



2020 Rules & Regulations

Last modified:
April 30, 2020

1. Participation

Anyone registered into Mythiq.net Endurance GT Series Championship must attend to scheduled race (See more at point 2. Event Schedule & Calendar). However, if he or she can not attend to MEGTS event (Practice, Qualification, Race or pre-season testing) he or she must report this fact to Organizers at least two hours before Event start (so before Practice).

- If the driver not report that he is not able to attend an Event it may be a reason for disqualifying from the championship or in giving a Driver Penalty Points.

2. Calendar & Event Schedule

Official Calendar for the current season and with all scheduled events is listed at official MEGTS website (<https://mythiq.net/megt/#calendar>). All changes in dates or times will be announced at official MEGTS subforum at <https://mythiq.net/forums/announcements-event-details/> at least two weeks before any event.

- Drivers are required to check regularly topic where Organizers will post details regarding any upcoming MEGTS events and its schedule, structure, dates and times and other informations:
<https://mythiq.net/forums/announcements-event-details/>

3. Standings, Points and Title

Standings are based on driver points. Anyone can gain points based at their race results. Driver with the highest amount of points at the end of the season will be awarded with Mythiq.net Endurance GT Series Champion title and can use Car & Driver number 1 in next season.

Points are awarded according to following scale:

- 1st: 25 points
- 2nd 18 points
- 3rd: 15 points
- 4th: 12 points
- 5th: 10 points
- 6th: 8 points
- 7th: 6 points
- 8th: 4 points
- 9th: 2 points
- 10th: 1 point

4. Incidents

Race directors will review all incidents during the Event or after the end of an event and decide if there will be any penalty for the driver.

If any driver gets an unfair advantage by exceeding track limits or by collision they are required to give back their position.

Every incident will be reviewed only by Race Directors and drivers are strictly prohibited to blame other drivers in in-game chat or verbally abuse others. In this case driver can get a warning or penalty for unsporting behavior.

5. Driver Penalty Points

Driver Penalty Points are given (or may be given) beside any penalty that driver receive for causing an Incident or for other reason. Maximum of Driver Penalty Points is 10 and if Driver reach this limit he or she can be banned from starting in the next race or completely disqualified from the championship.

6. Warnings

Warnings will be given for any dangerous or unsporting behavior or movements if the behavior or incidents are not as much serious.

Driver can get up to 3 warnings during whole race before he receives a penalty.

7. Race Starts

Every race is started by using rolling start. Before start there is one full formation lap started by pole position leader and followed by others one by one.

In formation lap everyone must respect others, hold its grid position and not overtake cars that are not started also if the car is on other side (left / right) of the grid. Driver can overtake non-started car only after 5 seconds if car in front of non-started car successfully started into formation lap.

If not-started car starts into formation lap after period of 5 seconds then the driver of this car is not eligible to get back to his original starting position

Distance between cars must be at least in length of 5 cars and speed must be kept at minimum of 50 km/h and a maximum 120 km/h. Drivers are allowed to do maneuvers that help them in tyre and brake warming, such as braking and side-to-side weaving maneuvers.

When drivers reach the last corner of the track or game tell them to do, they must form double-file formation and all brake/tyre warming maneuvers and side-to-side weaving must cease. All drivers must form double file and left 1 meter minimal space from car in front of them until green lights and race start.

8. Blue flags

If Blue flags are shown to the driver, then the driver must, without any undue delay, let the faster car, that lapped the driver, safely overtake him or her within 3 corners or at any nearest safe place.

9. Cars & Car Liveries

The following restrictions are just to help online viewers and commentators of races better identify the drivers.

9.1. Cars

Drivers can't change cars during the season and they must drive only with one car type specified during Driver registration.

- Drivers can change car only before first official race of the season, which is 22 April - in this case they must notify Organizers about that they want to change their car.

9.2. Car Liveries

Car liveries can be changed only once per season.

10. Driver Names & Car Numbers

During all Mythiq.net Endurance GT Series events, drivers must use Driver Name and Car Number chosen during registration and Drivers must keep this Driver Name & Car number during whole season.

It is Drivers responsibility to choose a non-taken Driver & Car number during registration. If Driver chose already taken number, then it is Organizers right to allocate any other Driver & Car number.

If Driver for some reason don't use his/her allocated Driver Name & Car number (all drivers and their numbers are listed here: <https://mythiq.net/megt/#teams>), it may be reason for the penalty, disqualification from championship or for not counting championship points.

11. Mandatory Pit stops

During all MEGTS races is 1 mandatory pit stop. It is not required to change tires or refuel, so it is only up to each driver and their strategy if they decide just to stop and go, or change tires and refuel.

12. Technical issues & connection

12.1. Server side issues

In case of any technical or connection issues at server side and if an MEGTS event is in progress, then the procedure will be following:

If any issues occur during Practice session , and it will be possible to reconnect to server within 5 minutes without any difficulties, then whole event starts again - with full Practice, Qualification and Race.

If any issue occur during Qualification or after qualification and it will be possible to reconnect to server within 5 minutes, then Qualification will be started again - without any previously saved times and in full schedule length.

If any issues occur during Race and there still remaining more than 80% of Race and it will be possible to reconnect to server within 5 minutes, then the Race will be started again as new race with grid positions based on previous Qualification results of current event.

If any issue occur during Race and there remaining less than 80% of Race, whole Race will be rescheduled to next week (if it not collide with other MEGTS event). In this case rescheduled event will keep grid positions from Qualification.

12.2. Player / Driver side issues

If driver experience any technical issue on his/her side, lost connection (which is not caused by server), then results are kept as they are showed in final game results and in server files to maintain maximal fair play of the MEGTS championship. That mean if driver is at P1 and lost connection in last corner of the last lap of the race, then driver can not ask to be considered as winner of the race.

Player with high connection latency , which will be considered as dangerous for others, may be ask to leave the server and try to fix his connection or removed from the event.