



# REGULATION

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# 1. History and update of the Regulation

2023-03-08	Creation of the regulation
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## **2. Organisation**

### **2.1. Introduction**

The "FFSCAxREDFRAGS 500 2023" event is organised by the FFSCA and RedFrag Racing on the rFactor 2 license. This special event counts for the 'RedFrag Racing 2023 Indycar Championship' and is also an open event with the possibility to have several splits.

### **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 organisers of the event and may therefore modify the rules to avoid a similar case.

### **2.3. Organisation team**

The organisers have full authority to organise. The team consists of :

- Simon Pagenaud
- Léo Souèges
- Gerald Gandeboeuf
- David Lespes
- Mathieu Leclerc
- Julien Lemoine
- Florent Marty

### 3. Participation

#### 3.1. Participation rights

The event is open to anyone with the necessary content:

rFactor 2	<a href="https://store.steampowered.com/app/365960/rFactor_2/">https://store.steampowered.com/app/365960/rFactor_2/</a>
Dallara IR-18	<a href="https://store.steampowered.com/itemstore/365960/detail/70/">https://store.steampowered.com/itemstore/365960/detail/70/</a>

Each driver is required to validate the "Indy 500" licence. (see below)

#### 3.2. The "Indy 500" licence

The racing philosophy being particular, an "Indy 500" type permit is put in place in order to confirm or not the compatibility of a driver to drive in a way that is not dangerous for him and for others.

Thus, we require each pilot to pass a permit which translates into :

- 10 laps in a row with an average of 48 seconds over these 10 laps.

A server will be set up specifically for this purpose.

#### 3.3. Limitation of participants

The limitation of the number of participants per server depends on the capacity of the Indianapolis circuit.

### **3.4. Profile format in the simulation**

Each driver must be connected to the server under his name with the following format: "First name Last name", without accents, nor special characters and in no case a pseudo. Be careful with spaces between the first and last name and/or after the name.

### **3.5. Driver profile**

Each driver profile name is individual. Any misuse of identity will be immediately sanctioned by a permanent exclusion from the event.

## **4. Inscription**

Registration for the event takes place on the appropriate section of the SimRacing Management System website: [Click Here](#)

**The registration phase will take place in 3 stages as follows:**

- 1.** Opening 72h before for the registrants of the "RedFrag Racing 2023 Indycar Championship" via a password given on the Discord of this championship\*.

\*It is necessary to have participated at least once in a race of this championship.

- 2.** Open after these 72 hours to FFSCA contributors for a period of 48 hours
- 3.** Open to all at the end of the two previous phases

## 5. Distribution of splits

The distribution of splits will be as follows:

- If the driver has participated in at least one race of the "RedFrag Racing 2023 IndyCar Championship", he will automatically be placed in split 1
- Otherwise, the distribution will be based on the results of the qualification on 30/04/2023.

## 6. Paintings

Your paintwork must remain in the spirit of motor racing, so the Loi Évin applies. This means that no alcohol, tobacco or drug sponsors are allowed.

Link to submit your paintings: [Cliquer ici](#)

Link to the Dallara IR-18 template: [Cliquer ici](#)

**The deadline for entries is 23 April at 23:59. Once this date has passed, the pilot will be awarded a livery from the game by a draw.**

## 7. Training

A hotlap server will be opened at the beginning of the registration process. It will have the "Indy 500" type aero package.

We ask each registrant to complete a minimum of 100 laps to be eligible for the race. In addition, we ask that everyone validate each level of the Indy 500 license.

Please note that we allow ourselves to run test races to test our different systems. We strongly encourage drivers to participate in these.

## 8. Official sessions

During the race week there will be official sessions to get used to the qualifying and race conditions. We strongly encourage all drivers to participate. The schedule for these official sessions is :

Date & hour (CEST)	Type of conditions
26/04/2023 : 16h00 - 20h00	Race test #1
26/04/2023 : 21h00 - 01h00	Race test #2
27/04/2023 : 17h00 - 19h00	Qualification (Training)
27/04/2023 : 21h00 - 23h00	Qualification (Training)
28/04/2023 : 18h00 - 20h00	Qualification (Training)
30/04/2022 : 21h00 - 01h00	Qualification
03/05/2023 : 16h00 - 20h00	Race test #3
03/05/2023 : 21h00 - 01h00	Race test #4
07/07/2022 : 16h30 - 16h50	Qualification top 7
07/07/2022 : 17h00 (202 Laps)	Race



## 9. Les qualifications

The qualifications reproduce the real pattern in some aspects. The day of 30 April 2023 from 21:00 and for a duration of 04:00 will be dedicated to this. It will then be possible to qualify from 21h00. There will be the principle of fast lane and normal lane. For the first 7 of this qualification, you will have a top 7 qualification on race day, 15 mins to make your best average speed on 4 consecutive valid laps.

We will publish a side note to explain how this works in detail.

*Our partner Pop Media/Sim Racing Management System is actively working on an automatic detection between fast lane and normal lane, we reserve the right to request a full scale test to identify any problems.*

## 10. Race

The race will take place on 07 May 2022 from 17h00 for a duration of 500 Miles, that is 200 laps. There will be two formation laps.

## 11. Track behaviour

Drivers are asked to respect the pit limiter in all sessions. Drivers are asked to return to the pits during qualifying (no ECHAP on track), only ECHAP in the pitlane.

At the end of the race, it is also requested not to destroy the car in the wall or on an opponent. Also, we ask the winner after the finish line to go to the start/finish straight and stop on the bricks, as it is the case in real life.

## 12. Race direction

A race direction will take place live, it will be able to intervene to deploy the pace car but also to attribute penalties.

Note that this will be primarily on the split number 1, the other splits will not necessarily have a race direction, however, there will be the oval type plugin (under modification/development).

## 13. Sanctions, penalties and pre-defined penalties

### 13.1. Table of possible penalties

Applicable penalty
Warning
Drive-Through
Stop&Go 5 secondes
Stop&Go 15 secondes
Stop&Go 30 secondes
Race DSQ

- This table is a basis for consideration, the stewards reserve the right to increase or decrease a penalty depending on the circumstances
- The history of penalties/warnings is taken into account

## **14. Related documents**

One or more supporting documents may be distributed, including a pre-briefing document with different information.

Other documents may be distributed if the need arises.

The distribution will take place mainly on the FFSCA Endurance Discord in the channel "documents annexes". Each registrant will have automatic access to this channel as soon as he/she has registered.

## **15. Briefing**

The briefing will start at about 15:40 as indicated in the event schedule. It is mandatory for all drivers. During this briefing, the pit lane will be closed. The pit lane will be blocked with the pace car.

During this briefing, we will give instructions, remind some rules, etc...

The drivers will also be able to ask questions in due time and the admins will answer them with great pleasure.

Any pilot arriving late or unable to attend the briefing can make this known to one of the organisers.

The briefing takes place on the dedicated Teamspeak 3 server.

A button to access the Teamspeak is available on the website and the Discord.

## 16. Server settings

### 16.1. Server setting :

- Choice of camera: free
- Damage: 80%.
- Auto clutch: activated
- ABS: depending on the car
- Traction control: depending on the car
- Flags: managed by the game
- Tyre wear: managed by the game
- Mechanical wear: managed by the game

\*The server settings will be available on the section in question.

Any questions?

On the FFSCA Endurance Discord, a channel named "**faq-sporting-rules**" is set up to ask your questions. The organisers will answer you as soon as time permits.

**FFSCA GT Series**  
**RedFrag Racing**