



Season 5

Series - Call for Entries

Change History

Version	Date	Contents
1.0	April 13, 2026	Initial release

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1. General

The PWA GT Challenge (PWA GTC for short) is conducted in accordance with iRacing's Sporting Code. In addition, the event-specific regulations apply.

The following order of precedence applies:

1. Voice briefing
2. Written pre-race briefing (on Discord)
3. Series regulations
4. Extended Rules
5. iRacing Sporting Code - <https://www.iracing.com/iracing-official-sporting-code/>

2. simulation used

iRacing.com

3. Primary Community / Organizer

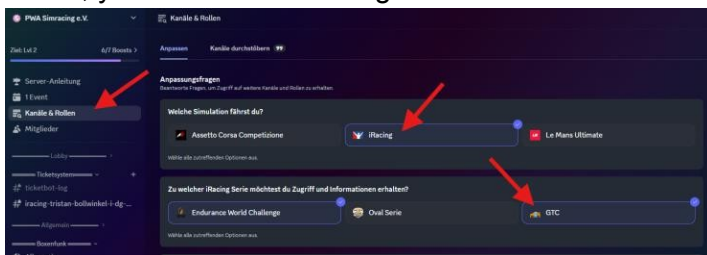
PWA Simracing, Inc.
Lönsweg
74360 Ilsfeld

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Information about the GTC League is available at <https://pwa-simracing.de/pwa-gt-challenge/>.

Communication takes place on the [community Discord](#).

There, you can select iRacing as the simulation and then choose the GTC role.



4. Registration / Registration Deadline / Qualification

Registration takes place via the registration form on the PWA-Simracing homepage. Registered drivers will then be invited to the corresponding iRacing league.

Registration begins on April 15, 2026, and ends on May 10, 2026, at 11:59 PM.

Each class is limited to 25 cars. Any additional registrations will be placed on a waiting list. The series will take place with a minimum of 30 registered cars. A maximum of 50 cars are allowed.

5. Entry fee

An entry fee of **€10.00 per season** is due **for each registered vehicle** for all 5 rounds of the PWA GTC. The entry fee must be received by **11:59 p.m. on May 10, 2026, at the latest**, in the following PayPal account, specifying the “start number” and “driver’s name.”

PayPal account: kontakt(at)pwa-simracing.de

Otherwise, the registration will lose its eligibility to start with immediate effect, and a waiting registration will move up to the participant list.

5.1. Use of the Entry Fees

The entry fee is used by the organizers transparently for all participants to cover the provision of servers, race or practice days, as well as compensation for the time spent by members of the race commission. Every driver has the right to review the financial statements and the use of entry fees at any time.

6. Start Numbers

Start numbers can be freely chosen between 4 and 999 upon registration. The rule is “first come, first served.”

7. License and iRating

Each participant must hold at least a **C license in the Sports Car category** in iRacing to participate. If a C license is not available, participants can use the _____ server
not .

There is no rating limit.

8. Participants per vehicle

A vehicle may only be driven by one person; a substitute driver may be named for up to 2 races. Any changes must be reported to the event organizers via an iRacing ticket in the PWA Simracing e.V. Discord channel

9. Race Calendar / Weather Conditions

9.1. Race Calendar

- May 12, 2026 Algarve International Circuit – Grand Prix
- May 26, 2026 Circuit de Barcelona-Catalunya – Historic
- June 9, 2026 Red Bull Ring – Grand Prix
- June 23, 2026 Autodromo Internazionale del Mugello – Grand Prix
- July 7, 2026 Circuit de Spa-Francorchamps – Grand Prix Pits

9.2. Weather Conditions

In-game data, weather conditions, and track conditions will be announced no later than 7 days before the respective race. The “Generated Weather” setting will be used for weather. However, the organizer reserves the right to change the conditions in the event of relevant changes on the part of iRacing.

10. Vehicles and Classes

Class	Number	Vehicles
GT3	25*	- 55% fuel limit – open setup - Acura NSX GT3 EVO 22 Aston Martin Vantage GT3 EVO BMW M4 GT3 Chevrolet Corvette Z06 GT3.R Ferrari 296 GT3 Ford Mustang GT3 Lamborghini Huracán GT3 EVO McLaren 720S GT3 EVO 2020 Mercedes-AMG GT3 Porsche 911 GT3 R (992)
GT4	25*	- 55% fuel limit – open setup - Aston Martin Vantage GT4 BMW M4 G82 GT4 Evo Ford Mustang GT4 Mercedes-AMG GT4 McLaren 570S GT4 Porsche 718 Cayman GT4 Clubsport MR

10.1. New " " Content

The organization reserves the right to include newly released vehicles in the season. However, this will only occur if:

- a replacement for a vehicle is introduced and the current vehicle therefore no longer receives new updates from iRacing (e.g., Mercedes-AMG GT3 to Mercedes-AMG GT3 2020) or
- the permitted number of vehicles is increased ,

A team may change vehicles, but the team in question will be reset to 0 points in the championship. Changing from one class to another is not permitted.

11. Race Day Schedule

Every participant who is also taking part in the race must be present at the briefing, provided that a verbal briefing takes place on Discord prior to the race. If a driver is **unable** to attend the briefing, they must notify the league management/race organizers in advance.

11.1. Schedule for the " " Race Day

6:30 PM – Server start – Practice

7:30 PM – 15-minute qualifying (Lone Quali, 4 laps) 7:45 PM –
45-minute race

8:35 PM – Approx. end of race

11.2. Start Procedure

The race will start from a rolling start, following a shortened or full formation lap, controlled by iRacing. When the green light comes on, the race is released for both classes. All vehicle classes will be sorted by iRacing.

12. Scoring and Standings

Points are only awarded once a race distance of 80% or more has been completed (compared to the race winner of the respective class).

Each class competes in its own standings and is evaluated according to the following points table:

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
GT3/GT4	50	44	38	34	31	28	25	22	19	16	14	12	10	8	6	5	4	3	2	1										

In the event of a server crash or a shortened race duration, scoring will be determined as follows:

- If the race duration is over 75% -> full points

- If the race duration is between 75% and 50% -> half points
- If the race duration is less than 50%, the race will be repeated at a later date

In the event of a tie at the end of the season, the individual race results will be used to determine the winner. If this is not sufficient, the vehicles' qualifying results will be included in the final standings.

13. General Settings and Regulations

13.1. Fast Repair and

Participants are entitled to one Fast Repair per race.

13.2. ESC / Towing Use

13.2.1. Qualifying

Since qualifying takes place in the Lone Quali format, ESC / Towing may be used during qualifying.

13.2.2. Race

The use of ESC / Towing is permitted during the race. After serving the tow time and any repair time, drivers are permitted to exit the tow zone on their own.

13.2.3. Incident Points

A drive-through penalty will be issued by iRacing after 12 incidents. After that, an additional drive-through penalty will be issued every 6 incidents.

13.3. Exploitation of Game Mechanics ()

Exploitation or manipulation of the simulation/software for personal gain will be punished, depending on the nature of the offense, with penalties ranging from disqualification from the race to a league ban.

13.4. Behavior in voice and text- chat

13.4.1. Voice- Chat

The use of voice chat is reserved exclusively for race control / the race commission and is prohibited for participants. Any violation of this rule will result in a penalty.

13.4.2. Text- Chat

Use of the public text chat is reserved exclusively for race management / the race commission and is prohibited for participants. Any violation of this rule will result in race management imposing a penalty on the participant.

The use of private messages among participants is permitted and may be used to facilitate communication between participants. However, if insults, abuse, or constant unnecessary messages are reported to the Race Director / Race Commission, this may result in penalties.

14. Protests and Decisions by the Racing Commission

A protest form will be made available for each race and announced during the briefing. Protests may be submitted for a period of 24 hours starting 24 hours after the end of the race.

The decision of the race commission is final and binding. An appeal may only be submitted in writing via a ticket in the PWA Discord, and it must be clearly demonstrated that the penalty was imposed unjustly.

15. Templates and Advertising

All templates that can be provided by the Trading Paints software are permitted. All participants are responsible for complying with the template guidelines provided by iRacing

(<https://www.iracing.com/paint-policy/>)

and Trading
Paints

(<https://www.tradingpaints.com/page/Handbook>).

Series sponsors and partners, if any, will be announced no later than 14 days before the first event.

The series logos, as well as the organizers' logos, are approved for promotional use. The organizer reserves the right to randomly check templates.

16. Gentleman' ' Agreement

We ask all participants to be considerate of one another. All participants are racing for their own position in the championship.

17. Severability Clause

Should one or more regulations be incompatible with each other or should a regulation not apply in the event of an infraction, the race committee has the right at any time to amend and/or reformulate the regulation accordingly.

Changes to the regulations will be announced in the change history on page 1.