



SIMGEAR **GT MASTERS**

BULERS

Registrations

Registration Form: Submit your application on the official website: <https://bulers.com/join>

Participation Fees:

Full-season registration (submitted by 16.03.2025): 50 BGN / 25 EUR

Full-season registration (submitted after 16.03.2025): 70 BGN / 35 EUR

Single round participation: 20 BGN / 10 EUR

Every driver is required to be present in the BULERS Discord server. After submitting the application, you must receive the **SIMGEAR GT Masters** role in the server to gain access to hidden championship-related channels. These channels contain all championship information, including standings, calendar, rules, prizes, registrations, protests, penalties, skins, briefing room, and press conferences.

If you have submitted an application but have not yet received your role in the Discord server, please contact **Iskren Pondev** on Discord.

Each driver who has submitted an application and completed the payment must also request access to the **BULERS** league on the iRacing platform.

To do this:

1. Open **iRacing UI**
2. Navigate to **Leagues -> Find a League**
3. Search for **BULERS (ID 4369)**
4. Submit a request to join the league

The championship remains open to new drivers throughout the entire season. Drivers can join at any time, either with their own team or by joining an existing one.

Before any race, it is mandatory to **discuss your participation with the organizers** to ensure smooth event management and proper preparation for the broadcast. Additionally, other participants will be informed during the briefing.

It is strictly forbidden to allow another driver to participate using your iRacing account if they have not registered for the championship. Any violation of this rule will result in a penalty imposed by the organizers.

The starting grid has a maximum capacity of **60 drivers** – up to **30 GT3** and **30 GT4** participants.

If an application is submitted after the first **30 registered drivers** in each category, the applicant will be placed on a **waiting list**. Drivers on the waiting list will be allowed to participate only if one of the 30 regular drivers in GT3 or GT4 is unable to race.

Drivers in the waiting list will be admitted in the order of their application submission, filling in any vacant spots among the **30 GT3 and 30 GT4** drivers accordingly.

Cars and Classes

The cars featured in the **SIMGEAR GT Masters** championship will be from the **GT3** and **GT4** classes.

GT3:

BMW M4 GT3, Lamborghini Huracan GT3 Evo, Mercedes AMG GT3 2020, Porsche 911 GT3 R992, Ferrari 296 GT3, Audi R8 LMS Evo 2 GT3, Chevrolet Corvette Z06 GT3.R, Ford Mustang GT3, McLaren 720S GT3 Evo, Acura NSX GT3 Evo 22

GT4:

Porsche 718 Cayman GT4 Clubsport MR, McLaren 570S GT4, Aston Martin Vantage GT4, Mercedes AMG GT4, BMW M4 G82 GT4

Car setups are **open**.

Driver Classes in SIMGEAR GT Masters:

- **GT3:** AM and PRO
- **GT4:** AM and PRO

Class Assignment Criteria:

- **GT3 AM:** Up to 3300 iRating
- **GT3 PRO:** Above 3300 iRating
- **GT4 AM:** Up to 2800 iRating
- **GT4 PRO:** Above 2800 iRating

The organizers reserve the right to reassign a driver between **AM and PRO** during the season based on performance.

Team Formation and Regulations

A team can consist of **one or two drivers**, but only from the **GT3** or **GT4** class – mixing drivers from both classes in a single team is not allowed.

Both drivers in a team **contribute points** to the team standings. If a team consists of only one driver, they will still earn points for the team classification. However, if a driver is involved in an incident, they will **incur negative championship points** for their team.

All teams have dedicated **voice channels** in the Discord server, named after their respective teams. **During championship rounds, it is mandatory for drivers to be in their assigned team channels.**

More details about penalties after each race can be found in the **#penalties** section in Discord.

The organizers reserve the right to **modify a team's name or livery** if necessary.

The use of liveries and team names that **violate human rights, sportsmanship, or the championship's image** in any way will not be tolerated.

Political slogans, messages, or references are strictly prohibited. Sim racing remains one of the few sports untouched by such influences, and we intend to keep it that way.

Championship Format

Race A

Briefing	Free practice	Qualifying	Race	Press Conference
<u>19:00</u>	<u>19:20</u>	<u>19:40</u>	<u>20:12</u>	<u>21:12</u>
<i>20 min.</i>	<i>20 min.</i>	<i>32 min.</i>	<i>60 min.</i>	<i>10 min.</i>

Race B

Briefing	Free practice	Qualifying	Race	Press Conference
<u>19:00</u>	<u>19:20</u>	<u>19:40</u>	<u>20:12</u>	<u>21:32</u>
<i>20 min.</i>	<i>20 min.</i>	<i>32 min.</i>	<i>80 min.</i>	<i>10 min.</i>

The **SIMGEAR GT Masters** championship will consist of **7 rounds**. The circuits will be selected from the official **GT3 series – IMSA and Fanatec GT3**.

Each round will include **Free Practice, Qualifying, and a race** of either **Race A** or **Race B** type.

Race A: Fuel limited to **60%**

Race B: Fuel limited to **50%**

Qualifying Session

The **qualifying session will last 32 minutes**, with drivers divided into **three groups**:

GT4 Group

- GT4 drivers will start their qualifying session **from the beginning until the 10th minute**.
- Drivers who start a hot lap **before the 10th minute** are allowed to complete it.
- After completing the hot lap, **drivers must return to the pits using the ESC button**.

GT3 AM Group

- GT3 AM drivers will begin qualifying **after the 10th minute and continue until the 20th minute**.
- Drivers who start a hot lap **before the 20th minute** are allowed to complete it.
- After completing the hot lap, **drivers must return to the pits using the ESC button**.

GT3 PRO Group

- GT3 PRO drivers will begin qualifying **after the 20th minute and continue until the 32nd minute**.
- The GT3 PRO qualifying session **ends exactly at the 32nd minute**.

Penalties for exceeding time limits:

- GT4 drivers who start a hot lap **after the 10th minute** will receive **3 penalty points**.
- GT3 AM drivers who start a hot lap **after the 20th minute** will receive **3 penalty points**.

ESC Button Rule:

Once a driver uses the **ESC button (teleport to pits)** during qualifying, **they are not allowed to return to the track**.

Any driver who violates this rule will receive a **“No Qualifying” penalty for the next round**.

Starting Procedure

GT3 and GT4 drivers **line up on the grid** according to their **qualifying results**. The race starts with a **rolling start**.

GT3 Start Procedure

- GT3 cars **follow iRacing's start sequence**, reacting to the **“Green, green, green!”** signal and the in-game start lights.
- The maximum allowed speed is **90 km/h** during the formation lap.
- **Prohibited actions:**
 - Sudden braking or acceleration
 - Rapid changes in direction for tire warming
 - Jump-starting before the **“Green, green, green!”** signal
- Any violations may result in a **penalty after a protest is filed**.

GT4 Start Procedure

- GT4 cars **do not follow the GT3 start signal**.
- The start occurs only when **the first GT4 driver reaches a designated start zone** (which will be explained during the briefing and visually demonstrated in Discord).
- Once the first GT4 driver reaches the start zone, **they decide when to start**, and the rest of the GT4 field follows their lead.
- The maximum allowed speed is **90 km/h** during the formation lap.
- **Prohibited actions:**
 - Sudden braking or acceleration
 - Rapid changes in direction for tire warming
 - Jump-starting before entering the designated start zone
- Any violations may result in a **penalty after a protest is filed**.

Race Information

- **Start Type:** Rolling start
- **Race Formats:**
 - **Race A:** 60 minutes
 - **Race B:** 80 minutes
- **Incident Limit (including off-tracks): 25 incidents** (Disqualification at **35+ incidents**)
- **Fast Repairs:** 0
- **Server Information:**
 - All sessions of a race round take place on the **same server**.
 - The server starts at **19:20 (Bulgarian time)** and can be found in the **league sessions** on iRacing.

Before each round, **drivers are strongly encouraged** to attend the **briefing in the #Briefing voice channel** on Discord.

Calendar

	Date	Track
1	23.03	Sebring
2	30.03	TBA
3	06.04	TBA
4	20.04	TBA
5	27.04	TBA
6	11.05	TBA
7	18.05	TBA

Points

Championship points for **Race A** events for GT3 and GT4

1 place	70 p.	21 place	30 p.	41 place	10 p.
2 place	63 p.	22 place	29 p.	42 place	9 p.
3 place	58 p.	23 place	28 p.	43 place	8 p.
4 place	54 p.	24 place	27 p.	44 place	7 p.
5 place	51 p.	25 place	26 p.	45 place	6 p.
6 place	49 p.	26 place	25 p.	46 place	5 p.
7 place	47 p.	27 place	24 p.	47 place	4 p.
8 place	45 p.	28 place	23 p.	48 place	3 p.
9 place	43 p.	29 place	22 p.	49 place	2 p.
10 place	41 p.	30 place	21 p.	50 place	1 p.
11 place	40 p.	31 place	20 p.	51 place	1 p.
12 place	39 p.	32 place	19 p.	52 place	1 p.
13 place	38 p.	33 place	18 p.	53 place	1 p.
14 place	37 p.	34 place	17 p.	54 place	1 p.
15 place	36 p.	35 place	16 p.	55 place	1 p.
16 place	35 p.	36 place	15 p.	56 place	1 p.
17 place	34 p.	37 place	14 p.	57 place	1 p.
18 place	33 p.	38 place	13 p.	58 place	1 p.
19 place	32 p.	39 place	12 p.	59 place	1 p.
20 place	31 p.	40 place	11 p.	60 place	1 p.

Championship points for **Race B** events for GT3 and GT4

1 place	140 p.	21 place	60 p.	41 place	20 p.
2 place	126 p.	22 place	58 p.	42 place	19 p.
3 place	116 p.	23 place	56 p.	43 place	18 p.
4 place	108 p.	24 place	54 p.	44 place	17 p.
5 place	102 p.	25 place	52 p.	45 place	16 p.
6 place	98 p.	26 place	50 p.	46 place	15 p.
7 place	94 p.	27 place	48 p.	47 place	14 p.
8 place	90 p.	28 place	46 p.	48 place	13 p.
9 place	86 p.	29 place	44 p.	49 place	12 p.
10 place	82 p.	30 place	42 p.	50 place	11 p.
11 place	80 p.	31 place	40 p.	51 place	10 p.
12 place	78 p.	32 place	38 p.	52 place	9 p.
13 place	76 p.	33 place	36 p.	53 place	8 p.
14 place	74 p.	34 place	34 p.	54 place	7 p.
15 place	72 p.	35 place	32 p.	55 place	6 p.
16 place	70 p.	36 place	30 p.	56 place	5 p.
17 place	68 p.	37 place	28 p.	57 place	4 p.
18 place	66 p.	38 place	26 p.	58 place	3 p.
19 place	64 p.	39 place	24 p.	59 place	2 p.
20 place	62 p.	40 place	22 p.	60 place	1 p.

Drivers receive points if they complete 70% of Race A and Race B events.

Bonus Points

- **Fastest lap in a race** – 1 point
 - Fastest **clean** lap of the race
- **Clean race** – 2 points
 - Driver finishes the race with **0 incidents (x0 incidents)**

Racing Code

Drivers are allowed to engage in close battles, but this increases the chances of **Netcode incidents** – always keep this in mind!

Patience is key! In real life, pressing the gas pedal to the floor is difficult; in sim racing, the challenge is knowing when to lift off.

Start procedures can be chaotic and impulsive. Always remember – a race is never won in the first corner, but it can easily be lost there!

If you **lose control of your car**, always keep the **brake pedal fully pressed**. This makes your trajectory much more predictable, allowing drivers behind you to react more easily and avoid collisions. **A car that has left the track is fully responsible for safely rejoining.**

Dive Bombing Rule

- If a driver attempts a **dive bomb**, they must **maintain their trajectory** to the apex without making contact with surrounding cars.
- If the driver **loses control**, misses the apex, and causes an incident, they may receive a penalty.

Administrative Penalties

- Any **unlisted situations** will be reviewed by the organizers, and penalties will be assigned accordingly.

Track Limits

- If you go off-track, you **must** yield to oncoming traffic before rejoining.

Blue Flag

- If shown a **blue flag**, you **must** yield to faster drivers **on the racing line**.
- Staying on the racing line **while being lapped** makes overtaking more difficult and increases the risk of an accident.

Rejoining the Track After an Incident

Once you regain control of your car after a **critical situation**, rejoining the track **must be done safely**. **The re-entering driver is fully responsible for any collisions caused.**

If you **spin**, always **check your surroundings** for approaching cars before rejoining.

- Use the **F3** button to open the **Black Box – Relative**, which shows the distance of cars ahead and behind you.

Slow Down Penalties

- When serving a **slow down penalty**, drivers must **move off the racing line** to avoid incidents.
- Be aware of **high-speed cars behind you**.
- Any **unsafe deceleration on the racing line** will result in **2 license points**, unless further damage or collisions occur.

Conduct and Sportsmanship

- **Offensive or inappropriate behavior** is strictly forbidden during races, in the **Discord server**, and in the **broadcasts**.
- If you find yourself in a verbal dispute, contact the **organizers** instead of escalating the situation.

The championship is **for entertainment! Verbal aggression, insults, and inappropriate behavior** toward any participant in **Discord** or elsewhere **will not be tolerated**. Violations will result in **warnings, penalties, or removal** from the league and Discord server.

Racing Etiquette

- If another car is **beside you**, always leave **at least one car width** of space to ensure fair competition.
- When **entering a corner side by side**, both drivers must **leave room** and **avoid pushing each other off the track**.
- The **leading car has the priority** and dictates the racing line but **must allow enough space** to avoid race-ending incidents.
- A **leading car may make one defensive move** on a straight if space allows. If contact occurs due to a sudden line change, the **leading driver will be held responsible**.

Damaged or Uncontrollable Cars

- If your car is **severely damaged or uncontrollable**, stay clear of other cars to avoid causing further incidents.
- If you cause an accident due to a damaged car, you **will receive a penalty**.

Pit Exit Etiquette

- During **qualifying and races**, drivers exiting the pit lane **must yield** to those on a **hot lap**.
- Blocking, impeding, or making contact **with cars on a hot lap** will be penalized.

Refueling and Tire Changes

- During **qualifying**, if refueling or changing tires is needed, **do not use the ESC button**. Instead, **return to the pits manually**.
- The same applies **after the race** – always drive back to the pits.
- This maintains a **professional look for the live broadcast**.
-

Penalties and Protests

A **driver** is not allowed to change their **livery** during the season unless they have **explicit approval from the organizers**.

Driver's License

Each driver holds a **racing license**, where penalties are recorded through **LICENSE POINTS**.

License points will be assigned for **any rule violations** and are issued by **BULERS Race Control**, according to the table below.

- **6 license points** → No qualification in the next round
- **7-11 license points** → No qualification in the next round
- **12+ license points** → No qualification + Pit lane start in the next round
- **Every additional 6 points after reaching 12** → Pit lane start

If a driver **receives multiple “pit lane start” penalties**, any remaining penalty **carries over to the next race**.

Serving a **“pit lane start” penalty** clears **6 license points** from the driver's license (**only if the penalty was applied as a pit lane start**).

Each license point a driver receives is **multiplied by 2**, and the total is **deducted from the team's championship points**.

A driver can **reset their license points** if they **complete two consecutive rounds without receiving additional points**.

If a driver **fails to serve their penalty**, they are **automatically disqualified** from the race, and their **team loses 20 championship points**. If further violations occur during the race, **additional license points will be added** to their racing license.

Do I Have a Penalty?

It is **the driver's responsibility** to check the **#penalties** channel in **Discord** for any penalties issued in the last round.

If you are **unsure about your penalty** or need clarification on the procedure, you may **ask for an explanation during the pre-race briefing** before each round starts.

Penalty Table

	Rule	License Points / Championship Points	Legend	Procedure
1.0	Invalid protest – the relevant protest has wrong information (wrong race, wrong lap and/or submitting a protest after the specified time)	-	IP	Protest after the race
1.1	No additional consequences – used when the incident has already been dealt with by another previous protest	-	NAC	Protest after the race
1.2	Racing incident - used when the situation has been assessed as a racing incident	-	RI	Protest after the race
1.3	Netcode – Used when the incident is caused by a netcode (Wrongly caused incident by iRacing)	-	Netcode	Protest after the race
2.0	- An incident in which a driver loses up to 2 positions and up to 4 championship points; - Preventable accidents; - Impeding a qualifying lap; - Unintended and intentional hits (during practice and after competition)	2 License points	2LP	Protest after the race
2.1	An incident in which a pilot loses more than two positions or more than 4 championship points	3 License Points + (5 points for the championship + 1 point for each point lost after the fourth championship point)	3LP + *P	Protest after the race
2.2	In the event of an accident caused during qualification, if the victim does not have a result and does not have the opportunity to continue his qualification	4 License Points + 10 Championship Points	4LP + 10P	Protest after the race
2.3	An incident in which the injured driver retires and cannot continue in the race <i>(iRacing disqualification for accumulated in-race incidents does not apply to this penalty)</i>	Disqualification + 6 License Points	DSQ + 6P	Decision by Race Control / Protest after the race

2.4	An incident in which two or more pilots have crashed (<i>iRacing disqualification for accumulated in-race incidents does not apply to this penalty</i>)	Disqualification + 12 License Points	DSQ + 12P	Decision by Race Control / Protest after the race
3.0	Decision by Race Control / Protest after the race	Disqualification from the competition + 20 Points for the team championship	PM	Decision by Race Control
4.0	Indecent behavior / Verbal aggression during competition sessions and hosted practices	1 round disqualification		Decision by Organizer
4.1	Rude behavior / Verbal aggression during the competition sessions and hosted practices for the second time	Administrative penalty		Administrative penalty
4.2	Rude behavior / Verbal aggression towards anyone on the BULERS Discord server	1 week timeout		Decision by Organizer
4.3	Rude behavior / Verbal aggression towards anyone on the BULERS Discord server for the second time	Ban		Decision by Organizer
5.0	Last round of the season - withdrawal of extra points for the championship	See rule below	P	Decision by Race Control

Each license point a driver receives will be multiplied by 2, and the total will be deducted from the team points.

Final Round of the Season

- Each **license point** a driver receives in the final round will be **multiplied by 2** and deducted from the driver's **championship points**.
- If the accumulated license points result in a **penalty that cannot be served**, the total points will be **deducted from the driver's championship score**, as the penalty cannot be carried over. In this case, the license points will again be **multiplied by 2**.

Team Incidents

- Incidents between **teammates** will **not** be reviewed by Race Control unless:
 - An **official protest** is submitted.
 - Another car **from a different team** is affected by the incident.

Protests

- A driver **involved in an incident** must submit their own protest.
- Failure to submit a protest may result in the incident **not being reviewed by Race Control**.
- Protests must be submitted **within one hour** after the end of the second race in the **#protest** channel on Discord.
- Only **properly filled** protests will be reviewed.

Example Protest Format:

Ivan Ivanov vs. Georgi Georgiev

- *Lap: No. 2*
- *Turn: No. 3*
- *Incident explanation from your perspective: ...*

Invalid protest:

- Incorrect or incomplete information.
- Submitting a protest on behalf of another driver.
- **Decisions on submitted protests** will be published **weekly** in the **#penalties** section in Discord.

Skins

- Every **driver or team** must submit their skin **by March 16th, 2025**, via **private message** to **Iskren Pondev** on Discord.
- If you have **any issues** with your skin, please contact **Iskren Pondev** on Discord.

Wheel Color Regulations

Drivers are required to use only **three colors** for their wheels: **white, black, and silver metallic.**

- **WHITE WHEELS** – Matte + #FFFFFF
- **BLACK WHEELS** – Matte + #000000
- **SILVER METALLIC WHEELS** – Brushed + #FFFFFF

Team Skins

- It is **recommended** that team skins be **identical.**
- Each driver **must keep the same skin** throughout the entire season.
- The organizers **reserve the right** to reject skins **partially or entirely** if necessary.

For the upcoming season, **championship sponsors will be placed on the front sun visors.**

Drivers **are not allowed to change their car skins during the season** unless they receive **explicit approval from the organizers.**

The use of **skins that violate human rights, sportsmanship, or the championship's image** is strictly prohibited.

Political slogans, messages, or references are not tolerated! Sim racing remains one of the few **uncompromised sports**, and we aim to keep it that way.

Broadcast

The championship will be **broadcast live** on the **Pitlane.TV YouTube channel.**

Press Conference

- The press conference will include **the podium finishers from AM and PRO classes of GT3 and GT4.**
- To participate, after **race ends and all cars return to the pits**, drivers must **join the #Pressconference channel** and wait to be moved into the live broadcast channel by the commentator.
- **Every podium-finishing driver is morally obligated** to attend the press conference as a sign of respect to their fellow competitors and in the spirit of fair play.

Prizes

Overall Standings – GT3 PRO Class:

1st place – Trophy + €150

2nd place – Trophy + €100

3rd place – Trophy + €50

Overall Standings – GT3 AM Class:

1st place – Trophy + €100 shopping voucher for SIMGEAR.bg

2nd place – Trophy + €75 shopping voucher for SIMGEAR.bg

3rd place – Trophy + €50 shopping voucher for SIMGEAR.bg

Overall Standings – GT4 PRO Class:

1st place – Trophy + €100

2nd place – Trophy + €75

3rd place – Trophy + €50

Overall Standings – GT4 AM Class:

1st place – Trophy + €75

2nd place – Trophy + €50

3rd place – Trophy + €25

TeamStandings – GT3:

1st place – Medals

2nd place – Medals

3rd place – Medals

TeamStandings – GT4:

1st place – Medals

2nd place – Medals

3rd place – Medals

Every driver who **registers and participates in at least 50% of the championship** will receive a **€10 shopping voucher** for SIMGEAR.bg.



BULERS

