Road to Glory

From karting to Super Formula

CERTIFIED MSL EVENT

RULES

Table of contents

I. Forewords

This championship gives you the opportunity to start from karting to Super Formula in mono-type races.

The Road To Glory (RTG) is a championship proposed by Team BKC and the MSLeague. Therefore, this championship is open to drivers having a MSLeague license only.

As a MSLeague certified championship, it is also under the *Code eSPortif du Simracing* regulations.

II. Contacts

Vroom Factory discord server will be the place where all information related to the competition will be shared. Every document and every communication will be published there. It will also be the place where to get in contact with the organization team.

Moreover, information regarding the competition might also be shared on the MSLeague website, the MSLeague discord or team BKC Facebook page.

All registration has to be done on MSLeague website (chapiter XI).

III. Championship

III.I. Course of the championship

RtG will be held from April 8th 2024 to May 31st 2024.

The championship will start with a qualification session followed by 7 race sessions.

Each race will be done with a unique car, a different one from one race to another starting from karting to Super Formula.

Drivers qualified after the qualification session will participate in all races.

III.II. Schedule

L'ÉPREUVE DU TEMPS
GRAN TURISMO Red Bull X2014 Junior
AUTOPOLIS INTERNATIONAL RACING COURSE - SHORT

08.04.2024
10.04.2024
12.04.2024

Track	Autopolis International Racing Course - Short track	Number of laps	1
Weather Selection Method	Preset Weather	Preset Weather	S01
Equal condition mode	Yes	Time of the day	Afternoon
Variable time speed rate	-		

Personalised weather			
-			

Time limit (qualifications)	10 min	Fuel Consumption Rate	No
Tire Wear	No	Refueling speed	-
Tire Type	Race	Useable Tires	Soft
Mandatory tires	None		

DÉBUTS EN KARTING
GRAN TURISMO Racing Kart 125 shifter
AUTODROME LAGO MAGGIORE - EXTREME EAST II

C 15.04.2024
B 17.04.2024
A 19.04.2024

Track	Autodrome Lago Maggiore - Extréme East Reversed	Number of laps	69
Weather Selection Method	Preset Weather	Preset Weather	S11
Equal condition mode	No	Time of the day	Sunrise
Variable time speed rate	x15		

Personalised weather			
-			

Tyre wear	No	Fuel Consumption Rate	No
Refueling speed	-		

Tire Type	-	Useable Tires	-
Mandatory tires	-		

2 RALLYE PRESTO
ALFA ROMEO Giulia Sprint GT Veloce '67
TSUKUBA CIRCUIT

C 22.04.2024
B 24.04.2024
A 26.04.2024

Track	Tsukuba Circuit	Number of laps	54
Weather Selection Method	Personalised Weather	Preset Weather	-
Equal condition mode	No	Time of the day	Sunset
Variable time speed rate	x6		

Personalised weather								
C04	C05	C06	R04	R05	R04	C06	C05	C04

Tyre wear	x10	Fuel Consumption Rate	x10
Refueling speed	15 Liter/sec		
Tire Type	Confort	Useable Tires	All
Mandatory tires	None		

3 COURSE DES FLÈCHES
ALPINE A110 '17
GRAND VALLEY - SOUTH

C 29.04.2024
B 30.04.2024
A 03.05.2024

Track	Grand Valley - South	Number of laps	55
Weather Selection Method	Personalised Weather	Preset Weather	-
Equal condition mode	No	Time of the day	Sunrise
Variable time speed rate	x10		

Personalised weather								
Random	Random	Random	Random	Random	Random	Random	Random	Random

Tyre wear	x9	Fuel Consumption Rate	x5
Refueling speed	13 Liter/sec		
Tire Type	Sport	Useable Tires	Mediums
Mandatory tires	None		

4 GT CLUB
DODGE VIPER Gr.4
BRANDS HATCH GRAND PRIX CIRCUIT

C 06.05.2024
B 07.05.2024
A 10.05.2024

Track	Brands Hatch Grand Prix Circuit	Number of laps	47
Weather Selection Method	Personalised Weather	Preset Weather	-
Equal condition mode	No	Time of the day	Early morning
Variable time speed rate	x10		

Personalised weather								
Random	Random	Random	Random	Random	Random	Random	Random	Random

Tyre wear	x4	Fuel Consumption Rate	x4
Refueling speed	11 Liter/sec		
Tire Type	Race	Useable Tires	Hards
Mandatory tires	None		

5 SPRINT DE L'EIFFEL
HONDA NSX Gr.3
NURBURGRING NORDSCHLEIFE

C 13.05.2024
B 15.05.2024
A 17.05.2024

Track	Nürburgring Nordschleife	Number of laps	11
Weather Selection Method	Personalised Weather	Preset Weather	-
Equal condition mode	No	Time of the day	Sunrise

Variable time speed rate	x10		

Personalised weather								
C03	C04	C05	C06	C06	C06	C05	C04	C03

Tyre wear	x4	Fuel Consumption Rate	x3

Refueling speed	15 Liter/sec		

Tire Type	Race	Useable Tires	Mediums

Mandatory tires	None		

6 — SAO PAOLO 800

AUDI RS5 TURBO DTM '19
AUTODRÓMO DE INTERLAGOS

C 21.05.2024
B 22.05.2024
A 24.05.2024

Track	Autódromo de Interlagos	Number of laps	50

Weather Selection Method	Personalised Weather	Preset Weather	-

Equal condition mode	No	Time of the day	Early Dawn

Variable time speed rate	x17		

Personalised weather								
Random	Random	Random	Random	Random	Random	Random	Random	Random

Tyre wear	x3	Fuel Consumption Rate	x3

Refueling speed	9 Liter/sec		

Tire Type	Race	Useable Tires	Softs

Mandatory tires	None		

7 — GRANDE FINALE

SUPER FORMULA SF23 HONDA/TOYOTA '23
SUZUKA

C 27.05.2024
B 29.05.2024
A 31.05.2024

Track	Suzuka Circuit	Number of laps	34
Weather Selection Method	Personalised Weather	Preset Weather	-
Equal condition mode	No	Time of the day	Early Morning
Variable time speed rate	x5		

Personalised weather								
R06	R06	R07	R07	R08	R07	R07	R06	R06

Tyre wear	x3	Fuel Consumption Rate	x4
Refueling speed	9 Liter/sec		
Tire Type	Race	Useable Tires	All
Mandatory tires	None		

III.III. Cars to have

Q — GRAN TURISMO Red Bull X2014 Junior
Brand Central- 350.000 Cr.

1 — GRAN TURISMO Racing Kart 125 shifter
Brand Central- 10.000 Cr.

2 — ALFA ROMEO Giulia Sprint GT Veloce '67
Used cars- ~180.000 Cr.

3 — ALPINE A110 '17
Brand Central - 80.000 Cr.

4 — DODGE VIPER Gr.4
Brand Central - 350.000 Cr.

5 — HONDA NSX Gr.3
Brand Central - 450.000 Cr.

6 — AUDI RS5 TURBO DTM '19
Brand Central - 1.000.000 Cr.

7 — SUPER FORMULA SF23 HONDA/TOYOTA '23
Brand Central - 1.000.000 Cr.

IV. Technical regulation

IV.I. General settings

Room mode	Practice / Qualification / Endurance race	Room Privacy	Friends only

IV.II. Lobby settings

Lobby name	RTG Course X Salon X Name of caster	Race type	Real race
Max. Number of Participants	16	Auto-start	Non

IV.III. Tracks settings

Track	Defined for each race	Number of laps	Defined for each race

IV.IV. Time/Weather settings

Weather Selection Method	Defined for each race	Preset Weather	Defined for each race
Equal condition mode	No Yes (qualifications)	Time of the day	Defined for each race
Variable time speed rate	Defined for each race		

Personalised weather	
Defined for each race	

IV.V. Race settings

Start Type	Grid Start with False Start Check	Grid order	Fastest First
BoP/Tuning Forbidden	Yes	Settings option	Brake balance *(If allowed by BoP)*
Boost	None	Slipstream Strength	Real Low (qualifications)
Visible Damage	Yes	Mechanical Damage	Fort Light (qualifications)
Tire Wear	Defined for each race	Fuel Consumption Rate	Defined for each race
Refueling speed	Defined for each race	Initial Fuel	Default

Grip Reduction Off Track	Real	**Race Finish Delay**	180 seconde(s)
Nitro/Overtaking System Usage Time Multiplier	Default		

IV.VI. Qualifications settings

Time limit	5 min 10 min (qualifications)	**Qualification limit delay**	180 seconde(s)
Tire Wear (qualifications)	No	**Fuel Consumption Rate (qualifications)**	No
Initial Fue	-		

IV.VII.   Regulation settings

Filter by Category	No limit	**Max. PP Limit**	No limit
Max. Power Output	No limit	**Minimum Weight**	No limit
Tire Type	Defined for each race	**Useable Tires**	Defined for each race
Mandatory tires	Defined for each race	**Nitro**	Cannot be installed
Kart usage	No Yes (race 1)	**Engine swap**	Restricted
Tuning parts	No limit		

IV.VIII.   Penalty settings

Shortcut Penalty	Strong	**Wall Collision Penalty**	None
Correct Vehicle Course After Wall Collision	Off	**Car Collision Penalty**	None
Pit Lane Line Cutting Penalty	On	**Ghosting During Race**	None
Flag Rules	On		

IV.IX. Limit of driving options

Countersteering Assistance	Disable	**Active Stability Management (ASM)**	Disable
Driving Line Assist	Disable	**Traction Control**	No limit

V. Sessions

V.I. Qualifications

Qualifications will be held on Monday 8th of April 2024, Wednesday 10th of April 2024 and Friday 12th of April 2024.

10 minutes qualifying sessions will be organized between 21:00 and 23:00 (GMT +1).

During these sessions, lobbies of 6 drivers will be opened one after another. Drivers can participate to the session of their choice if there is room available. There won't be pre-registering.

A driver is allowed to do his/her qualifying session only once.

At the end of pre-qualifying, the drivers with the 42* fastest times will qualify for the competition. The other drivers will be placed on a waiting list for possible replacements.

Subject to a minimum of 42 entries, otherwise only the best 28 will be selected.

Those who cannot make this round will automatically be placed at the bottom of the ranking in the order of registration. Depending on the places available, they will be qualified or placed on the list of substitutes.

V.II. Races

V.II.I. Prerequisite

Drivers from the same lobby will be added to a PlayStation voice for any additional and/or last-minute communication needs.

The following steps must also be observed:

- Add the host of the lobby as a friend at least 7 days before the start of the event. No requests will be accepted once the show has opened
- Opening of the lobby 30 minutes before the start of the tests
- Be present in the lobby and on the track at least 10 minutes before the start of the event
- Drivers must check that they have all the tires required for the event
- Drivers must check that they are able to leave the pits
- Drivers must save the replay of their race after the event, and keep it for at least 7 days

V.II.II. Race format

Races will be based on the number of laps and will last approximately 75 minutes.

The race parameters are unique for each race.

Each race will feature a different vehicle, unique to all the drivers.

V.II.III.　　　Procedure

Race evenings will all take place in the same way:

- Opening of the lobby: 20:30 (GMT +1)
- Qualifications start: 21:00 (GMT +1), for 5 minutes
- Break until the race start or for at least 3 minutes
- Start of the race: 21 :10 (GMT +1), race duration is around 75 minutes
- End: around 22:30 (GMT +1)

This schedule may vary by a few minutes depending on any bugs or minor setbacks, to allow the last drivers to finish their races.

There will be no restarts in the event of an accident, so please be vigilant. There will be a MAXIMUM of two restarts in the event of a bug, so clear your cache before entering the show.

Any driver not present on the track before the start of the event will not be able to take part and will be counted as absent.

V.III. Pools

There will be a maximum of 3 pools of 14 drivers in the championship.

Pools will be established as follow:

- After pre-qualification:
    - Drivers with times between 1st and 14th will be in Pool A
    - Drivers with times between 15th and 28th will be in Pool B
    - Drivers with times between 29th and 42nd will be in Pool C
    - The other drivers will be placed on a waiting list for possible replacements
- At the end of each session:
    - The last 3 in pools A and B will move to pools B and C respectively for the following session
    - The firsts 3 in pools B and C will move to pools A and B respectively for the following session
- If there are not enough drivers in a pool, the number of drivers promoted to the lower pools may be increased:
    - From pool C, the number of drivers promoted will be increased by the number of drivers absent from pools A and B
    - From pool B, the number of drivers promoted will be increased by the number of drivers absent from pool A

V.IV. Hosts

Hosts will be communicated before each session and included in the Playstation chat party of each pool so that they can easily be added as friends.

V.V. Lobby crash

In the event of a lobby crash, drivers must follow instructions given by organisers on the various networks available (discord, live video, etc.).

The following measures will be taken with regard to the race.

- Less than 10% of the race completed: Restart for the complete duration of the race
- Between 10% and 50%:
    - Restart the race with the number of laps or time remaining only
    - The starting grid will be in the order of positions at the time of the crash
    - Full points will be awarded for the race after the crash
- Between 50% and 75%:
    - Restart with the number of laps remaining
    - The starting grid will be in the order of positions at the time of the cras
    - Half the points will be awarded for the race before the crash and half for the race after the crash.
- Between 75% and 99%:
    - Full points will be awarded for the race before the crash.
    - No restart.
- A maximum of 2 restarts will be possible, beyond which the race will be postponed.

V.VI. Postponement of the race

The decision to postpone will be taken before the event itself reaches more than half its duration.

The organisers will do their best to find a date and a solution that suits everyone, although no solution will ever be perfect.

In the event of a postponement to a later date not provided for in the initial calendar, the promoter undertakes to facilitate the replacement of drivers. Replacement drivers racing on behalf of another driver will score points in that driver's name.

In the event of a postponement aimed at shifting the calendar to the same dates as the initial calendar, driver replacements will not be authorized. This may result in the cancellation of a subsequent round or the postponement of all subsequent rounds, and therefore the end of the championship.

If no satisfactory solution can be found, then the round may be cancelled, even if the race has been completed for some of the pools.

VI. Ranking

The championship ranking will be based on the sum of the points awarded at the end of each race.

Points per race will be calculated as follows:

Points per race = Points for final position + Bonus points by pool + Bonus - Malus

VI.I.I. Points scale according to position

This scale is the same for each pool.

Position	Points
1st	39
2nd	36
3rd	33
4th	30
5th	27
6th	24
7th	21
8th	18
9th	15
10th	12
11th	9
12th	6
13th	3
14th	0

VI.I.II. Bonus per pool

The bonus per pool is awarded according to the pool in which a driver is placed and is the same for all drivers in the same pool.

It will be different for each race, depending on the drivers in the pool.

It will be calculated as follows:

$$Bonus\ per\ pool = 99 \times \frac{Sum\ of\ pre-race\ points\ of\ pool\ members}{Sum\ of\ pre-race\ points\ of\ all\ participants\ in\ the\ race}$$

As it is impossible to calculate this bonus for the first race, it will be 61 points for pool A, 33 for pool B and 5 for pool C. This scale could be recalculated if there are not 3 pools of participants in the championship.

VI.I.III. Bonus

Bonuses will be counted in points and awarded as follows:

Pole position	**+2 points**
Best lap	**+1 point**

Penalties will take the form of points deducted, except in extreme cases, which may result in exclusion.

The final decision on the penalty will be taken by the judges and will follow the following scale :

Code Sanction	Actions	Chapter CES	Sanction
APP	Leaning over a competitor	8.1	- 4 points
SER	Pressing a rider against a wall or barrier without causing damage	8.4	- 4 points
ECT	Pushing away a competitor outside the track limits	8.4	- 4 points
BFG	No respect of blue flags	8.12.3	- 4 points
DPBF	Dangerously overtaking a latecomer under blue flag conditions	8.12.3	- 4 points
LGN	Changing line more than once	8.4	- 4 points
REP	Returning dangerously to the track	8.7	- 9 points
OBS	Obstruction	8.1	- 9 points
OFF1	Pushing away of the track limits by contact a competitor without causing damage	8.1	- 9 points
GDP	Gaining one or more positions through contact	8.1	- 9 points
STP	Stopping on the track for no reason	8.1	- 9 points
PURG	Serving a penalty on the trajectory	8.8.1	- 9 points
FLSH	Improperly flashing headlights	8.10	- 9 points
OFF2	Pushing away of the track limits by contact a competitor and causing damage	8.1	- 18 points
SHCK	Colliding with a competitor and causing damage	8.1	- 18 points
CTRL	Performing an action causing a competitor to lose control of their vehicle	8.1	- 18 points
RFG	Overtaking under red flag/safety car	8.11 / 8.12.4	- 18 points
OFF3	Pushing away of the track limits by contact a competitor and causing major damage	8.1	- 32 points
TXT	Writing in the chat room during a qualifying session or a race	9.5	2 places
FLAT	Driving with at least one tire 100% worn	9.7.1	DSQ[1]
PRHB	Maneuvers prohibited by the promoter's regulations	9.3	DSQ[1]
RSP	Disrespecting a driver, cast, organization, official or host	9.5 / 9.6	EXC[2]
RQT	Rage quit	8.14	EXC[3]
INT	Intentional maneuver, act of revenge	8.13	EXC[2]
ABS[4]	Retirement in the pits		DSQ[1]

Code Sanction	Actions	Chapter CES	Sanction
STD[4]	Use of pits after 1 lap		- 9 points
LNC[4]	Non-compliant livery		- 1 point /element
GHO[4]	Ghosting		- 4 points
SCT[4]	Use of traction control		- 9 points
DNR[4]	Damage not repaired		- 4 points /lap
ABS[4]	2 unjustified absences		EXC[3]

(1) DSQ = Disqualification: The driver is classified last in the race and scores no points.

(2) EXC = Exclusion: For RSP and INT sanctions, this means exclusion from the race, the championship and the league.

(3) EXC = Exclusion: For RQT and ABS sanctions, the driver will be excluded from the championship only. In the event of a repeat offence, he will also be excluded from the league.

(4) These penalties will be analyzed directly by the organizing team without the need to lodge a complaint.

All penalties may be cumulative and may be doubled in the event of a repeat offence.

The above list of penalties is not exhaustive and may be added to or modified at the organizer's discretion.

VII. Code of conduct and fairplay

Participants in the championship are expected to show respect both on and off the track.

Anti-fair-play behavior can result in a penalty or exclusion from the championship.

Fair play is above all a question of common sense and respect between drivers, but here are a few basics.

VII.I. Simracing eSporting Code

This competition is governed by the Simracing eSporting Code. These rules will apply to this championship unless they conflict with the following chapter. For more details, please refer to the complete league rules available on the MSLeague website.

Certain elements specific to this competition which are not detailed in the Simracing eSporting Code are explained in the following chapters.

VII.II. Retirement in the pits

If a driver wishes to retire, he may return to the pits and leave the car without taking any action on his part; this will not interfere with the smooth running of the event and will be accepted as a valid retirement. No other form of withdrawal will be permitted.

No points will be awarded for retirement.

VII.III. Closing of the pits

The pits will be closed during the first lap of the race. It will therefore be forbidden to enter the pit lane at the end of the first lap of the race to refuel, change tyres or repair damage.

VII.IV. Damages

All mechanical damage must be repaired in the same round in which the damage occurred, except for the last lap.

VII.V. Traction control

Traction control will be prohibited during competition. However, to avoid a bug in Gran Turismo 7 this setting will not be restricted in the salon settings.

Judges will be able to identify drivers who break this rule by viewing the replay of the race.

The use of traction control will result in disqualification from the race on the first offence and disqualification from the championship on the second.

VII.VI. Ghosting

Ghosting, the act of pressing the pause button during a race or qualifying session, during which the car drives itself, is prohibited.

VII.VII. Disconnection

Network connection problems are specific to ESport and can be considered as a mechanical breakdown in analogy with real motor sport. As a result, it's up to everyone to make sure their Internet connection is working properly. Here are a few commonsense rules for those with unreliable connections.

- Connect your PlayStation using a wired connection only (even if this means running a cable around the house temporarily during the event), avoid using Wi-Fi or 4G!
- Restart your game, console and box just before connecting in the living room
- Make sure that no-one is using the network heavily while you are playing
- Check that you are using the correct DNS, see tutorial on the MSLeague website

…

VIII.Livery regulation

VIII.I. Livery

Each team is free to choose its own livery, but in the interests of recognition for casters, we encourage teams to have similar liveries.

VIII.II.   Stickers

VIII.II.I.   Number plate

The number plate specific to the competition must be positioned in the same places as the official Gran Turismo 7 number plates, and as far as possible, in the same size.

You can find this plate on the Vroom Factory discord.

No modification of the plate is accepted, only the official plate can be present.

VIII.II.II.   Windscreen banner

The windscreen banner must be placed on the cars. It should cover as much of the space available for each vehicle as possible.

You can find these banners on the Vroom Factory discord.

No modification of the banner is accepted, only the official banner can be present.

VIII.II.III.   MSLeague stickers

MSL stickers will also be compulsory, in a free space, but visible.

You can find these stickers on the MSLeague discord and on FTR_Portos806's profile.

VIII.III.   Race number

You are free to choose the number you wish to display on your RtG number plate.

IX. Absences

IX.I. Absences

A driver who is absent will not score any points and will not be taken into account when calculating the points bonuses for each pool. He will automatically be placed in pool C for the following round.

Absences will be considered up to 24 hours before the C race. After this time, the place will be left free in the lounges.

Absences must be justified. The organizers reserve the right to decide whether an absence is valid or not. If justification is not accepted, the absence will be considered as an unannounced absence.

If a driver is absent for two rounds without giving notice, he may be excluded from the RtG.

IX.II. Replacement

At the end of pre-qualifying, the drivers with the highest ranking after 42nd place will be placed on the replacement list. These drivers will be given priority to take part if one or more drivers are absent.

As there are often no-shows at each race, these drivers will often be called upon.

Whenever possible, absent drivers will be replaced by the organizers.

The composition of the pools may be changed up to 24 hours before the first race of the round, i.e. 24 hours before the race in pool C. Changes will take effect as follows:

If there are no drivers in pools A or B: the driver initially scheduled for pools B or C with the best overall ranking will be promoted. He will score points according to his new pool. His vacant place will be replaced following the same process.

In the event of absence from pool C: The driver on the replacement list with the best pre-qualifying ranking will be asked to replace the driver. This driver will score points as normal but will remain a substitute for the following races.

If no driver is available, the place will be given to volunteers. They will not score any points and will not automatically be invited to other races. As they will not be subject to penalties either, they may be banned from taking part in another championship race in the event of serious misconduct.

X. Claims

X.I. Judges

The Simracing Officials Committee and the championship organizers will be responsible for assessing complaints and the application of the rules.

The judges may be called upon to pass judgement even if there are no claims.

Sanctions will be published on the MSLeague Discord / Road To Glory channel.

X.II. Claims

Complaints in the event of reprehensible acts may only be made on the MSLeague website, on the dedicated page.

For more information on the complaints procedure, please refer to section 10 of the Simracing eSporting Code.

XI. Registrations

Registrations will be open until the first day of the qualifiers. All registrations must be made on the MSLeague website.

The MSL license is compulsory to register for this championship. This license is free, you just need to go to MSLeague and register. If you are a driver for a team, don't forget to mention it.

Once your license has been registered, you will need to go to the Events page of the site to register officially for the championship.

Any registration made elsewhere will not be considered (Facebook, Discord, private messages, etc.).

The organizers reserve the right to refuse a driver's entry.

XII. Organizers et casters

XII.I. Organizers

The Road To Glory championship was born out of BKC_Taz's idea to create a championship based on a driver's career, and the entire team then drew up the specifications for the championship.

The whole BKC team took part in the various tests leading to the proposed calendar.

The rules were drawn up by BKC_Taz, BKC_Josgri752, BKC_Forkas06 and S'ron.

S'ron was responsible for the design, logos and other graphic elements.

This championship was created thanks to the participation and support of the MSLeague and the Simracing eSports Committee.

XII.II. Casters

As in any championship, drivers like to know that their race is being broadcast, so that they can tell their mates to come and support them, or so that they can watch the race again later with comments and action that they may have missed.

However, the number of casters is sometimes lower than the demand, and it's possible that some shows won't be broadcast if we don't find enough people.

If you know anyone who would like to try their hand at casting, they are very welcome.

If you would like to suggest a caster to come to our championship, don't hesitate.

Priority will be given to casters affiliated to the MSLeague.