REGULATIONS

Version 1.2.0 - 6 avr. 2024

Language: English

Other version

French version (Version Française)

Table of contents:

1. History and update of the Regulation

2. Organisation

- 2.1. Introduction
- 2.2. Unplanned situation
- 2.3. Organisation team

3. Participation

- 3.1. Participation rights
- 3.2. Limited number of participants
- 3.3. Profile format in simulation
- 3.4. Driver profile

4. Team

- 4.1. Driver/team relations
- 4.2. Team composition
- 4.3. Driver/team registration
- 5. Registration
- 6. Paintings
- 7. Training
- 8. Préqualifications
- 9. Absences/Presences/Replacement
- 10. Championship rounds
- 11. Track behaviour
- 12. Ranking and points
- 13. Analysis and complaints
- 14. Sanctions, penalties and predefined penalties
- 15. Driver licence
- 16. Additional documents
- 17. Briefing
- 18. Server settings
- 19. Questions on the regulations

1. History and update of the Regulation

25/01/2024	Creation of the regulation
14/02/2024	 Various spelling/timing errors updated Added link to template Added link for dropping liveries
22/02/2024	- Update to the template link
27/03/2024	- Update to the template link
06/04/2024	- Update on the application of penalties

2. Organisation

2.1. Introduction

The FFSCA Porsche Supercup Championship is organised by the FFSCA on the rFactor 2 licence in accordance with the calendar.

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 championship.

The team consists of:

- David Lespes
- Mathieu Leclerc
- Julien Lemoine
- Florent Marty
- Léo Souèges

3. Participation

3.1. Participation rights

This championship does not require an FFSCA 2024 licence. However, FFSCA 2024 licence holders will have one week's early access. (FFSCA membership fee)

What is the FFSCA 2024 licence used for?

As the FFSCA is an association under the 1901 law, it has to finance various services such as its website, servers, etc. This is the life of an association, and licences/membership fees are the only source of income. It is therefore very important to keep an association going.

This licence will give you access to exclusive championships as well as privileged access to various special events, which will be announced shortly and throughout the year.

3.2. Limited number of participants

The limit on the number of participants per server depends on the capacity of each tour.

3.3. Profile format in simulation

Each driver must be connected to the server under his own name in the following format: "First name Last name", without accents, special characters or [TAG] and under no circumstances a pseudonym. Be careful about spaces between the first name and the last name or after the last name.



Edouard Bracame => ok



[JBT] Edouard Bracame => not ok



EdouardBracam3JBT => not ok

3.4. Driver profile

Each driver profile name is individual. Any misuse of identity will immediately result in permanent exclusion from the championship.

4. Team

4.1. Driver/team relations

Drivers must be part of a team, even if they are driving alone. Similarly, members of the same team <u>must drive the</u> same model of car.

4.2. Team composition

A team consists of a minimum of 1 driver and a maximum of 3 drivers.

5. Registration

To register for the championship, go to the appropriate section of the SimRacing Management System website: Click here

6. 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: **FFSCA PORSCHE SUPERCUP 2024**Link to the championship templates: **PCUP 2024 Template**

It is compulsory to use these templates and not to move elements with the name "**DONT MOVE**".

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

7. Training

Once registered, a minimum amount of driving is required of each driver in order to take part and ensure that they are familiar with the track and the car on offer.

All drivers must complete a minimum of **20 valid laps** on the training server track, except for certain circuits which will be detailed in our appendices.

Any driver who arrives at the start of an event without a minimum of 20 valid laps will be able to take the start but with a DT (Drive-Through) to be completed in the first 3 laps of the race.

Any driver who is responsible for a race incident and who does not have 20 minimums validated on the training server will see the sanction against him move up a notch in severity.

8. Préqualifications

Pre-qualifiers will be held in each round to determine the server allocation. A fair distribution per server will therefore take place.

Each pre-qualification will end at 19:00 on race day, with an end-of-session delta of 10 minutes. In other words, if at 19:00 there are 10 minutes or less remaining, the session will end.

9. Absences/Presences/Remplacement

You are asked to declare your entry for the round on the appropriate page of the website.

In the event of absence, a replacement may be put forward for the team classification. The replacement will not score points in the individual classification but will score 50% of the points acquired for his team.

Similarly, please let us know if you drop out.

Should a driver fail to turn up for 2 consecutive races without declaring his entry, the organisers reserve the right to disqualify him from the championship and give his slot to another driver.

10. Championship rounds

10.1. Calendar

*All hours are in CET/CEST

*In the event of a major problem on a circuit, the organization can rework the calendar and change the circuit, either by adding another one to the calendar or by introducing a new one.

Circuit	Date
Circuit Dijon-Prenois (France)	21/03/2024 (CET)
Circuit de Zandvoort (Netherlands)	11/04/2024 (CEST)
Oulton Park (United-Kingdom)	02/05/2024 (CEST)
Motorsport Arena Oschersleben (Germany)	23/05/2024 (CEST)
Hungaroring (Hungary)	20/06/2024 (CEST)
Vallelunga <i>(Italy)</i>	19/09/2024 (CEST)
Circuit Ricardo Tormo <i>(Spain)</i>	10/10/2024 (CEST)

10.2. Round programme

- > **19:00 -** Free practice (120 minutes)
- > 20:45 Mandatory TeamSpeak 3 briefing for all drivers (~ 15 minutes)
- > **21:00 (21:10)** Qualification* (10 minutes)
- > **21:10 (21:25)** Sprint race (15 minutes)
- > 21:25 (21:28) Warmup (3 mins)
- > 21:28 (22:13) Feature race (45 minutes)
- > 22:13 (22:46) End of evening
- > 22:46 Server shutdown
- > 23:00 Server opening for next round

10.3. Mandatory briefing

La présence de tous les pilotes au briefing est obligatoire. Des annonces 5 minutes avant le briefing seront faites par l'organisation via le Tchat RF2 ainsi que TeamSpeak. La voie des stands sera considérée comme fermée.

All drivers on the track during the briefing will be penalized a DT (Drive-Through) at the start of the race.

The briefing takes place in 2 stages.

1: Microphone off for everyone / The organizers give the information.

2: Microphone open for everyone / Drivers can ask questions to the organizers.

Pilots will have the option of following the briefing in the French lounge (French Briefing) or in the Inter lounge (English Briefing).

10.4. Restarting a race session

The organizers may carry out one (and only one) restart for drivers disconnected before the start or during the first lap and the formation lap.

10.5. Type of start

The type of start will be a standing start after a formation lap managed by the game.

You'll have to follow the instructions given by the game, otherwise you'll automatically receive a penalty.

10.6. Format de qualification

The qualifying format will be as follows:

Each driver will have 4 consecutive laps distributed as follows:

1 Pit exit lap

2 timed laps

1 lap back to pits.

*If an echap occurs on-track, the game counts it as a lap. Likewise, if you exceed the 4 laps allotted by the game, you will automatically be DSQ'd from the qualifying session and put in last position on the starting grid.

★ All drivers on the track during these exit and re-entry laps must not interfere with the other drivers, otherwise they will be severely punished.

The qualification session will be in "public" mode

10.7. Warmup

A Warmup session (usually 3 minutes) will be held between Race 1 and Race 2.

The system will automatically generate the grid during the warmup, so it is essential not to leave the session.

10.8. Race format

The evening will feature two races, a 15-minute sprint race followed by a 45-minute feature race with the top 10 reversed from the sprint race.

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, drivers are also asked not to smash their car into the wall or onto an opponent.

Drivers are asked to behave correctly during all sessions (Practice/Qualifying/Warmup/Race).

12. Classification and points

12.1. Points scale

The points scale can be found at the following address: **Points system**

A little clarification: for best lap points, the driver must finish in the top 10 in the race standings.

The scale may be adapted at the start of the championship according to the number of entries.

12.2. Drivers' standings:

It will be obtained by adding up the best 6 of the 7 rounds on each driver's race calendar.

If there is a tie between two drivers at the end of the year, the ranking order in our system will be defined according to the number of first, second, etc. positions.

12.3. Team standings:

It will be obtained by adding up the points won by the 2 best drivers of a team during the heats. All heats count.

13. Analysis and claims

13.1. Race commission

After each race, the race commission meets to analyze the start, the first lap of the race and the complaints received via the SMS site. The race commission will not be open to drivers.

Any driver wishing to get involved in the commission can register his or her interest at the start of the season by filling in a form.

All members of the race committee must respect the anonymity, secrecy and impartiality of all other drivers.

13.2. Complaints

To submit a protest, please use the server replay provided to you. This will always be used as a support by the race commission.

Each driver may lodge a protest for any session on race night concerning an incident that concerns him or a fact that he has observed. The deadline for lodging a complaint is 5 days.

The claim form will ask you for the split, the race, the lap number, the driver with whom you had the incident and a brief explanation of the incident.

14. Sanctions, penalties and predefined penalties

14.1. Table of predefined penalties

Using the chat on race night	Drive-Through issued during the session itself
Voluntary post-race contact	1 suspension round
Too many cuts on the track	Drive-Through issued during the session itself.

14.2. Table of possible penalties

Applicable penalty		
Warning		
+ 5 seconds on race time		
+ 10 seconds on race time		
+ 20 seconds on race time		
Back of grid, i.e. no qualification		
Drive-Through		
Stop&Go 5 secondes		
Stop&Go 15 secondes		
Stop&Go 30 secondes		
DSQ race		
Round suspension		
DSQ championship		

- This table is intended as a guide only, and the stewards reserve the right to increase or decrease the penalty depending on the circumstances.
- History of penalties/warnings taken into account
- The "Drive-Through" penalty, i.e. passing through the pit lane without stopping, is to be carried out in the first 3 laps of the race after the start (not in the formation lap).
- The "Stop&Go" penalty also applies to the first 3 laps of the race after the start.
- The "Drive-Through" and "Stop&Go" penalties must be carried out during Race 2 (Feature race).

 A driver who fails to serve his penalty during the scheduled race will potentially face a heavier penalty, depending on the committee's decision. A system indicating that the penalty has not been served is online.

15. Driver licence

Each driver has a 12-point license, and for each incident, the driver deemed responsible loses the number of points corresponding to the degree of infringement.

Level 1:-1 ptLevel 2:-2 pts

• Level 3 : -4 pts

- ★ The organization can modify the loss of points according to the penalty issued.
- ★ If a driver has no points left, he is suspended for the following round. This suspension does not count towards the joker race rule. The driver will therefore score 0 points and will be taken into account in the calculation of the individual ranking.

16. Additional documents

For each round, several documents can be distributed, including a pre-briefing document containing various information:

- Time in game
- Link to weather forecast
- Information on track limits
- Etc...

This document will be distributed 3 days before each round.

Other documents may be distributed if necessary.

Distribution takes place on the FFSCA Discord in the "documents annexes" channel. All registrants will have automatic access to this channel as soon as they have registered.

17. Briefing

The briefing will start at around 8:45pm, as indicated in the evening schedule. It is compulsory for all drivers.

During the briefing, no driver may drive. If one of the pilots drives, the detection system will be activated and the pilot will be disqualified from the session.

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

Pilots can also ask questions at the appropriate time, which the admins will be happy to answer.

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

The audio briefing takes place on the dedicated TeamSpeak 3 server.

A button to access Teamspeak will also be available on the website and Discord.

18. Server settings

18.1. Track conditions for training and race servers:

According to the PDF race pre-briefing distributed 3 days before the race.

18.2. Type of weather for the races: Apart from a few exceptions, each round is run with real weather in relation to the circuit's GPS points. The organizers may, however, make an exception for scripted weather. This will be given to competitors in the form of a forecast.

18.3. Server setting:

• Forced camera: cockpit

• Damages:90%

• Auto clutch: allowed

• ABS: depend of the car

Traction control: depend of the car

• Flags: manage by the game

• Tire wear : manage by the game

Mechanical wear: manage by the game

19. Questions about the regulations

A questionnaire will be available once the registration form has been completed. This questionnaire will be the last step in validating your registration. It will cover the present rules, with multiple-choice questions (only one correct answer each time). You will need 4 correct answers out of 5 questions to validate your registration.

Any questions?

On the FFSCA Discord, a channel called "faq-sporting-rules" has been set up for your questions.

The organizers will reply as soon as time permits.

FFSCA GT Series

FFSCA GT - Facebook page

https://discord.gg/sSnJfvtPmE FFSCA - Site Web