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1. General Information

1.1 Simulator and Platform The official simulator for the Cumbre GT World Championship is **Assetto Corsa**, exclusively on **PC**. Participants are strongly advised to use **Content Manager** for a smoother experience.

1.2 Required Software and Mods All necessary modifications (mods) and supporting files will be provided by our organisation team from free cost to a maximum of one euro per “mod”, there’ll only be six of this files required to race. Mods will be organized according to each race event.

1.3 Championship Duration The championship will span throughout the **2026 calendar year**:

- **Qualifier Round (time-attack format):** February 20 – March 20
- **Race Weekend 1:** April 17 – 19
- **Race Weekend 2:** May 20 – 31
- **Race Weekend 3:** July 3 – 5
- **Race Weekend 4:** September 4 – 6
- **Final:** November 12 – 15 (special format; its structure will remain undisclosed until the completion of all previous events)

1.4 Participants insufficiency: Cumbre SimRacing, as organizer, of the Cumbre GT World Championship reserves itself the right to cancel the championship celebration because of participants insufficiency or other major legal reasons. On a cancellation case Cumbre SimRacing is obliged to return the money of the inscriptions to the participants.

2. Competition Format

2.1 Event Structure The championship will consist of an initial Qualifier event followed by four competitive events held over Race Weekends. First and fifth events are eliminatory.

Out of the six official events in the calendar, only two are elimination stages:

- **Qualifier Round (Event 1):**
After the points tally is completed — including the automatic discard of each driver’s worst result — the **top 60% of participants** in each division will advance to the Race Weekend stage. Following this elimination, all points will be reset, and standings will start from zero for the subsequent events.
- **Final Race Weekend (Event 5):**
Unlike the Qualifier Round, this elimination is not based on a percentage. Instead, only the

top 60 drivers overall, based on cumulative points scored across the four Race Weekend events (Events 2–5), will qualify for the **Final (Event 6)**.

2.2 Grouping method

To ensure fair scheduling and accessibility across time zones, the world will be divided into three geographic divisions. Each division will compete separately up until the Final event:

- **Division 1: Europe & Africa**
Reference Time Zone: United Kingdom (GMT)
Countries: All European and African nations.
- **Division 2: Asia & Oceania**
Reference Time Zone: United Arab Emirates (GST)
Countries: All Asian and Oceanian nations.
- **Division 3: Americas (North, Centre and South)**
Reference Time Zone: Washington D.C. (EST)
Countries: All North, Central, and South American nations.

2.3 Qualifier Round Format The opening round will be a **time-attack-only event**. aimed at identifying the most skilled participants, it will feature one of the most technically demanding car-track combinations in GT modern history (Nürburgring Nordschleife 24H variant x Porsche GT3 Cup 2017 – 991.2). Drivers will be grouped for organizational purposes like giving everyone the highest availability on each time zone itinerary. Sessions last **30 minutes**, and drivers accumulate points independently.

Qualifier Round (Event 1 – February 20 to March 20, 2025)

- **Weekdays from Monday to Friday:** One daily 30-minute session at 8:00 PM (division reference time).
- **Weekends:** Four sessions on Saturday at 5:00 PM, 6:00 PM, 7:00 PM, and 8:00 PM (division reference time); Sunday will be a rest day.

During the Qualifier Round, the grouping and matchup system will follow these rules:

- **Group formation:** Within each of the three global divisions (Europe & Africa, Asia & Oceania, Americas), participants will be divided into groups of 50 drivers. Each group will receive a specific designation.
- **Matchups:** Ten days before the start of the Qualifier Round, the official pairings between groups will be announced. Each time-attack session will feature **100 participants**, composed of two groups matched against each other.
- **Scoring:** Although participants belong to a group, points are always scored on an **individual basis**. Group matchups are designed solely to provide variety in opponents and to diversify the competitive environment.

2.4 Race Weekend Format (Events 2-5) Each of the four subsequent events will follow the “**Race Weekend**” format, spanning **Friday to Sunday**:

- **Friday – Official Practice:** One open session, available from 8:00 AM to 10:00 PM (division reference time). Drivers must complete at least one valid lap to avoid penalties (see Section 4.3).
- **Saturday – Qualifying:** Single 10-minute session at 9:00 AM (division reference time).
- **Saturday – Race 1:** 30-minute race at 8:00 PM (division reference time).
- **Sunday – Race 2:** 30-minute race at 9:00 AM (division reference time).
- **Sunday – Race 3:** 30-minute race at 6:00 PM (division reference time).

After the Qualifier Round results are compiled and eliminations applied, new groups will be formed for the Race Weekend stage:

- **Group formation:** Groups will now consist of **16 participants** each.
- **Qualifying sessions:** Each qualifying session will be contested only within the 16 members of the same group.
- **Race matchups:** In each of the three races of a Race Weekend, every group will face a different opposing group.
- **Grid order:** The starting grid will alternate between drivers of the two matched groups, based exclusively on the reference of each group's pole position time:
 - The pole-sitter with the fastest lap among the two groups will start from **P1**; the pole-sitter of the other group will start from **P2**.
 - The second-place driver of the first group will start from **P3**; the second-place driver of the other group will start from **P4**, and so on.
 - This alternation continues regardless of absolute lap times beyond each group's own pole. For example, if the fourth-place qualifier in Group A records a faster lap than the pole-sitter of Group B, he will still start from **P7** (or P8 if Group B's pole time was faster).

Drivers will be regrouped each weekend, but retain their accumulated individual points throughout the Race Weekend format races.

2.5 Scoring System

- **Qualifier Round:** Each time-attack session features 100 drivers. The fastest driver earns **50 points**, second place **49.5**, third **49.0**, and so on, down to **0 points** for the last. The groups will count with 50 drivers each, and every session will be facing different groups so participants can race different opponents in every session. For the Qualifier Round only, each driver's **worst session result** will be automatically discarded from their final score. This rule applies individually within each division and is intended to mitigate the impact of unexpected issues during one single session. All other results will remain valid and count towards the overall Qualifier classification.
- **Race Weekends:** No results will be discarded; all race results count toward the final classification. Qualifying session does not have a scoring system; only races will have, where the first 15 finishers will get points according to the following system (for each one of the three races in each Race Weekend):

- **First:** 20 points.
 - **Second:** 18 points.
 - **Third:** 15 points.
 - **Fourth:** 13 points.
 - **Fifth:** 11 points.
 - **From Sixth to Fifteenth:** 10, 9 and so on, down to 1 point.
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3. Registration

3.1 Registration Period and Deadline Registration opens on **July 20, 2025 at 5:00 PM GST (UAE Time)** and closes on **August 3, 2025 at 5:00 PM GST**.

3.2 Eligibility Requirements Participants must:

- Own a legal copy of Assetto Corsa (PC).
- Possess a capable computer system for online racing.
- Download and install the mods provided.

No other prerequisites apply. Follow the organisation team indications once successfully inscribed.

4. Technical and Sporting Regulations

4.1 Driving Aids and Vehicle Setup Permitted driving aids are determined by the real-life capabilities of the car used in each specific event. All setups will be **fixed** and provided by the organizer. Participants will receive the setup automatically upon joining the session.

4.2 Balance of Performance (BoP) BoP applying starting from the second event:

- **1st place in any race:** +15 kg
- **2nd place:** +10 kg
- **3rd place:** +5 kg

BoP is cumulative across the three races of a weekend. For example: 1 win + 1 second + 1 third = 30 kg ballast.

The ballast recount must be reset according to the results obtained in the last "Race Weekend" celebrated.

4.3 Sanctions and Penalties

4.3.1 Administrative Infringements

- Failure to register a valid lap in official practice: **+5 grid positions** for all races in that weekend.

4.3.2 Sporting Misconduct

- Unsafe rejoins, contact during overtaking, or abusing track limits to gain advantage: penalties based on severity.

- Use of stream data to gain undue advantage: penalty proportional to the incident's outcome.
- 5 warnings issued by stewards: best result from a race weekend will be annulled.
- Track limits will be automatically managed by "Real Penalty" software. Highly recommended to get known with the operating system of the software.

4.3.3 Technical Violations

- Failure to apply BoP ballast: **Disqualification from the specific race.**
- Excessive ping or poor connection **causing harm** to others: penalty depending on incident severity.
- Using required mods or software incorrectly (e.g., Real Penalty tool): **disqualification from session.**

4.4 Stewarding Protocol Participants may report incidents by email (corresponding email address to be shared via official championship channel in Discord).

Requirements for Valid Reports:

- Sent within **1 hour** of session end.
- Include onboard footage from all involved drivers and TV-style replay of the incident.
- Include race minute of incident, usernames of drivers involved, car numbers, and server name in the subject.
- Explain the incident from the reporter's point of view.

Participants may report incidents in every type of session. But the stewards may act autonomously only during races.

Incomplete reports may be dismissed. However, any complete and valid claim will receive a formal resolution.

Any incident that may prejudice the development of any driver in the championship will be subject to study and resolution by the team of stewards.

5. Connectivity and Race Rules

5.1 Rejoining After Disconnection Drivers may rejoin the same session after disconnection.

5.2 Network Quality Requirements While high latency is tolerated to a degree, **bad connections that interfere with others** will result in sanctions. No penalty applies if no disturbance is caused to none excepting the driver that is suffering it.

5.3 Starting Procedures, Flags, and Pit Stops

- **Standing starts** will be used for all races.
- FIA flag rules will be followed; special mentions to:
 - **Yellow flag:** no overtaking, reduce speed.

- **Blue flag:** not to increase difficulty on passing for lapping vehicles.

Failure to comply is subject to penalties.

6. Claims and Protests

6.1 Filing a Protest See Section 4.4 "Stewarding Protocol" for details on how to submit a protest.

6.2 Review Committee An impartial team of stewards will examine each valid report.

6.3 Possible Outcomes Outcomes may include:

- No action (racing incident)
 - Warning (5 warnings issued by stewards: best result from a race weekend will be annulled).
 - Time or position penalty
 - Disqualification of the race, event, or championship
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7. Prizes and Awards

7.1 Prize Types All prizes are **monetary** and paid via **bank transfer** after the championship's conclusion. The organizer will bear any transfer costs.

7.2 Prize Distribution Top 30 overall drivers will receive prizes:

- 1st: €3,500.00
- 2nd: €2,000.00
- 3rd: €1,400.00
- 4th: €1000.00
- 5th: €860.00
- 6th: €650.00
- 7th: €500.00
- 8th: €400.00
- 9th–20th: €300.00 each
- 21st–30th: €50.00 each

7.3 Individual and Team Awards The championship is **individual only**. No official team registration or rewards apply. However, drivers may associate informally with organizations or teams.

8. Additional Provisions

8.1 Streaming Guidelines Streaming by participants and spectators is allowed. However, using such content for unfair competitive gain is subject to penalties as described in Section 4.3.

8.2 Official Communication Channels After registration closes, participants will receive an invite to the official **Discord channel**. All critical updates and instructions will be issued there.

8.3 Code of Conduct There will be **no official communication channels** between participants. Cumbre SimRacing will not monitor or regulate any external communication platforms.

End of Regulations