Regulations FFSCA : 24h for Anna Le Mans
24H for Anna - Major II

REGULATIONS

Version 1.2.2 - 30 déc. 2023

Language: English

Other version
[French version (Version française)](#)

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1. History

4 nov. 2023	First version of the regulations
29 nov. 2023	1. Removing the race server password 2. **Content required** rule update
24 déc. 2023	1. Update for a better understanding of the drivers following and correction of various dates 2. Update of the yellow flags rule following Pierre Bonnefoy's comment
30 déc. 2023	- Date corrections to article 6.2 - Article 5 clarification added

2.   Organisation

2.1.   Introduction

The *24h for Anna Le Mans* is organised by the FFSCA on the Studio 397 rFactor 2 licence. Any driver registering for the event accepts these regulations, undertakes to respect them and must have read all the points.

2.2.   Unplanned situation

Any situation not provided for in these rules, as well as any dispute that may arise as to their interpretation, will be judged by the championship organisers, who may amend the rules to avoid a similar case.

2.3.   Organisation team

The organisers have full powers to organise this event. The team consists of :

- David Lespes
- Mathieu Leclerc
- Julien Lemoine *as representative of 24h for Anna and organiser*
- Léo Soueges
- Florent Marty
- Sébastien Poidevin *as representative of 24h for Anna*

2.4. Content required

* TEAMSPEAK 3
During qualifying and official races, you must be present on our Teamspeak to get instructions from the race direction.

* rFACTOR2
To participate, it is understood that you must own the rFactor 2 simulation and the following free and paid additional content: **Click here**

Finally, you will be given a link to the Workshop object for this event, containing the skin pack and additional items to connect to the server.

It is **FORBIDDEN** to share the Workshop link publicly on any Discord other than the organisation's. The item is accessible to registered members only.

The use of Workshop content outside of our servers is strictly **FORBIDDEN**, otherwise the team in question may be penalized during the race or even disqualified from the championship.

3.   Participation
3.1.   Participation rights

The event is open to all, with no entry fee. Any driver,
can register and take part in the race. However, drivers are strongly
encouraged to make pledges to the "24H For Anna" charity fund or to make
direct donations :).

If a driver/team does not respect the rules and does not behave properly on
the circuit, the organisers reserve the right to blacklist the person/team at
N+1 from any 24h for Anna event.

3.2.   Limited number of participants

Each server will be limited to a maximum of 47 cars, to allow one **spotter
per team** during the race.

3.3.   Driver profile format

Each driver must be entered under his real name in the format "First Name
Last Name" without accents, special characters and under no circumstances
his pseudonym, no [TAG] either.

✅   Edouard Bracame
❌   [JBT] Edouard Bracame
❌   EdouardBracam3JBT

Each team must be entered without accents or special characters.

3.4. Solo drivers

The **GTAnna** category is reserved exclusively for solo drivers wishing to attempt a 24-hour solo race. These drivers will be **required** to provide a video feed from a camera to a link provided by the organisers, to prevent any cheating. In addition, we invite you to take the rest you need to stay in good health! (Eat 5 fruit and vegetables a day and get some sleep). The organisers reserve the right to refuse to allow a driver to take part in the GTAnna race.

3.5. Distribution of servers

As the event takes place over several splits, a breakdown is necessary. Pre-qualification will take place from 00:01 on December 1 to 18:59 on December 30, 2023. The split will be based on the average of the two best times from each team (for the GTAnna, the second best time will be a fixed time of 5 minutes). This pre-qualification will take place in a private qualifying session. You will only see yourself on the track.

(This is an example: the first 15 LMP2s in pre-qualifying in split 1, the next 15 in split 2, etc.).

Server configuration :

- In-game hour : 14h00
- Fixed scrub
- Fixed weather
- Private mode
- Track limits on Strict

4. Teams

4.1. Driver/team relations

Drivers must be part of a team. A tutorial is available here.

4.2. Team line-ups

For this race, teams must be made up of a minimum of 2 drivers and a maximum of 6 drivers. Teams can compete in the following 3 categories:

- Hypercar (1/5) :

    - Vanwall Vandervell LMH

- LMP2 (1/5):

    - Oreca 07 LMP2

- GTE (2/5):

    - Porsche 911 RSR
    - Aston Martin Vantage GTE
    - BMW M8 GTE
    - Corvette C8.R GTE
    - Ferrari 488 GTE

- GTAnna (1/5)* :

    - Porsche 911 GT3 R

*See **Solo drivers**

4.3.   Driver/team registration

Please register at the following address: **Click here**

You can choose any number from 1 to 999.

4.4.   Paintings

Your paintwork must remain in the spirit of motor racing, so the Evin law applies. This means that no alcohol, tobacco or drug sponsorship is permitted.

Link to submit your paintings: **Click here**
Link to templates : **Click here**

These templates must be used and elements with the name "**POS FIXED**" must not be moved.

The plate colours are as follows:

- **Hypercar** : Red
- **LMP2** : Blue
- **GTE** : Green
- **GTAnna** : Pink

Teams will be required to supply the PSD file and all accompanying files in a ZIP or RAR archive. Deliveries in PSD format will be kept and used only by the organisation. Don't forget to include the additional files (region.dds, region.json, helmet/combination).

The organisers accept no responsibility for any use of brand logos by the riders. The team is solely responsible for the use of brand logos.

The organisers will affix "24h for Anna" banners to the windscreens of each car.

Teams have until 23:59 (CET) on 17 December 2023 to send in their paintwork! If a livery is not received by this date, the organisers will impose a generic skin on the car.

If you wish to use a painting from the game, please let us know by posting a discord message on the 'faq' channel.

5.   Qualifications

The hyperpole will take place on the evening of Friday 05 January from 21:00. Each category will have 30 minutes, one after the other, to complete their qualification. The order will be defined in the written briefing.

Pre-qualification will determine which split you will be in and which cars are eligible for the hyperpole.

GTAnna are exempt from participating in this hyperpole.

The breakdown of eligible vehicles is as follows:

- 5 hypercars from each server
- 5 LMP2 from each server
- 5 GTE from each server

The hyperpole will take place on a single server, so if 2 splits are set up for the race, there will be 10 hypercars, 10 LMP2s and 10 GTEs on the hyperpole.

Between each group, there will be a 15-minute break to allow those wishing to leave the session to do so without disturbing those on the track.

If one of the hyperpole-qualified teams fails to turn up, it will be placed last in the category on race day.

If you have not qualified for the hyperpole, your position on the starting grid is determined by pre-qualification.

6. Process

6.1. Calendar

Date	Hour (CET)	Session type	Duration	Live
30/12/2023	10h - 22h	Test day	12h	
31/12/2023	10h - 22h	Test day	12h	
01/01/2024	17h - 19h	Free practice 1 (day session)	2h	
01/01/2024	21h - 23h	Free practice 2 (night session)	2h	
02/01/2024	18h - 20h	Free practice 3 (day session)	2h	
02/01/2024	22h – 00h	Free practice 4 (night session)	2h	
03/01/2024	19h-23h30*	Shakedown - Test race 120min	2h	
04/01/2024	14h - 21h	Free practice 5 (day session)	7h	
04/01/2024	21h - 04h00	Free practice 6 (night session)	7h	
05/01/2024	21h - 23h	Hyperpôle	2h	
06/01/2024 - 07/01/2024	1 day	Race	24h	LIVE

6.2. 24-hour race schedule (CET)

- 10h20 - Free practice (120 minutes)
- 12h20 - Mandatory briefing for all drivers on TeamSpeak 3(~60 minutes)
- 13h20 - Warmup (36 minutes)
- 13h56 - Grid and formation lap managed by the game
- 14h00 *(06/01/2024)* - Green flag (départ de la course) (24h)*
- 14h00 *(07/01/2024)* - End of endurance and parade lap
- 14h20 *(07/01/2024)* - Interview with the winners
- 15h00 *(07/01/2024)* - Closing the server

6.3. Shakedown

The shakedown will take place on Wednesday January 3 from 7pm. It will be run as a team, i.e. one car per team. It will provide an opportunity to test under race conditions, with the same rules and a race committee. We advise all crews to enter at least one driver.

- 19h00 - Free practice (90 minutes)
- 20h30 - Briefing on TeamSpeak 3 (~ 30 minutes)
- 21h00 - Qualification (15 mins)
- 21h15 - Grid and formation lap
- 21h20 - Green flag (start of the race) (2h)
- 23h20 - End of the shakedown

6.4. Race restart

Once the race has started, no restarts will be carried out unless an external event occurs.

(Only split 1) In the event of three cars being disconnected at the same time, race management will re-allocate the lost laps to these teams; otherwise, race management will not intervene.

7. Complaints

7.1. Spontaneous analysis of the organisation

The race direction may analyse and judge a fact without any protest being lodged.

7.2. Complaints

At least one admin will be present as a steward on Teamspeak. Drivers or teams who feel aggrieved by an incident will be able to lodge a complaint on a form provided for this purpose on the site. A ticket will be created on the official Discord to allow discussion with the team lodging the complaint, and the organisers will be able to use this means of textual communication to request further information. The commissioner(s) will analyse the incident and apply a penalty if necessary. The penalty will be announced in whisper on the Teamspeak 3.

Important note: due to the special nature of the event, several servers may be set up. However, the organisers reserve the right not to provide live race direction for each server. However, the organisers reserve the right not to provide live race management for each server, although they may intervene on one of the cars in the event of a breach of the rules. Our aim is that everyone should be able to drive and not be restricted to race direction 24 hours a day. However, we encourage every team to lend a hand in the race committee.

7.3. Penalties publications

Warning
+5 secondes on the race time
+10 secondes on the race time
+20 secondes on the race time
Drive-Through
Stop&Go 5 secondes
Stop&Go 10 secondes
Stop&Go 15 secondes
Stop&Go 20 secondes
Stop&Go 25 secondes
Stop&Go 30 secondes
DSQ

❗ This table is intended as a basis for consideration, with the stewards reserving the right to increase or decrease a penalty depending on the circumstances.

ℹ The history of penalties/warnings is taken into account.

8. Briefing and TV broadcast

8.1. Briefing

The briefing will start at 12:20 sharp as indicated in the race schedule. It is compulsory for all drivers.

During this briefing, we will give instructions, remind you of certain rules, etc...

Drivers will also be able to ask questions at the appropriate time and the organisers will be happy to answer them.

Any driver arriving late or unable to attend the briefing can report this on the event's Discord.

This will take place on the dedicated **Teamspeak server**. It will be possible to join the **Teamspeak 3 server** using the button provided for this purpose on the "teamspeak-infos" Discord channel.

8.2. TV Broadcast

The TV broadcast will be provided by BenjxMotors and RaceStart TV, so please don't do anything foolish on the track and keep things as close to reality as possible. If you want to distribute your onboard, we can provide you with the graphic assets for the different overlays.

When the race ends and you cross the finish line, it is forbidden to crash your car into the wall or into other cars. Even if you do escape, we ask you to reach the pits manually. This will allow a parade lap to finish the act in style. At the end of the race, the top 3 finishers are expected in the rest room before the interview in the "Interview room" channel.

To avoid any problem of disclosure of sensitive information, we ask all streamers not to share the stream organisation's Discord, as well as the various connection links and links to the Workshop.

Should such a case arise, the teams involved may be penalised.

9. Discipline
9.1. Pits

The speed limiter is mandatory in the pits, and once out of the garage drivers must drive on the taxiway between the wall and the central white line.

Cars leaving the pit lane may not drive over or cross the white line that marks the start line, except in cases of force majeure (the line is crossed as soon as the wheel is no longer touching the line).

During qualifying, cars that are already on the track and therefore setting lap times have priority over those coming out of the pit lane.

Cars on track may cross the white pit exit line if there are no cars on track.

! It is forbidden to enter the pit lane during or at the end of the formation lap, even in the event of rain, failing which you will be disqualified from the race.

It is forbidden to stop for less than 5 seconds during an FCY/SC phase. If this happens, the car will be penalised.

9.2. Defending your position/overtaking

1/ An attempt to overtake is valid as soon as the front wheel (central nut) is level with the rear wheel (central nut) of the other car. When this condition is met, the drivers must leave sufficient space on the track equal to at least the width of the other driver's car. If this is not the case, the attempt is invalid, so the driver in front can keep his normal trajectory and it is up to the other driver to avoid contact and to come back for another attempt.

2/ There is, however, one exception to the rule: a driver making a "kamikaze" attack with a big difference in speed or launching his attack from too far away and who nevertheless fulfils the above condition, will be the driver at fault in the event of contact.

3/ It is forbidden to push or force a rider to go off-track by not giving him sufficient space on the track. Being slightly in front or on the inside does not give you priority.

4/ It is strictly forbidden to zigzag in order to prevent another driver from taking the slipstream, drivers are authorised to change line only once during a defence, the return on or towards the trajectory is authorised taking care to leave sufficient space if the 2 cars are side by side.

5/ You can only defend your position if the driver attacking you is on the same lap as you, i.e. behind you in the standings.

9.3. Back on the track

There is a return to the track as soon as the car has more than **4** wheels beyond the limits of the track set by the organisers.

After going off the track, you must return to the track parallel to and in the direction of travel, as the cars on the track have priority and you must not obstruct them.

It is forbidden to force your way through and to take the track perpendicularly if there is traffic.

In the event of a spin, the driver must stop his car and may not reverse back onto the track. He will have to move back in the direction of the race off the track in order to be able to return to the track in safety.

9.4.   Reconnection

During the race, from the formation lap onwards, a driver who is disconnected has the possibility of reconnecting and resuming the race. However, if the race has already started, the driver will lose 2 laps (the disconnection lap + the reconnection lap).
A driver who has not been disconnected and therefore arrives late will not be able to rejoin the race session.
The team whose driver is disconnected MUST reconnect the same driver:
Another driver in the team will not be able to take over directly, as the game will not recognise him as such.

9.5.   In-game chat

In-game chat is forbidden during races and qualifying, even to apologise or otherwise. Any driver breaking this rule will be penalised, even if it's out of anger - think of the others!

9.6. Grid setting/Training tour/Departure

- **Grid phase :**
When you switch to the race session after the warm-up, you will have 120 seconds to go on track and as soon as you click on the 'Drive' button, you will be teleported to your starting place on the grid.
If you click on race after this countdown, you will start from the pit lane.
The red light is on at the pitlane exit, which means that you will start from the pitlane. If you leave the pitlane when the light is red, you will receive a Stop&Go, which the game will automatically give you.

- **Formation lap :**

During the formation lap, all drivers must follow each other in a single lane for at least the first two sectors.

In order to maintain control of your vehicle, you can warm up your brakes for the start. To warm up the brakes, press the accelerator and the brakes simultaneously, but it is strictly forbidden to apply the brakes hard, as there is a risk of an accident during the training lap.

It is forbidden to enter the pit lane during or at the end of the formation lap, even in the event of rain.

The formation lap will be a manual training round for server 1 and managed by the game for the rest of the servers.

- **Start :**

    - **Split 1:**
    The start sequence is launched after the formation lap. The start is given when the category leader crosses the start line, at which point all the other drivers in the category can accelerate simultaneously without waiting to cross the line in turn.

    The 3 categories will have to respect this procedure, which will result in 2 distinct starts (Prototype together then GT). A sound signal will be given to start each category.

    - **Other splits:** Follow the instructions in the game.

9.7. Weather

The weather will be scripted. The organisation will not divulge the weather by any means, but reserves the right to share weather forecasts. Only certain people will know the weather in advance. The organisers themselves will not know the weather forecast until the last moment, as it will be provided by other organisers who are partners of the FFSCA.

9.8. Tyres regulations

The tyre regulations consist of the tyres supplied by the mods.

9.9. Damages

In the event of major damage, and if the car can still make it to the pits, you are authorised to return to the pits at a reduced pace, outside the trajectories, or even outside the limits of the track if possible, in order to repair the car in the pits, but you must be careful not to disturb anyone or create an additional incident.
If the car has lost aerodynamic elements that are important for the stability of your car on the track and with the other competitors around you, you must return to the pits to repair within one lap of your incident or you will be disqualified from the race.
Repair time: varies according to damage

Aerodynamic: up to 300 seconds maximum
Mechanical: up to 300 seconds maximum

9.10. Respecting the layout

The track is delimited by white lines, the vibrators are part of the track, so you are allowed to put two wheels on the vibrator and two wheels beyond the vibrator. (More than two wheels beyond the vibrator = cut off).

- If there is no vibrator on the outside of a corner, then the white or yellow line will act as the limit if the corner is not subject to an exception.
- If a driver does not respect the limits of the track on his best lap, his time will be cancelled.
- There is no tolerance, so if you're out by 1 mm, you'll be penalised (don't play with the limits if you don't want to be penalised).
- If, during the race, a driver repeatedly fails to respect the limits of the track and/or gains places but fails to return them, the committee will judge the incident and apply a penalty.
- If a driver cuts out more than twice during a race, the game may penalise the driver after a warning. Depending on the circuit, there may be exceptions for wide exits only. These will be announced in the race post or during the briefing.

9.11. Escap in track

During the official sessions, it will be strictly forbidden to make a break outside the pit lane, the break is allowed in the pit lane.
During the race: if your car is destroyed and you are unable to get to the pit lane to repair it, you can request a towing service from the organisers.
We would remind you that if another driver is responsible for your retirement or failure, you must still respect the rule and you can, if you wish, lodge a complaint against the driver you consider to be at fault.

9.12.   Blue flag and yellow flag

Blue flag : Latecomers will be shown a blue flag when they are caught out by other drivers. If it is a driver in the same category, they will be obliged to make way for the car behind them at the first opportunity.
If it is a car from another category, the blue flag is only indicative and there is therefore no obligation.
Nevertheless, it is forbidden to deliberately block a driver when the blue flag is present.
(Example: shifting to the inside of a bend to delay overtaking).

Yellow flag : It signals an accident, so you are advised to slow down

Yellow flags are signalled in 3 ways when they are incorporated into the circuit:
Via your screen in the top left-hand corner
Via the illuminated signs at the edge of the track
Via the track marshals who wave the flag when the incident is located directly on the track and hold it still when the incident is located outside the limits of the track.
Any driver who causes an over-accident by not respecting the yellow flag will be heavily penalised.

9.13. Full course yellow

In the event of an incident on the track, race direction will use the "full course yellow" tool, which allows all cars to be slowed down at the pit-limit if the race stewards see fit to do so in order to ensure the safety of all competitors on the track while maintaining the gaps between competitors. To announce the full course yellow, the race direction will announce on TeamSpeak in first message:

- "Full course yellow in 10 secondes"
- "9 secondes"
- "8 secondes"
- "7 secondes"
- "6 secondes"
- "5 secondes"
- "4 secondes"
- "3 secondes"
- "2 secondes"
- "1 seconde"
- "Full course yellow deployed"

When the first message is spoken, "Full course yellow in 10 seconds".:
⇒ all cars must stop their overtaking manoeuvres within the category.

At the time of the last message, "Full course yellow deployed".
⇒ all the cars will have to circulate at the pit-limiter according to the speed of the circuit.

If the Full course yellow lasts for a while, if a team notices that a competitor has reduced the gap before the penalty, the aggrieved team can come and inform the race stewards of the real gap noted and the stewards will ask to give back the seconds gained to the team caught off track by taking their foot off the throttle.

⚠ The organisers will have a live summary via a tool of the cars' actual speeds, so they will be able to know immediately if a car is above 80 km/h at the time of the "Full course yellow deployed" message.

To signal the end of the full race yellow, the race direction will announce :
- "Green flag in 10 secondes"
- "9 secondes"
- "8 secondes"
- "7 secondes"
- "6 secondes"
- "5 secondes"
- "4 secondes"
- "3 secondes"
- "2 secondes"
- "1 seconde"
- "Green green green"

At the time of the "green green", all cars will again be able to accelerate and overtake each other.

It is forbidden to stop for less than 5 seconds during an FCY phase. If you do, your car will be penalised.

9.14. Servers settings

- **Free practice :**

  - Choice of views : Free
  - Damages: 90%
  - Auto clutch : Enabled
  - ABS : According to category
  - Traction control : According to category
  - Flags : Managed by the game
  - Tyre wear : Managed by the game
  - Mechanical wear : Managed by the game
  - Server name : 24H Anna Practice
  - Password to join the server : **see Discord/website**

- **Hyperpôle:**

  - Choice of views : Free
  - Damages: 90%
  - Auto clutch : Enabled
  - ABS : According to category
  - Traction control : According to category
  - Flags : Managed by the game
  - Tyre wear : Managed by the game
  - Mechanical wear : Managed by the game
  - Server name : 24H Anna Qualif
  - Password to join the server : **see Discord/website**

- **Race:**

  - Choice of views : Free
  - Damages: 90%
  - Auto clutch : Enabled
  - ABS : According to category
  - Traction control : According to category
  - Flags : Managed by the game
  - Tyre wear : Managed by the game
  - Mechanical wear : Managed by the game
  - Server name : 24H Anna Race
  - Password to join the server : **see Discord/website**

*From the shakedown onwards, servers will no longer be accessible from the list of in-game servers. You'll need to use the various connection links available on :

- Race' tab on the site, on the 'Server' button
- Discord, channel 'servers-list

Any questions?

A channel called "faq-sporting-rules" has been set up on the FFSCA Endurance Discord to ask your questions. The organisers will reply as soon as time permits.

FFSCA GT Series
Discord : https://discord.gg/2CJNXXPGhm

 24 hours for Anna

HUB 24 hours for Anna