

Welcome to the 2023 Shannons Insurance NTESERIES. Returning for its fourth consecutive year, organisers are excited to offer an even bigger and more exciting championship in 2023 with the introduction of the NTESERIES Toyota GR86 Development Series.

Please ensure you read and understand the following series regulations prior to submitting an entry for the series.

Organisers reserve the right to amend and alter these regulations as required. Should they be amended, notification will be provided to all entrants.

If you have any questions on the Series, you can contact the series organisers via nteseries@gmail.com or on Discord.

1.0 Series Administration

1. The series will be known as the '2023 Shannons Insurance NTESERIES'
2. The series is run and administered by the Series Organising Committee.
3. Organisers reserve the right to accept and refuse entries and amend the series regulations as required.
4. All entrants will receive an invite to the [NTESERIES iRacing League](#).

2.0 Series Format

1. The NTESERIES Championship will be run over six rounds.
2. The series will comprise of two categories, the **NTESERIES Championship** and **NTESERIES Development Series**.
3. The main series (the NTESERIES Championship) will run the [ZB Holden Commodore](#) and [Ford Mustang](#) Supercars.
4. The support category (the NTESERIES Development Series) will run the [Toyota GR86](#) cars.
5. The NTESERIES Championship is open to all entrants.
6. The NTESERIES Development Series is open for eligible entrants only. Series Organisers will determine who is eligible once all entries have been received.

3.0 Championship Rounds and Dates

1. Round 1 | 5 March 2023 | Sandown International Raceway
2. Round 2 | 26 March 2023 | Daytona International Raceway - *Theme: Night Round*
3. Round 3 | 23 April 2023 | Circuit Park Zandvoort - *Theme: ANZAC Special Round*
4. Round 4 | 14 May 2023 | Circuit Gilles Villeneuve - *Theme: Mothers Day Special*
5. Round 5 | 28 May 2023 | Mount Panorama, Bathurst - *Theme: Retro Round*
6. Round 6 | 11 June 2023 | Chicago Street Circuit

4.0 Setups

1. All setups will be fixed custom setups provided by Virtual Racing School (VRS).
2. Setups will be available to entrants in the series Discord.
3. The starting fuel will be 35L for all cars for all rounds.
4. The refuel amount will be open.

5.0 NTESERIES Development Series

1. To support and encourage the development of drivers, the NTESERIES are also running a Development Series that will be run as a support category to the main championship.
2. All drivers can express an interest to compete in the Development Series, however the Series Organisers will have the final say on the Development Series grid once entries close.
3. To be eligible Drivers must have a minimum D Class iRacing Licence. Rookie licences will not be eligible.
4. Entrants who are eligible for the Development Series can compete in both the Development Series and NTESERIES Championship.
5. The Development Series will have its own Championship points and Development Series Champion.
6. Once a driver wins the Development Series, they will no longer be able to compete in any future Development Series.
7. The Development Series will be run directly before the main series and will also be broadcasted.

8. This series is optional and will not affect the main series championship. Drivers who meet the requirements can indicate on their entry form if they would like to participate in the Development Series.

6.0 Series Sponsors / Liveries

1. All entrants will be required to run a fixed 'Shannons Insurance' window banner.
2. There is a strict policy for running the window banner. Any car that enters an official session without the required banner will receive a 25 second post-race penalty.
3. If you intend to run business logos on your livery, please ensure you have permission to run these.
4. Please observe the further rules in relation to liveries contained in section '19.0 Custom Paint Policy'.
5. We ask that no inappropriate or offensive logos, graphics or words are used.
6. The Broadcast team will be using Trading Paints for the live stream. Please ensure you have your correct livery loaded **before** you join the session.

7.0 The Cars

1. Entrants must run the same Supercar throughout the entire series. A 30 second post-race penalty will be issued per round to entrants who change cars after Round 1.
2. Please **do not** select the [Porsche 991 GT3 Cup \(992\)](#). This is reserved for the Safety Car only. Should you join the session in this car you will unfortunately be disqualified from the session.

8.0 Broadcast

1. The Live Stream broadcast for the Series will be hosted by SimSpeed TV.
2. The Broadcast will be streamed via the NTESERIES Website, Facebook and Youtube.
3. Entrants are strongly encouraged to share the stream with their networks.

9.0 Weather

1. Weather for all rounds and all races will be set to Dynamic and will be decided by iRacing on the day.

10.0 Damage and Incidents

1. Damage will be set to **ON** for the series.
2. Drivers will be permitted one (1) fast repair per race.
3. The incident count will be set to 20 per race. Once this has been exceeded, you will receive a drive through penalty.

11.0 No Escape (ESC) Rule

1. The no ESC rule will be in place of all official qualifying sessions and races.
2. Under no circumstances will a car be allowed to escape without permission of Race Control. If you do so, you will be disqualified from the race.
3. If you are involved in an incident and are unable to make it back to pit lane under your own steam, you are required to request a tow from Race Control via the in-game voice chat.
4. Race Control will then determine when to grant you permission to tow.
5. If you request to escape during a qualifying session, you will no longer be able to take part in the qualifying session.

12.0 Race Control

1. The series will run a full manual Race Control team.
2. Abuse towards Race Control or any other member of the series will not be tolerated under any circumstances. Unacceptable behaviour may result in removal from the race and/or series.
3. The decision of Race Control is **FINAL**. There is to be no in race or post-race arguments with the Race Control team regarding any decisions made, the decision made is final.
4. A full summary of Race Control decisions will be made available after the race on the NTESERIES website.
5. Race Control communication will be via iRacing Text Chat only. Please ensure you have the text chat enabled.

6. An incident must be reported within (2) laps or the incident may not be reviewed by Race Control.
7. When reporting incidents to Race Control, please remain calm and report your Race Number and the Lap the incident occurred. Do not vent frustration or anger over the iRacing and/or Discord voice or chat channels.
8. Only drivers are to report incidents to Race Control.

13.0 Safety Car Procedure

1. The Safety Car(s) will be **SAFETY CAR01** on your relative.
2. The Safety Car will be a Porsche 911 GT3 Cup (992).
3. When a Safety Car is called it will be communicated via the iRacing Voice and Text Chat.
4. Once a Safety Car is called, all cars must maintain race pace until they reach the back of the Safety Car train.
5. The Safety Car will only be called should a car be stranded in a dangerous position on track. Safety Cars are called at the discretion of Race Control.
6. There are no guaranteed safety cars.
7. The Safety Car will pick up the leader of the race. Once all cars are in the safety car train, the safety car will leave the field on that lap.
8. Pit Lane will remain OPEN under the Safety Car, unless instructed otherwise by Race Control.
9. No passing is to occur once the Safety Car has been called. Passing of any cars under the Safety Car, may result in a penalty.
10. Please do not pass the Safety car unless instructed to do so via chat or voice instruction.
11. When Race Control advise the field that racing will resume at the end of the current lap, the Safety Car will accelerate from the field and all cars must maintain a single file procession, nose to tail with no weaving or overlapping permitted.
12. The Race Leader must then maintain control of the field and maintain a constant speed (approx. 80kmph).
13. When drivers hear "Safety Car in Pit Lane", the leader is then in control of when they wish to restart the race. This can be anytime between hearing the message and the start/finish line on the track.
14. Race Control will ride on board with the leader and when the leader restarts the race by accelerating above the maintained speed, Race Control will announce 'Green Green Green' over the iRacing Voice channel.
15. When Race Control announces the race as "Green", racing and passing can resume (regardless of where you are on the track).
16. Should a car spin or go off track during the Safety Car session, they will only be permitted to re-join in the order in which they re-join the track. Cars will not be permitted to move back through the field to regain their position prior to spinning or going off track.

14.0 Wave Arouds

1. Wave arounds will be permitted for cars at least 1 lap down. Wave arounds will occur on the last lap of the safety car period and eligible cars will be instructed by Race Control. Only cars advised by Race Control and when told to do so, will be permitted to pass the Safety Car.

15.0 iRacing Flags

1. All flags issued by iRacing must be served. Under no circumstances will iRacing flags be cleared by Race Control.

16.0 Penalties

1. Race Control have full power to issue 'in-race' and 'post-race' penalties.
2. These penalties could include drive through penalties, stop and hold penalties and post-race penalties.
3. **Any driver that causes a dangerous incident (including, but not limited to, unsafe track re-entry, making contact or colliding with another car) may be warned or penalised.**
4. If you lose control of the car and are off track, **you must** be on the brakes until your car comes to a complete stop. If you are not on the brakes and make contact with another car, you may be penalised.
5. Race Control will judge Net Code incidents on a case-by-case basis. If it is apparent that contact was going to be made regardless of Net Code, a penalty may be issued.

- If contact is made between cars, drivers may redress the position however, if the incident is considered to impact a drivers race significantly (more than five positions), Race Control may issue a penalty.
- If you are given a Drive Through by Race Control, you must drive straight through the pit lane without stopping and without speeding. If a car is to stop during their pit lane drive through, the black flag will not be cleared.

17.0 Mandatory Practice Sessions

- Official practice sessions will run on Monday through to Saturday in the week of each round.
- All entrants must complete at least 15 laps of practice prior to race day. This can be accumulated over a few days or completed all in one day.
- Drivers that fail to meet the minimum practice requirement will be excluded from Qualifying and will be required to start at the rear of the grid.
- If a driver fails to meet the practice requirements on more than one occasion, they will be excluded from qualifying and receive a 30-championship point penalty. This will occur for each subsequent round the practice requirement is not met.

18.0 Round Information and Event Times

- Each round will consist of the following (NT Time):

Start	Session	Duration
6:15pm	Development Series Practice	15 minutes
6:30pm	Development Series Qualifying	15 minutes
6:45pm	Development Series Race	20 minutes
6:50pm	NTESERIES Supercar Server Opens	30 minutes
7:05pm	Development Series Race Finishes	
7:20pm	NTESERIES Supercar Server Qualifying	3 Laps (15mins)
7:35pm	NTESERIES Supercar Server Race	40 Minutes
8:15pm	NTESERIES Winner Interview	2 Minutes

19.0 Championship Points

- Championship points will only be awarded to drivers that participate in at least 50% of the race. The below points will be awarded for each race. Results will be published via the [NTESERIES Website](#).

Position	Points	Position	Points	Position	Points	Position	Points
1	150	11	72	21	42	31	12
2	138	12	69	22	39	32	10
3	129	13	66	23	36	33	8
4	120	14	63	24	33	34	7
5	111	15	60	25	30	35	6
6	102	16	57	26	27	36	5
7	96	17	54	27	24	37	4
8	90	18	51	28	21	38	3
9	84	19	48	29	18	39	2
10	78	20	45	30	15	40	1

- Position's 41 and above will receive one (1) point.
- The Development Series will run the same point structure.

20.0 Bonus Championship Points

- Five (5) points will be awarded to the driver who received zero (0) incidents in a single race.
- Thirty (30) points will be awarded to entrants who run at least one Northern Territory Business logo on the livery.
- Two (2) points will be awarded for participating or contributing to the theme of the Round.
- One (1) per round will be awarded to drivers who run a webcam for the broadcast.

21.0 Discord and Communications

1. You can use the NTESERIES Discord for unofficial General Chat or series help. Poor behaviour towards anyone in the Discord will result in instant muting from the server.
2. All voice chat in the Discord will be set to "Push to Talk" for Official Sessions only.
3. Only drivers are permitted to report racing incidents over the iRacing voice chat.

22.0 Discord and Communications

1. Poor behaviour and driver etiquette will not be tolerated under any circumstances and at the discretion of organisers and Race Control, poor behaviour may result in penalties and/or removal from the race or series.
2. Please be respectful to all drivers. We have varying skill levels and experience within the series so all drivers need to exercise patience and good sportsmanship towards drivers.
3. Impatient drivers who cause accidents with lapped or slower cars will be penalised. It is on the faster or lead car to make the pass safely. It is encouraged to make passing opportunities on straight sections of the track. For slower or lapped cars, roll out of the throttle on the straight sections to let the faster or lead cars pass.
4. Number one rule, remember to be patient. Drivers are encouraged to have a 'Pass Left' and a 'Pass Right' button set to assist with safer passing.
5. If you are being lapped, please remain on the racing line, this makes you predictable for the cars coming through and will minimise the chance of an incident. If the lead or faster car decides to make a move in a corner, please be mindful that they will be on your inside and allow sufficient room.
6. Faster or lead cars, the risk is on you. If you wish to make a move under brakes or through a corner, any accidents caused from making a risky or impatient move may result in penalties.

23.0 Telemetry

1. Organisers reserve the right to request your telemetry at any time for any round of the series. Please ensure this turned on in your iRacing settings and can be provided if requested.

24.0 Custom Paint Policy

1. Please ensure your custom paint complies with the iRacing Custom Paint Policy. A copy can be found here, https://ir-core-sites.iracing.com/members/pdfs/iRacing_Custom_Paint_Policy_2_23_2011.pdf
2. Once you have finalised your livery, please upload the TGA file to the following google drive: https://drive.google.com/drive/folders/1yhjPyLtLviQYPANAFJN51mVvmmDrlefb?usp=share_link

25.0 Series Promotion

1. It is recommended and encouraged to share and promote the NTESERIES on your social media networks. The greater our audience the better we can make the series.
2. Abuse or poor behaviour towards NTESERIES members will not be tolerated and may result in removal from the series. Any negative comments towards the series or series sponsors published on social media platforms (including Discord channels), may result in removal from the series.
3. If you have any issues regarding the series, other drivers or have seen unsportsmanlike behaviour, please contact series organisers.
4. Some details from your entry form including your name, race number, car choice, fun fact, state/territory, iRacing experience and NTESERIES history will be added to your driver profile on the NTESERIES Website.

26.0 Entries

1. Entries will be capped at 45 Drivers (excluding wildcards and guests).
2. Entries are to be submitted via the NTESERIES entry form, you can access this at www.nteseries.com.au
3. Entry to the series is \$25 with payment via bank transfer. Details will be emailed out once your entry is received and accepted.
4. Your acceptance to the series will be confirmed via email.
5. **Organisers reserve the right to accept and refuse entries.**

27.0 Feedback

1. Last but certainly not least, have fun! This is a fun event put together by a very small group of people for drivers to have some fun in the virtual world.
2. If you have any questions, concerns, or feedback, please submit these to the series organisers via nteseries@gmail.com.

28.0 Useful Series Link

- [NTESERIES Website](#)
- [Facebook Page](#)
- [Facebook Group](#)
- [Discord](#)