

EDR Broadcast Porsche Cup AU/NZ

Sporting Regulations

Season: 6 rounds, Friday 13 November to Friday 18 December 2026

Car: Porsche 911 Cup (992.2), fixed setup

Presented by: EDR Broadcast and the NZ Sim Racing Collective **Broadcast by:** THD SimSport Productions

Status: Version 1.0 - 18 October 2026. The League may amend these regulations under clause 1.6.

1. General

- 1.1** These regulations govern the EDR Broadcast Porsche Cup AU/NZ (the League), an iRacing league for drivers in Australia and New Zealand.
- 1.2** All drivers must follow the iRacing Sporting Code and the conduct rules in section 13. Where either conflicts with these regulations, these regulations take precedence.
- 1.3** THD SimSport Productions broadcasts every round live on Twitch at twitch.tv/thd_simsports_productions. The League is presented by EDR Broadcast and the NZ Sim Racing Collective. EDR Broadcast provides the on-air graphics and race-control tools.
- 1.4** The League is run by the league director, a race director and a stewards panel. Their names are published on the League Discord before Round 1.
- 1.5** By entering, a driver accepts these regulations and the stewards' decisions, subject to the appeal process in section 11.
- 1.6** The League may amend these regulations before or during the season. Changes are announced on Discord at least 72 hours before the round they first apply to, except for safety or technical emergencies.
- 1.7** Times are given in Melbourne/Sydney time (AEDT, UTC+11) unless stated. Race start in each zone: 9:45pm NZDT, 7:45pm AEDT, 7:15pm ACDT, 6:45pm AEST, 6:15pm ACST, 4:45pm AWST.

2. Calendar, timetable and drivers' briefing

Rd	Date	Circuit	Format	Melb / Syd	Brisbane	NZ
1	Fri 13 Nov 2026	Road America (full course)	40 min sprint	7:45pm	6:45pm	9:45pm
2	Fri 20 Nov 2026	Silverstone Grand Prix	40 min sprint	7:45pm	6:45pm	9:45pm
3	Fri 27 Nov 2026	Fuji International Speedway	40 min sprint	7:45pm	6:45pm	9:45pm
4	Fri 4 Dec 2026	Nürburgring GP	40 min sprint	7:45pm	6:45pm	9:45pm
5	Fri 11 Dec 2026	Imola	40 min sprint	7:45pm	6:45pm	9:45pm
6	Fri 18 Dec 2026	Adelaide Street Circuit	90 min endurance, double points	7:45pm	6:45pm	9:45pm

Race-night timetable (all rounds)

Melb / Syd	Brisbane	NZ	Session
7:00pm	6:00pm	9:00pm	Server opens, practice (30 min)
7:30pm	6:30pm	9:30pm	Qualifying (10 min, open)
7:40pm	6:40pm	9:40pm	Pre-race briefing on iRacing voice chat, then gridding
7:45pm	6:45pm	9:45pm	Race start (standing start)
Flag + 30 min			Race control reports close

Circuit facts

Circuit	Lap length	Est. 992.2 lap	Est. race laps
Road America (full course)	6.52 km	2:21	17
Silverstone Grand Prix	5.89 km	2:00	20
Fuji International Speedway	4.56 km	1:44	23
Nürburgring GP	5.15 km	1:57	21

Circuit	Lap length	Est. 992.2 lap	Est. race laps
Imola	4.91 km	1:46	23
Adelaide Street Circuit	3.22 km	1:31	59 (90 min)

Lap times and lap counts are estimates and will be confirmed on the practice server. Broadcast on-air times are set by the broadcaster on the night.

- 2.1** A drivers' briefing for each round is published on Discord on the Monday of race week. It sets out the server settings, the fuel percentage, any track-specific track limits and the restart control line, and forms part of these regulations for that round.

3. Eligibility and entry

- 3.1** Drivers need an active iRacing subscription, a road licence of class D or higher, and a road safety rating of 2.0 or higher at the time of entry.
- 3.2** Drivers must own the Porsche 911 Cup (992.2) and every circuit on the calendar.
- 3.3** Drivers must be based in Australia or New Zealand, or be able to race reliably at the League's time slot.
- 3.4** Drivers must join the League Discord, read each round's drivers' briefing, and have a working microphone. During every race, each driver must be in the League's Discord voice channel (clause 11.2).
- 3.5** Drivers sign up on the form at edrbroadcast.com/leagues/porsche-cup. The grid is capped at 30 cars. Entries are accepted in order of sign-up, and the next 10 go on a waitlist. Sign-ups close at 7:45pm AEDT on Thursday 12 November 2026, the day before Round 1, or earlier once all 30 places are filled.
- 3.6** Car numbers 2 to 99 are allocated first come, first served from each driver's three choices. A number stays with the driver for the season.
- 3.7** Each driver must give their iRacing customer ID on sign-up. Results are matched to drivers by this ID.
- 3.8** A driver who cannot attend a round must tell race control on Discord before 5:00pm Melbourne time on race day.

4. Car, server settings and incident limits

- 4.1** Car: Porsche 911 Cup (992.2), fixed setup. Liveries follow section 12.
- 4.2** Weather uses iRacing's simulated weather forecast, set to be realistic for the venue, so conditions can change across practice, qualifying and the race. The track state carries over from practice. Damage is realistic.
- 4.3** Each driver has 1 fast repair per race.
- 4.4** Full-course cautions are enabled (section 7). iRacing's local yellow flags are shown in-game.
- 4.5** Incident limits, sprint rounds: a drive-through penalty at 25x; disqualification at 35x.
- 4.6** Incident limits, Round 6: a drive-through penalty at 35x; disqualification at 50x.
- 4.7** Race control issues a warning at 15x (sprint) and 25x (Round 6) through EDR Broadcast's race control.
- 4.8** Server settings for each round are published in the drivers' briefing (clause 2.1).

5. Sessions, starts, fuel, pit stops and tows

- 5.1** Practice runs for 30 minutes from 7:00pm Melbourne (6:00pm Brisbane, 9:00pm NZ).
- 5.2** Qualifying is 10 minutes, open. Each driver's best lap sets the grid.
- 5.3 Qualifying conduct.** Every driver is expected to make a fair attempt at a lap time. On an out-lap, in-lap or slow lap, a driver must make every reasonable effort not to impede a driver on a fast lap. A driver on a fast lap does not have to give way.
- 5.4** Sprint races (Rounds 1 to 5) last 40 minutes plus 1 lap. Round 6 lasts 90 minutes plus 1 lap.
- 5.5 Standing starts.** All races use a standing start. iRacing's jump-start penalties apply and are not cleared.

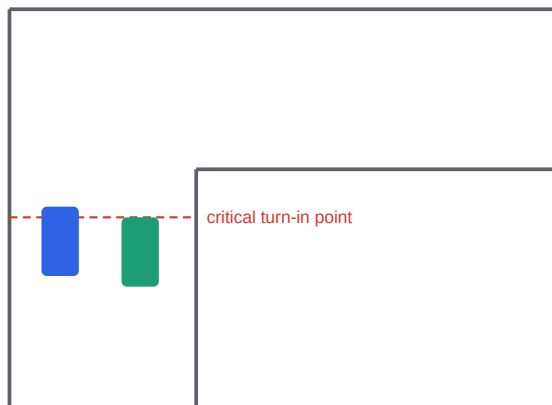
- 5.6 Maximum fuel is reduced at every round so that at least 1 pit stop (sprints) or 2 pit stops (Round 6) are needed. The fuel percentage is published in the drivers' briefing.
- 5.7 There is no pit window and no separate check that a stop was made. A car that runs out of fuel is out of the race, and this is not a stewarding matter.
- 5.8 iRacing's pit speed limit applies. Drivers must not cross the pit exit line.
- 5.9 **No escape.** From the start of qualifying, drivers may not leave the track (escape or reset) anywhere except their pit box. A driver whose car is damaged or stuck asks race control for a tow on iRacing's Race Control voice channel.
- 5.10 A tow in qualifying ends that driver's session; laps already set stand. In the race, race control decides whether to allow the tow straight away or deploy a caution first, and lets the broadcast move away from the car. After a race tow and repairs, the driver may rejoin.

6. Racing standards

- 6.1 **Race hard, race fair.** Leave other drivers room to race. Weaving, brake-testing and deliberate contact are not allowed.
- 6.2 **Overlap.** Overlap exists when one car cannot change lanes without touching another. An overtaking move begins once there is overlap.
- 6.3 **Critical turn-in point.** The point where the lead car would normally turn in on its usual racing line.
- 6.4 **Defending.** One lane change per straight. Once the other car has overlap, the defender may not move in a way that impedes it or causes contact. No moving in the braking zone.
- 6.5 **Car being overtaken.** Once the overtaking car has overlap before the critical turn-in point, the car being overtaken must leave at least one car width between itself and the track edge. Giving less room and causing contact makes it responsible.
- 6.6 **Overtaking car.** The overtaking car must pass without causing contact: brake in time for the corner, and do not under- or oversteer into the other car. Without overlap before the critical turn-in point, contact into the rear or rear quarter of the car ahead is the overtaking car's fault.
- 6.7 **Corner exit.** A car on the outside that keeps overlap past the apex is entitled to a car width until the overlap ends, and must not turn into the inside car. Without overlap after the apex, no room is owed.
- 6.8 **Blue flags.** A lapped car holds a predictable line and does not fight the car lapping it. The faster car must still pass safely under these standards.
- 6.9 **Local yellows.** Drivers slow down and take care where a local yellow is shown. Ignoring one and causing an incident or gaining an advantage is penalised (section 10).
- 6.10 **Track limits.** The track is the surface between the white lines, or where there are none, the edge of the main surface (kerbs, grass, gravel and so on lie outside it). iRacing's off-track incident points and slowdowns apply and are not cleared. Gaining an advantage by leaving the track, where iRacing's penalty was not enough, is penalised. Any track-specific limits are in the drivers' briefing.
- 6.11 **Rejoining.** After leaving the track, rejoin only when it is safe, and never across the racing line in front of traffic.
- 6.12 **Text chat.** No text chat during qualifying or the race, except a short apology. Race control and admin messages only.

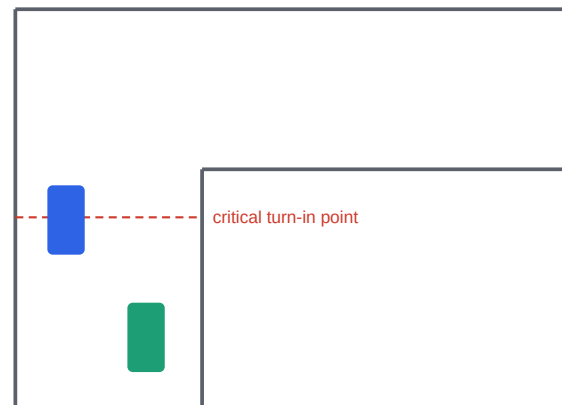
Overtaking examples (green = overtaking car, blue = lead car)

Example 1: overlap before turn-in



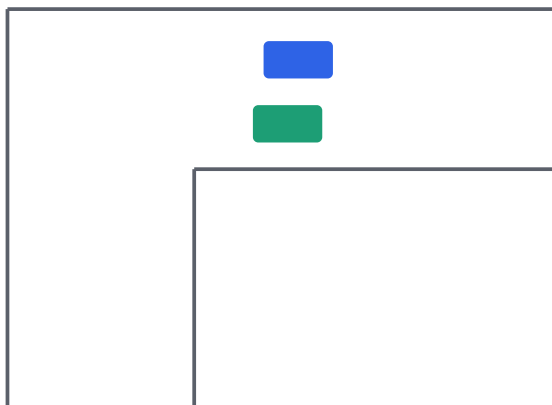
Green has overlap before the critical turn-in point. Blue must leave a car width on the inside; green must not run wide into blue.

Example 2: no overlap before turn-in



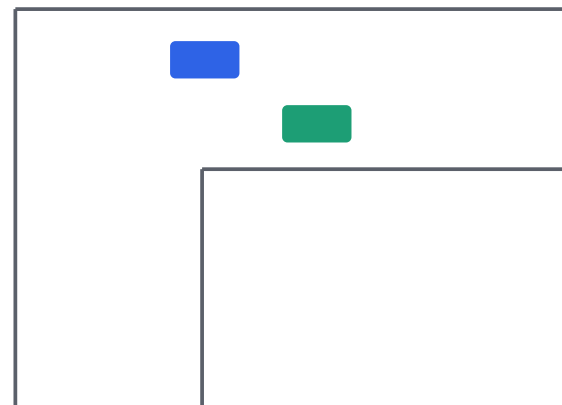
Green has no overlap before the critical turn-in point. Blue owes no racing room. Contact from behind is green's fault.

Example 3: overlap kept past the apex



Outside car (blue) keeps overlap past the apex. Green must leave a car width on the outside; blue must not turn into green.

Example 4: no overlap past the apex



Outside car (blue) has no overlap after the apex. Green owes no racing room on the exit.

Netcode

- 6.13** Netcode is when a car reacts to contact that didn't visually happen, because drivers race from different places. When judging a netcode incident, stewards look at the cars' paths, how severe the reaction was, and whether the contact would have been less, the same or more severe without the netcode.
- 6.14** A netcode incident may not be penalised if the cars' paths don't show they would have touched, if the contact would normally have been minor (such as a door rub), or if the gap between the cars was large (more than half a car width).

7. Full-course yellow, safety car and restarts

- 7.1** Race control may show one random full-course yellow in any race, with no incident needed. It is thrown automatically by EDR Broadcast's race control at a time drivers cannot predict.
- 7.2** A random yellow is never shown in the first 3 minutes after the green flag, in the final 5 minutes of a sprint race, or in the final 10 minutes of Round 6.

- 7.3** Race control decides before each race whether the random yellow is active. Drivers are not told. Race control may also call a full-course yellow at any time for safety, for example for a stopped car or a tow. iRacing may also throw its own cautions.
- 7.4** Under a full-course yellow, drivers slow down, hold position and follow iRacing's instructions and race control's calls on iRacing's Race Control voice channel. A car between the pace car and the leader passes the pace car and rejoins the back of the field only when told to.
- 7.5** Pit entry stays open and a fuel stop under yellow is legal. Pit exit is closed while the field passes pit exit behind the pace car, as called by race control, and reopens once the last car has passed. Leaving the pits while pit exit is closed is penalised.
- 7.6** Wave-arounds are on: lapped cars are waved around by iRacing.
- 7.7** Caution periods aim for 2 to 3 laps from when the caution is called. They may be shorter when there are several in one race.
- 7.8 Restarts.** Restarts are single file. Once race control says the pace car is entering the pits, drivers must stop weaving, hold a steady pace and keep no overlap. The leader then controls the restart: steady speed to the control line (set in the drivers' briefing), then the leader chooses when to go before the start/finish line. Accelerating and then slowing again is a false start.
- 7.9** No overtaking until the start/finish line. Race control confirms the restart with a GREEN FLAG message.
- 7.10** Caution laps count towards race time.

8. Classification, flags and interruptions

- 8.1** A driver must complete 50% of the winner's laps to score position points.
- 8.2** A driver who disconnects may rejoin and is classified where they finish.
- 8.3** If the server crashes at or after 75% of race distance, the result stands as of the last completed lap. Before 75%, the race restarts for the remaining time if possible, or the League reschedules it.
- 8.4 Black flags.** iRacing's own penalties (jump starts, pit lane offences, incident limits, driving the wrong way and so on) are enforced and are not cleared by race control.
- 8.5 Meatball flags.** A driver given a meatball (repair) flag who believes the car is still safe may ask race control on iRacing's Race Control voice channel to review it. Race control watches the car for a short time and may clear the flag. If not cleared, the driver must pit for repairs. Penalties for not serving a meatball flag are not cleared.
- 8.6** Results are provisional until stewards publish their decisions (section 11).

9. Points

Pos	Pts	Pos	Pts	Pos	Pts
1	50	11	24	21	10
2	45	12	22	22	9
3	41	13	20	23	8
4	38	14	18	24	7
5	36	15	16	25	6
6	34	16	15	26	5
7	32	17	14	27	4
8	30	18	13	28	3
9	28	19	12	29	2
10	26	20	11	30	1

9.1 Points are awarded to 30th place as shown above.

9.2 Pole position scores +1 point. The fastest lap of the race scores +1 point, applied by the stewards when results are finalised.

9.3 Round 6 (Adelaide 90) pays double points, bonuses included. The most a driver can score at Round 6 is 104 points.

9.4 A disqualified driver scores 0 points for that race.

9.5 Every round counts. There are no dropped rounds.

9.6 Ties are decided by most wins, then most second places, then most thirds and so on, then best single finish.

9.7 Championship point deductions, including lost protest bonds (clause 11.6), come off that round's score.

10. Penalties

10.1 Live decisions. When race control reviews an incident during the race, the outcome is one of: racing incident, no further action; deferred to the post-race review (for example unclear or netcode); position redress, where the driver at fault gives the place back by the end of the next completed lap, or by the end of the race if sooner; a drive-through for a severe or repeated offence; a black flag or disqualification for major misconduct. Stewards may issue a drive-through whenever they decide one is needed.

10.2 Post-race decisions. Every penalty applied after the race is a deduction of championship points, or disqualification in severe cases. There are no post-race time penalties or position changes, so the finishing order stands as raced.

10.3 The table below is a guide. Any breach of these regulations not listed in it is penalised by a deduction of championship points. A drive-through is served during the race; a point deduction is applied after it. Stewards may impose a lesser or greater penalty, with reasons, where the circumstances justify it.

10.4 A penalty served during the race is not penalised again after the race. Penalties applied by iRacing stand as served.

10.5 Point deductions come off the penalised driver's score for that round (clause 9.7). Other drivers' positions and points do not change.

Offence	Penalty	Penalty points
Avoidable contact, no position lost	Warning or -3 championship points	1
Avoidable contact, victim loses places or spins	Position redress, or -5 championship points	2
Avoidable contact, victim retires, or a multi-car incident	Drive-through, or -10 championship points	3
Unsafe rejoin causing contact	-5 championship points	2

Offence	Penalty	Penalty points
Illegal defending, weaving or brake-testing	-3 championship points, up to a drive-through	1-2
Ignoring blue flags	-3 championship points	1
Ignoring a local yellow, causing an incident or gaining an advantage	Position redress, drive-through, or -5 championship points	2
Repeatedly gaining an advantage off track	Drive-through, or -3 championship points	1
Restart offence (overlap, early acceleration, false start, passing before the line)	-5 championship points	2
Leaving the pits while pit exit is closed under caution	Drive-through, or -5 championship points	2
Impeding a driver on a fast lap in qualifying	-5 championship points	1
Ignoring a race control instruction	-5 championship points	2
Misuse of iRacing voice chat during the race (negative comments, distractions, incident discussion)	Warning, then -5 championship points	1
Livery not meeting section 12	Warning, then -5 championship points each round until fixed	-
Deliberate contact or retaliation	Race DSQ, -20 championship points, 1-round ban	5
Abuse of drivers, stewards or crew (chat, Discord, stream)	Warning, then -10 championship points, then a ban	Steward discretion

Penalty points

10.6 Penalty points add up across the season. At 6 penalty points a driver loses 10 championship points, once. At 9 penalty points a driver serves a one-round ban at the next round. If that threshold is reached at Round 6, the driver loses 20 championship points instead.

10.7 Penalty points reset at the end of the season.

11. Race control, protests and stewarding

11.1 Live race control runs every round. A driver who wants an incident reviewed asks on iRacing's Race Control voice channel, briefly and clearly, for example: "Lap 5, car 12 hit me at Turn 3, I spun."

11.2 Discord voice during the race. Every driver must be in the League's Discord voice channel, with a working microphone, for the whole race. Race control or stewards may join a driver's voice channel to discuss an incident.

11.3 Pre-race briefing. Race control holds the pre-race briefing on iRacing voice chat after qualifying, before the grid forms.

11.4 iRacing voice chat during the race. Apart from short requests to race control on iRacing's Race Control channel (clause 11.1), iRacing voice chat is not used during the race. Steward and incident discussions happen on Discord. Negative comments to other drivers, distractions or any other misuse of iRacing voice chat are penalised (section 10).

11.5 Protests after the race. Only a driver involved in an incident may protest it, on the League protest form, within 30 minutes of the chequered flag. The form's timestamp is final. One protest per incident, giving: round, lap, corner, replay session time, car numbers involved, a short description and a clip link if available.

11.6 Protest bond. Each protest costs a bond of 5 championship points. If the protest is upheld, the points are returned. If it is not, they are deducted.

11.7 Post-race review. Stewards review every race after each round, including incidents missed live, decisions deferred during the race, and all protests. Post-race incident reviews are held on Discord, and stewards may ask the drivers involved to join.

- 11.8** Each decision is made by a panel of three stewards. A steward involved in the incident stands aside, and a reserve steward takes their place.
- 11.9** Stewards use iRacing's server-corrected replay, EDR Broadcast's incident log and race-control records, and iRacing's official race control log. The replay is shared with all drivers after each round.
- 11.10** Decisions are published in #stewards-decisions by 8:00pm Melbourne time on the Wednesday after each round. For Round 6, the deadline is 8:00pm Sunday 20 December 2026. Standings are final once decisions are published.
- 11.11** A driver may appeal within 24 hours of a decision being published, and only with new evidence. The chief steward and the league director decide the appeal within 48 hours, and their decision is final.

12. Liveries

- 12.1** Custom liveries are welcome, from iRacing's paint shop or Trading Paints. Liveries do not need to be sent to the League.
- 12.2** Every car must carry the series decals on the windscreen banner, the number box and the rear wing. The League supplies the decal file to apply. A driver who doesn't apply it must leave those areas clear.
- 12.3** Liveries must not be obscene, offensive, racist or insensitive. Company logos and other copyrighted or trademarked material need the owner's written permission; a complaint from an owner can mean removal from the League.
- 12.4** No more than two cars may run the same livery design. Team-mates must be easy to tell apart on the broadcast, for example by a different highlight colour or wheel and mirror colour.
- 12.5** A livery that does not meet this section is penalised by a deduction of championship points (section 10).

13. Conduct and broadcast

- 13.1** Drivers treat other drivers, stewards, crew and viewers with respect on track, in chat, on Discord and on stream.
- 13.2** Names and team names must not be offensive.
- 13.3** By entering, a driver consents to their name, car, livery, iRacing radio and any headshot they supply appearing on the League broadcast and its replays and clips.
- 13.4** Drivers under 18 need a parent's or guardian's consent to enter and to appear on the broadcast.
- 13.5** The league director may remove a driver from the League for serious or repeated misconduct.