

**PORSCHE**

**TAG HEUER  
ESPORTS SUPERCUP  
QUALIFYING SERIES**

MAIN PARTNER



2023 SEASON  
**OFFICIAL RULES**

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# Porsche TAG Heuer Esports Supercup Qualifying Series

## 1.1 INTRODUCTION

The Porsche TAG Heuer Esports Supercup Qualifying Series is a standalone series open for any iRacing member above road license level B 4.00. It serves as the entry method into the Porsche TAG Heuer Esports Supercup Contender Series (see Art. 2) for new series participants. The Porsche 911 GT3 Cup (992) will be used.

## 1.2 CHAMPIONSHIP DETAILS

### 1.2.1 RULES OF COMMUNICATION

This series operates under the standard iRacing protest system. All series issues or sporting code violations must be protested following the default procedures stipulated in the iRacing sporting code.

### 1.2.2 ADMISSION TO THE QUALIFYING SERIES

Every iRacing member with a road license level above Class B / 4.00 in good standing is allowed to participate. Existing Porsche TAG Heuer Esports Supercup (Pro/WC) license holders or Porsche TAG Heuer Esports Supercup Contender Series (Pro) license holders are allowed to participate. However, if they participate in any official race session, they forfeit their (Pro or Pro/WC) license and are not eligible for automatic admission for the Contender Series / Supercup but will have to requalify.

### 1.2.3 COMPETITION LICENSE

A road license above Class B / 4.00 in good standing is required. No other / dedicated competition license is necessary.

### 1.2.4 SERIES HOSTING

All championship sessions are held in the official series: Porsche TAG Heuer Esports Supercup Qualifying Series.

#### 1.2.4.1 GRID SIZE / SPLITS

The grid is set to a maximum of 30 cars per split. The number of splits is not limited. Points will be awarded according to the Strength of Field formula (see 1.7).

#### 1.2.4.2 DROP ROUND

One drop round will be available for all drivers. The lowest points scoring results from all series results will be dropped automatically. The best 5 out of 6 scoring results are taken to determine the final series standings.

## 1.2 CHAMPIONSHIP DETAILS (CONTINUED)

### 1.2.5 PROGRESSING TO THE CONTENDER SERIES

The Porsche TAG Heuer Esports Supercup Qualifying Series serves as way for new drivers to qualify for the Porsche TAG Heuer Esports Supercup Contender Series and ultimately the Supercup.

## 1.3 EVENT DETAILS

An event will consist of (in order) 1x free practice, 1x qualifying and 1x race. They will all be held in a single session, starting with the free practice, and ending with the main race. Please refer to the season schedule (Art. 1.6) for more details on dates, race durations, tracks and conditions used.

### 1.3.1 FREE PRACTICE

The free practice session is an open session set at a duration of 3 minutes. It allows drivers to connect to the session and gain familiarity with the track conditions.

### 1.3.2 QUALIFYING

The qualifying session will be utilizing the lone-qualifying format. The duration is set at a maximum of 2 laps, which need to be completed in a session duration of 8 minutes. Drivers may enter or leave the garage at any time during the qualifying session. The validity of laps will be controlled, and infringements handled automatically by the iRacing incident / scrutiny system.

#### 1.3.2.1 QUALIFYING SCRUTINY

The qualifying scrutiny will be set to strict.

### 1.3.3 RACE

The race will start in order of the qualifying finish in descending lap time order. Drivers not having scored a time will be filling the grid at the back in order of their iRating.

The race will be lap based and last an approximate distance of 80km depending on the track. The duration will be set to a whole number of laps (see Art. 1.6). Certain on track infringements (like track limits, car contacts etc.) will be handled automatically by the iRacing incident system. Beyond that drivers are able to file protests (see Art. 1.8)

#### 1.3.3.1 STARTING METHOD

A standing start will be used.

### 1.3.4 INCIDENT LIMIT

The incident limit is set at 17 incidents. Upon reaching surpassing 17 incidents, the driver in question will receive an automatic drive-through penalty. Upon reaching or surpassing 25 incidents, the driver in question will be disqualified.

## 1.4 SESSION SETTINGS

### 1.4.1.1 WEATHER PARAMETERS

The weather is set to dynamic skies / ongoing weather progression. The sun acceleration multiplier is set to 1x..

### 1.4.1.2 TIME PARAMETERS

The session start time for the free practice session is set as described in Art. 1.5. Each session afterwards follows accordingly in real-time progression with the next session rounded up to the nearest 5-minutes of in-game time.

### 1.4.1.3 TRACK PARAMETERS

The track state will be set to generate for the start of the free practice session and carries over for each session. Marbles will be cleared between each session.

## 1.5 EVENT TIMETABLE

The session launch time (and thus start of Free Practice) is fixed at 18:45:00. The following session times may slightly vary depending on the track and previous session finishes. The race finishes at approx. 19:30:00. The following table shows the general rundown for series events.

Start Time	End Time	Session Type
18:45:00	18:48:00	Free Practice (3 Minutes)
18:48:15	18:56:15	Qualifying (2Laps, 8 Minutes)
18:58:30	19:30:00	Race (~80km, lap based)

## 1.6 SEASON SCHEDULE

The series features 6 rounds, held Saturdays on a weekly basis, starting on 23 July 2022, and finishing on 27 August 2022. The table below shows the date, location, duration (sprint / main) and in-game settings for each round. The in-game date is listed in cursive below the date and may differ from the actual race date.

Event	Date	Location
Week 1	JULY 22, 2023	HOCKENHEIMRING BADEN-WURTTENBERG – NATIONAL A - 22 Laps
Round 2	JULY 29, 2023	SILVERSTONE – INTERNATIONAL - 28 Laps
Round 3	AUG 05, 2023	RED BULL RING – NATIONAL - 36 Laps
Round 4	AUG 12, 2023	WATKINS GLEN INTERNATIONAL – CLASSIC - 22 Laps
Round 5	AUG 19, 2023	NURBURGRING GRAND PRIX STRECKE – SPRINTSTRECKE - 22 Laps
Round 6	AUG 26, 2023	AUTODROMO INTERNAZIONALE ENZO E DINO FERRARI – GRAND PRIX - 16 Laps

## 1.7 POINTS SYSTEM

The official iRacing points system applies. Races are scored by the Strength of Field (SOF), which is based on the culminated iRating of the drivers in the session. The higher the SOF, the more points are available for each finishing position. Points are also adjusted for field size.

For more information on the iRacing points system please refer to the iRacing Sporting Code.

## 1.8 OFFICIATING

The officiating is done solely through the means described in the iRacing sporting code.

For more information on the iRacing officiating system please refer to the iRacing Sporting Code.

### 1.8.1 PROTESTS

A protest must be made in writing, specifying which sections of the iRacing Official Sporting Code, Racing Rules, Club Rules, Series Rules, or other official iRacing.com rules have been violated. Protests must be submitted using the official protest form which is located in the session result or in the Help menu of the iRacing.com members-page (under File Protest).

iRacing.com shall review a protest as soon as practical and during normal business hours. Affected parties may be notified about the protest and judgement of the protest. iRacing.com shall review all evidence and be entitled to discuss the incident with other witnesses or parties involved or to gather additional evidence. All parties concerned shall be bound by the decision given, subject only to a formal appeal.

## 1.8 OFFICIATING (CONTINUED)

### 1.8.2 APPEALS

Any member assessed a penalty shall have the right to appeal any decision or penalty imposed by iRacing.com unless otherwise stated in the penalty notice itself, or in the iRacing Official Sporting Code. To be considered, an appeal must be well founded. An appeal shall be reasonable, logical, and based on sound evidence. Regardless of the outcome, iRacing.com may deem an appeal to be frivolous if it is found not to be reasonable, logical, and based on sound evidence. iRacing.com reserves the right to assess a penalty to any member filing a frivolous appeal.

Appeals must be made in writing, specifically asking for an appeal, specifying the exact nature of the appeal and why it is believed an appeal is warranted, along with all evidence to support the appeal. Written appeals must be addressed to the Appeals Committee-iRacing and submitted to [appeal@iracing.com](mailto:appeal@iracing.com). Appeals must be submitted within seven days of the penalty or decision being appealed. Any evidence, data, recordings, or third-party accounts are welcome and encouraged to be submitted with appeal. Intent to appeal or other informal appeals of any kind will not be accepted.