

Rules FFSCA : 24h for Anna 2026

24H for Anna - Major II

RULES

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Language: English

Other version
French version (Version française)

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2. Organisation

2.1. Introduction

The 24h for Anna 2025 are organised by the FFSCA on the Studio 397 rFactor 2 licence. Any driver registering for the event accepts these rules, 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
- Ludovic Mariani
- Sébastien Poidevin *as representative of 24h for Anna*
- Damien Fouillet

2.4. Required content

→ TEAMSPEAK 3

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

→ rFactor 2

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

For technical reasons, the event has a maximum capacity of 47 participants.

3.6. Race of Champions for Anna

The winners of each category on each server will be invited to take part in an event organised by Cocci Events : 'Race of Champions for Anna' on Assetto Corsa, on 8 February at 3pm.

⚠ Disclaimer : This is not an event organised by the FFSCA, which will therefore not be held responsible for the execution of this support.

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:

- DPi (Cadillac - upgrade Hypercar)
- LMP2 - Oreca
- GTE
- Corvette GTAnna*

**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: Coming soon

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** : Orange
- **GTAnna** : Pink

Teams will be required to supply the PSD file and all accompanying files. 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 31 December 2025, 11:59 p.m. to send in their paintwork! If a livery is not received by this date, the organisers will impose a generic skin on the car and reserves the right to place the team in question in the last server.

It is forbidden to change the font on the race number.

Liveries received without a PSD will not be processed automatically.

NO DELAYS WILL BE ACCEPTED

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

Qualifying will take place on the evening of Friday 9 January 2026, starting at 9 p.m. Each category will have 30 minutes, one after the other, to complete their qualifying session. The order will be defined in the written briefing.

GTAnna cars are exempt from participating in this qualifying session.

There will be a 15-minute break between each group to allow those who wish to leave the session to do so without disturbing those on the track.

In the event that one of the teams does not show up, it will be placed in last position in the category on race day.

6. Schedule

6.1. Calendar

Date	Hour (CET)	Session type	Duration	Live
09/01/2026	21h - 23h	Qualification	2h	
10/01/2026 - 11/01/2026		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 (14/12/2024) - Green flag (départ de la course) (24h)*
- 14h00 (15/12/2024) - End of endurance and parade lap
- 14h20 (15/12/2024) - Interview with the winners
- 15h00 (15/12/2024) - Closing the server

6.3. Race restart

The organisation may restart the race in the event of mass disconnections of drivers before the start. Once the race has started, no restart will be made unless there is an external event.

In the event of three or more cars disconnecting at the same time, the race management will reallocate the lost laps to these teams. Otherwise, the 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.

7.4. Private messages Discord

If you have any questions, please use the various Discords channels allocated for this purpose. If a person/team abuses private messages, after 3 warnings they may be given a 30-second time penalty in the race.

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 RaceStart TV, so please don't do anything foolish on the track and keep things as close to reality as possible.

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 :**

The start sequence begins after the formation lap. The start is given when the leader of the category crosses the start line, at which point all other drivers in the category may accelerate simultaneously without waiting to cross the line in turn.

The three categories must follow this procedure, which will result in two separate starts (Prototype together, then GT). An audible signal will be given to mark the start of each category.

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.

9.10. Respecting the layout

The game is the entity that ensures compliance with the limits.

9.11. Escape 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

- View selection: *Cockpit*
- Damage: *90%*
- Auto clutch: *Enabled*
- ABS: *Depending on category*
- Traction control: *Depending on category*
- Flags: *Managed by the game*
- Tyre wear: *Managed by the game*
- Mechanical wear: *Managed by the game*
- Password to join the server: *see website*

Any questions?

A channel called "[FAQ] 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](#)