



FFSCA World Indycar Championship 2024



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Language: English

Other version

[Version Française \(french version\)](#)

Summary

1. Regulation version.....	3
2. Organization:.....	4
2.1 Introduction :.....	4
3. Participation.....	4
3.1 Right to participate.....	4
3.2 What is the FFSCA 2024 license for?.....	4
4. Drivers.....	5
5. Team.....	5
6. Registration.....	5
7. DLC content required.....	6
8. Communication.....	6
9. Liveries.....	6
10. Session format.....	7
11. Calendar.....	7
12. Evening events.....	8
13. Training.....	8
14. Absence, presence, replacement.....	8
15. Mandatory briefing.....	9
16. Qualification.....	9
17. Closed park.....	9
18. Warm-up.....	10
19. Race.....	10
20. Runway limits.....	11
21. Pit Lane.....	11
22. Flag rules.....	11
23. Track behaviour.....	12
24. Points system.....	12
25. Penalties.....	13
26. Race Direction.....	15
27. Server settings.....	15
28. Settlement questionnaire.....	15

1. Regulation version

Version :	Application date :
Version 1.0	24/10/2023

2. Organization:

2.1 Introduction :

The World Indycar Championship is organized by the FFSCA on the rFactor 2 license according to the following schedule

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

The organizers have full powers to organize this championship. The team is composed of :

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

3. Participation

3.1 Right to participate

The championship requires a valid FFSCA 2024 license. If you do not hold a valid FFSCA license, please register via the following link: **FFSCA Membership**

3.2 What is the FFSCA 2024 license for?

As FFSCA is a LAW 1901 association, it has to finance various services such as its website, servers, etc. This is the life of an association. This is the life of an association, and licenses and subscriptions are the only source of income. So it's very important to keep an association going.

This license 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.

The championship is limited to 40 registered drivers, the others will be placed in the queue.

4. Drivers

All participants must indicate their attendance by the day before each event.

If a driver does not indicate his absence :

- 1^{ère} times: Warning
- 2^{ème} times: Drive through for next round
- 5^{ème} times: disqualification from the championship

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

The same applies to the space between the first name and the last name, or after the last name.

✓ Edouard Bracame => ok

✗ [JBT] Edouard Bracame => not ok

✗ EdouardBracam3JBT => not ok

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

5. Team

Drivers must be part of a team, even if they are riding alone.

Teams are made up of 1 to 3 drivers.

Only the two best drivers in a team will score points in the team standings.

A team (organization) can enter as many teams as it wishes.

6. Registration

To register, visit <https://simmanagementsystem.com>

7. DLC content required

Dallara IR-18: <https://store.steampowered.com/itemstore/365960/detail/70/>

Bahrain circuit: <https://store.steampowered.com/itemstore/365960/detail/82/>

Monza circuit: <https://store.steampowered.com/itemstore/365960/detail/59/>

Spa circuit: <https://store.steampowered.com/itemstore/365960/detail/51/>

Modded circuits used in the championship will be updated with the workshop pack.

8. Communication

Pre-event communication will take place entirely on the FFSCA Discord.

The organizers will give important information on the discord in the FFSCA World-Indycar tab announcement lounge.

On the day of the event, all participants must be connected to the FFSCA TeamSpeak. The TeamSpeak link will be in the **COMMUNICATION** section of the FFSCA World-Indycar tab.

In-game text chat will not be tolerated except for race direction. Otherwise, a warning will be issued. In the event of a repeat offense, a start at the back of the grid will be imposed.

9. Liveries

Your liveries must remain in the spirit of motor racing, so the Evin law applies.

This means that no alcohol, tobacco or drug sponsorship is allowed.

Link to submit your paintings:

Link to the championship templates :

It is mandatory to use these templates and not to move elements with the name "DON'T MOVE".

The organization will not be held responsible for any use of brand logos by drivers. The driver is solely responsible for any use of brand logos.

Championship participants must have a personalized livery for the championship.

Participants will not be allowed to change liveries except in exceptional cases.

The camera support and mirrors will be a different color for the team's second driver.

Participants must send in their deliveries no later than 2 weeks before the start of the event.

10. Session format

10 race championship

Qualification: 10 minutes

Warm-up: 5 minutes

Race of 1h15 laps.

11. Calendar

Round	Country	Circuit	Date of event	P2P
1	Australia	Albert Park	14/03/2024	170
2	Turkey	Istanbul Park	04/04/2024	200
3	England	Silverstone	25/04/2024	170
4	Germany	Hockenheimring	16/05/2024	170
5	Italy	Monza	06/06/2024	100
6	Belgium	Spa-Francorchamps	27/06/2024	110
7	South Africa	Kyalami	12/09/2024	110
8	Japan	Suzuka	03/10/2024	170
9	USA	Road America	24/10/2024	200
10	Brazil	São Paulo	14/11/2024	170

12. Evening events

Session	Session time (CET / CEST)	Session duration
Free Trial	20 : 00 - 20 : 45	45 Minutes
Briefing	20 : 45 - 21 : 00	15 Minutes
Qualification	21 : 00 - 21 : 10	10 Minutes
Warm up	21 : 15 - 21 : 20	5 Minutes
Race	21 : 25 - 22 : 40	75 Minutes

13. Training

Once registered, a minimum amount of driving is required of each driver in order to take part and guarantee familiarity with the track with the car.

All drivers must complete a total of 30 valid laps on the training server track.

All drivers arriving at the start of an event without a minimum of 30 valid laps will be able to take the start but with a drive-through to be carried out in the first 3 laps of the race.

Any driver responsible for a racing incident and failing to complete a minimum of 30 laps on the training server will be subject to a heavier penalty.

14. Absence, presence, replacement

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

In the event of an absence, a pilot in the queue will take his place.

Please notify us of any withdrawals from the championship.

If a driver fail to show up for two consecutive races without declaring his entry, the organization reserves the right to disqualify him from the championship and give his place to a driver in the waiting line.

15. Mandatory briefing

All drivers must attend the briefing.

Announcements 5 minutes before the briefing will be made by the organization via the rF2 chat and TeamSpeak.

The pit lane will be considered closed.

All drivers on track during the briefing will be penalized with a drive-through during the first 3 laps of the race.

The briefing takes place in two stages.

- Microphone off for everyone, the organization gives the information
- Open mic for everyone, drivers can ask questions of the organizers.

Pilots will have the option of following the briefing in the "French briefing" lounge or in the "English briefing" lounge.

16. Qualification

Qualifying will last 10 minutes in private mode and will determine the order of drivers on the starting grid.

Each driver will have as many attempts as he wishes.

Under no circumstances may participants leave the server between qualifying and the grid procedure. In this case, race management will not be held responsible for any errors in the starting positions.

17. Closed park

After starting their first qualifying runs, drivers will only be able to change the following elements on the setup of their cars: fuel, fuel mixture, brake balance, pedal force, steering wheel angle, tire pressure and front wing.

Drivers are allowed to start with the tires of their choice.

In the event of changing weather conditions, the closed park rule will continue to apply.

18. Warm-up

A Warmup session (usually 5 minutes) will be set up. It is therefore essential not to leave the session.

19. Race

Each driver must keep in-game chat enabled to allow organizers to communicate with drivers.

19.1. Start procedure

Formation lap to standing start. The Poleman must not exceed 200km/h unless indicated by the commission.

Participants are responsible for their actions during the training tour.

Participants must maintain a safe distance from other drivers, but this must be reasonable.

Participants should be prepared for the accordion effect, especially when approaching a sharp turn.

Drivers are only allowed to burn-out when they are approaching the starting grid at the end of the warm-up lap.

Drivers are forbidden to use brake-checks to heat up the brakes (accelerate and brake suddenly). They may, however, drag the brakes, i.e. apply the brake and gas pedal at the same time.

Pilots leaving on the tail may rejoin the track when it is clear, after which they may resume their position in the formation lap, taking care not to cause an accident.

Jump starts are handled by the game.

In the event of a technical problem or disconnection, the driver will be marked DNF (the organizers may carry out one restart (and only one) for driver disconnection before the start or during the formation lap).

In the event of a server crash, the following procedure will be followed:

- If the server crash occurs less than 10% into the race, the race will be red flagged and restarted from the beginning. Drivers will return to their original grid positions.
- If the crash server occurs between 10% and 75% of the race (defined by the leading car), the positions will be given in relation to the lap preceding that of the crash server.
- If a server crash occurs more than 75% into the race. The race will be Red Flag and results will be taken from the last lap completed on the server before the server crash.

Under no circumstances may drivers leave the server between qualifying and the grid procedure.

20. Runway limits

The maximum number of track limit points has been set at 5.

If the game finds that the cut is too severe, then the game will apply a drive-through or Stop-and-Go penalty of its own accord.

21. Pit Lane

Drivers can change tires and add fuel.

Drivers have to do a mandatory tyre compound change.

Modifications to the front wing are permitted.

22. Flag rules

22.1 Blue flag :

It is up to the driver who overtakes under blue flag conditions to do so in complete safety.

It is up to the driver who is being overtaken to allow overtaking to take place as quickly and safely as possible.

Participants under blue flags must let a driver pass them within the limit of 1 lap.

22.2 Yellow Flag:

Under yellow flag conditions, drivers are responsible for and must be in full control of their vehicles. In the event of a collision causing an over-accident in a yellow-flag zone, the driver will be held responsible for the collision. A penalty will be applied.

23. Track behaviour

Defending drivers are allowed to change course only once per overtaking manoeuvre. Zigzagging in a straight line is forbidden.

It is strictly forbidden to change trajectory in a braking zone.

Each driver must leave room for his opponent and not force any driver off-track

At the end of the race it is requested not to destroy the car in a wall or in an opponent.

Drivers are asked to behave in a sporting and correct manner during all sessions (training, qualifying, warm-up, race).

24. Points system

Points will be awarded in order of arrival to create a pilot ranking.

Points will be awarded as follows:

1 ^{er} : 50pts	2 nd : 40pts	3 ^e : 35pts	4 ^e : 32pts	5 ^e : 30pts	6 ^e : 28pts
7 ^e : 26pts	8 ^e : 24pts	9 ^e : 22pts	10 ^e : 20pts	11 ^e : 19pts	12 ^e : 18pts
13 ^e : 17pts	14 ^e : 16pts	15 ^e : 15pts	16 ^e : 14pts	17 ^e : 13pts	18 ^e : 12pts
19 ^e : 11pts	20 ^e : 10pts	21 ^e : 9pts	22 ^e : 8pts	23 ^e : 7pts	24 ^e : 6pts
From the 25 th ^e to the last person to finish the race: 5pts					

- 1 point will be awarded for pole position
- 1 point will be awarded for the fastest lap in the race
 - o The point will be awarded to TOP 10 finishing driver only

Ties will be broken by the greatest number of wins, 2nd places and so on.

If still tied, it will be by position at the finish of the first race.

The final championship ranking will be obtained by adding up the driver's 12 best runs (2 joker runs).

25. Penalties

Penalties can be given automatically during the race or during the post-race commission.

25.1 Chart of predefined penalties

Usage of in-game chat	Drive-Through in the same session
Voluntary contact after race	1 race ban
Too much track limit cut	Drive-Through in the same session

25.2 Chart of possible penalties

Applicable penalty
Warning
+5 seconds on race time
+10 seconds on race time
+20 seconds on race time
Bottom of the grid, i.e. no qualification
Drive-Through
Stop&Go 5 seconds
Stop&Go 15 seconds
Stop&Go 30 seconds
DSQ
One race suspension
Championship DSQ

Penalty/warning history 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.

A driver who fails to serve his penalty during the race scheduled to serve it will potentially face a heavier penalty, depending on the committee's decision. A verification system has been set up on the championship site, enabling us to check whether the penalty has been served by the driver.

Specific case described above:

In-game text chat will not be tolerated except for race direction. Otherwise, a warning will be issued. In the event of a repeat offense, a start at the back of the grid will be imposed.

If a driver does not indicate his absence :

- 1st time: Warning
- 2nd time: Drive through for the next round
- 5th time: disqualification from the championship

Team names will not be allowed in the player's nickname. 3 warnings will be given, after 3 warnings a drive-through will be inflicted.

If a driver causes 3 incidents of avoidable contact in the same race, a more severe penalty may be imposed depending on the severity of the contact.

Each exception will be posted in the race briefing.

26. Race Direction

If you wish to lodge a protest at the end of the race, a protest section is available on the <https://simmanagementsystem.com> website in the round tab.

Race management will not watch the entire race. If a participant wishes his protest to be considered, the protest must be fully and correctly completed.

Participants abusing the claim system will be subject to a penalty.

The participant making the claim must have been involved in the incident.

Claims will be examined on the Wednesday following the race. The deadline for submitting claims is therefore Wednesday before 12:00am.

The minutes of the commission session will be available in the lounge: FFSCA discord commission.

All decisions of the race direction will be final.

27. Server settings

Free camera

Real-time weather

Grip evolves during practice and is optimal during qualifying and the race (except rain).

Flag regulations: all

Fuel consumption : Normal

Tire consumption: Normal

Mechanical failures: Normal

No assistance allowed except automatic clutch

80% damage


28. Settlement questionnaire

A questionnaire will be accessible once the registration form has been completed. This questionnaire will be the last step in validating your registration, and will cover the present rules and regulations, with various multiple-choice questions (only one correct answer each time). You'll need 4 correct answers out of 5 questions to be validated. This questionnaire must be completed for each driver.

Any questions?

On the FFSCA Discord, a channel called "faq-sporting-rules" has been set up for your questions.
The organizers will get back to you as soon as time permits.

FFSCA Wolrd-Indycar

 [FFSCA GT - Facebook page](#)



<https://discord.gg/sSnJfvtPmE>

[FFSCA - Website](#)