a class that already has 14 or more teams, there are two possibilities:
  - I) If your addition to the grid creates an imbalance of more than 2 teams between your class and another class, then you will be placed on the reserve list for that class.
  - II) If your addition to the grid does not create this imbalance, you will use one of the additional grid slots and will be placed on the grid.

#### Reserve list

- e) During the registration period, teams on the reserve list may be promoted to the grid if the balance between the classes can be maintained (meaning: a difference of at most 2 teams between classes).

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- f) Teams on the reserve list of different classes are therefore likely to be promoted at the same time in order to maintain the class balance.
- g) You can consider switching to another class (where the reserve list is shorter or empty) to be promoted to the grid quicker.

## 4.04 Grid size limits after the registration period (during the season)

- a) After the registration period (when the registration close date has passed), teams on the reserve list may only be promoted to the grid only if their addition to the grid improves the balance between the classes (meaning: the difference in class size is reduced and not increased).
- b) For example, if all classes are exactly balanced, no teams will be promoted to the grid. On the other hand, if the Proto class has less registrations than the GT3 and GTC classes, teams on the reserve list for GT3 and GTC can be promoted to the grid to reduce the imbalance, but teams on the Proto list will not be promoted as they would increase the imbalance.
- c) When a team is removed from the grid (e.g. by dropping out of the series or being moved to the reserve list as a result of a no-show), and the reserve list is empty, then an imbalance between classes may result. However, this imbalance will be kept and will not be corrected by removing teams in other classes from the grid.
- d) New registrations during the season are accepted but will be placed at the end of the reserve list until there is room in their class such that their addition improves the class balance.
- e) New registrations must be submitted before Wednesday 18:00 GMT before the next event. Any registrations after this date will remain on the reserve list until the next event.

## 4.05 Special considerations resulting in low priority registrations

In some special cases, a registered team will receive “low priority registration” on the grid order. During the registration period, teams with a “low priority registration” will be moved to the back of the registration list (or even the reserve list), behind all teams that have a regular registration. In case the class does not fill up, your team is still on the grid, but if the class is full then other teams get higher priority.

Your registration will be considered “low priority” in the following cases:

- a) You have registered for the GT3 class (Mercedes AMG GT3) **and** a similar team is registered to drive the Mercedes AMG GT3 in season 3 of the NES. Teams are considered “similar” in this context when two or more drivers are the same.
- b) You are registering as one of multiple teams in the same class that are part of a larger community or “simracing team”. For example, registering three teams in the Proto class named “Team GoT 1”, “Team GoT 2” and “Team GoT 3”. At most **two** teams per class from the same community are allowed without special consideration, but any additional registrations will receive low priority. In this example, only “Team GoT 3” will receive low priority.

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## 4.06 Entry fee

- a) The entry fee for a full season registration to the grid is \$32. The entry fee buys registration into the series for one team (of multiple drivers) driving one car in one class, and covers the cost of e.g. the broadcasts, session hosting, prizes, etc.
- b) The entry fee will not be refunded if you withdraw your team (even before the start of the season) or if your team is removed from the series.
- c) Teams that were on the reserve list for one or more events will be refunded proportionally for the events that they were not on the grid. For example, if your team joins the grid starting with event 3, you will be refunded \$12, or 2/5<sup>ths</sup> of the entry fee. Refunds will be handled after the series has completed.
- d) Teams that register during the season, after one or more events are already completed, pay a reduced entry fee proportional to the amount of events still to come. For example, if your team joins after the first event is completed, you pay \$25.60, or 4/5<sup>ths</sup> of the entry fee.
- e) The entry fee must be received by us within 24 hours of your registration form submission. If we have not received your entry fee after 24 hours, then your registration is on hold and your registration time (determining the order of registration) will be the time at which we finally receive the entry fee.
- f) The time of entry fee payment is not important for the registration order (as long as it is within 24 hours), so please take your time to avoid any mistakes.

### Entry fee payment information

- g) Entry fees must be paid via PayPal to [gotracingeu@gmail.com](mailto:gotracingeu@gmail.com). Any accidental over-payment will be regarded as donations and added to the donation to the [Motorsport Safety Foundation](#).
- h) The note field of the transaction **MUST** contain the following information:
  - ⇒ GES
  - ⇒ Team ID
  - ⇒ Team Name**EXAMPLE:** *GES 123456 Gathering of Tweakers 1*
- i) For your convenience, after you submit the registration form you will be presented with a link to our website. On that page you will find a Paypal button and input field where you can input your Team ID and Team Name and go straight to the Paypal website with the correct fee.
- j) In case less than 30 teams are registered after the registration closes, the series is cancelled and all entry fees will be refunded.
- k) Refunds will be approximately \$30 (or a proportional fraction of that) depending on the fees that Paypal incurs during your payment to us, and during our refund to you. We cannot guarantee an exact refund amount.
- l) Any payments before the registration opens are not valid as entry fee and will be considered as a donation to the [Motorsport Safety Foundation](#) and are therefore not refunded.

## 5. REGISTRATION DETAILS

An online registration form will be made available when the registration opens. The registration form asks for details about your team and exactly 2 drivers, no more and no less. More drivers can be added at your leisure once your team is registered. Every field on the registration form is mandatory, you cannot skip anything.

The time of submission of this registration form counts as your registration time and determines the order of registrations.

After submission, you can supply additional optional details, such as more drivers and more information about your team and drivers. Since your registration is already submitted, there is no rush to submit this information as fast as possible. However, it must be submitted before the registration closing time.

All communication with the team will be done to both the team manager and the backup team manager (in case the team manager is unavailable to forward the information). The team manager and backup team manager may also be drivers but this is not required. However, it is recommended to use a driver as the backup team manager to ensure at least one driver is available for communication.

### 5.01 Mandatory registration details

The online registration form will ask for the following details, all of which are mandatory and cannot be skipped. *Gather this information ahead of time so you can submit it quickly.*

#### a) Team details:

- ⇒ Team name
- ⇒ Team ID (as defined in iRacing)
- ⇒ Team country of origin (pick one if your drivers have mixed nationality)
- ⇒ Car class (P, GT3 or GTC)
- ⇒ Preferred car number (note the valid ranges listed in the [main regulations](#))<sup>1</sup>

#### b) Team manager

- ⇒ Team manager name
- ⇒ Team manager iRacing Customer ID (if applicable)
- ⇒ Team manager email address
- ⇒ Backup team manager name
- ⇒ Backup team manager email address
- ⇒ Backup team manager iRacing Customer ID (if applicable)

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<sup>1</sup> If another team already claimed your preferred car number you will be asked to choose another car number later.

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## c) Driver details:

For exactly two drivers (no more, no less):

- ⇒ Driver name (exactly as in iRacing)
- ⇒ iRacing Customer ID
- ⇒ Country
- ⇒ Current iRating
- ⇒ Current Safety Rating
- ⇒ Current License (D, C, B, A, Pro, Pro/WC)

## 5.02 Additional registration details

After submitting the mandatory registration details, you can then submit additional details in a separate online form. Additional details may be submitted during the entire registration period.

Additional details include:

- ⇒ Background info / story about your team
- ⇒ Team website, Twitter handle, Facebook page, etc.
- ⇒ Up to 4 additional drivers.
- ⇒ Background info about each driver.
- ⇒ Driver website, Twitter handle, Facebook page, etc.