
Regulations for VSR Assetto Corsa 24h Daytona 2021



1) General rules

- 1) Every driver who registers needs the simulation "Assetto Corsa", the EGT vehicles from URD (1 € Discount with the code "VSR"), the other vehicles, the Daytona track and the Sol-Mod.
- 2) The SOL-Mod must be installed and activated correctly, you can look up how it works in the Discord. The Sol-Mod is desired and recommended. It may only be deactivated at the request of the administration.
- 3) Nothing is allowed to be changed in the files of Assetto Corsa or Mods that could bring a competitive advantage.
- 4) All drivers need a steering wheel and pedals. However, the controller is also possible.
- 5) All drivers must register in our Discord in order to be able to access the content of the event: <https://discord.com/invite/xvAK7zx>
- 6) During the event, accessibility on Discord is mandatory for all driving drivers. On our TeamSpeak and on our Discord, the rules of conduct of VSR must be observed.
- 7) The VSR rules of conduct must also be observed in live streams.
- 8) Each team has to an entry fee of - 5 euros pay. This must be transferred to the [PayPal account](#) . (24HDAYTONA - #XXX) (XXX stands for the car number). The amount should be paid using the "Friends and Family" option. *Alternatively "Goods and Services" - € 5.50*
- 9) The entry fee is payable no later than 14 days after registration. Joining the event material and training servers is only possible after payment has been made in full.
- 10) If you cancel by October 1st, 2021 / 8:00 p.m. CET at the latest, the amount received will be transferred back. The repayment will be made within 14 days after deregistration.

2) Event schedule

Saturday: (9.10.2021)

- 6:00 p.m. -> 10 minutes qualifying GTE
- 6:10 p.m. -> 5 minutes break
- 6:15 p.m. -> 10 minutes qualifying DPI
- 6:30 p.m. :. 2.4h test race

Friday: (15.10.2021)

- 19:30 -> 30 minutes qualifying GTE
- 20:00 -> 5 minutes break
- 20:05 -> 20 minutes qualifying DPI
- 20:30 -> Top 3 interviews (x2)

Saturday: (16.10. / 17.10.2021)

- 11:30 am -> 30 minutes starting grid
- 12:00 pm -> 24h race

3) Registration

- 1) Registration for the event takes place on the event website using the "button Registration", or via the link in the path.
- 2) Every driver has to register with his real name.
- 3) A single registration per driver is required and up to five drivers can register on each vehicle.
- 4) For each driver, his 17-digit Steam GUID (x64) must be specified.
- 5) By registering, all drivers consent to the temporary storage of their data and the publication of their data and theirs Agree on publicly available media. **Drivers under the age of 16 must fill out our form and send it to the VSR mailbox with a signature of a legal guardian.** The personal data will be processed in accordance with the current (25.08.2020) applicable laws. If the GDPR is updated, all participants will be notified.

4) Vehicle classes and vehicles

- 1) A total of **45** spaces are available for vehicles.
 - 1.1) 22 DPI
 - 1.2) 23 GTE
- 2) The vehicles are adapted to one another through adjustments, the "Balance of Performance". This will be announced on our Discord at the beginning of the practice server. Minor changes can be made before the event.

5) Liveries and teams

- 1) Each team has to create its own livery.
- 2) The liveries of the teams must be different from each other.
- 3) Glass must not be made transparent.
- 4) Headlights must be **white** or **yellow** .
- 5) Taillights and brake lights must be red.
- 6) A maximum of 5 people are allowed to start in a team.
- 7) The skin must be created in the resolution 2048 x 2048.
- 8) The size of the skin folder must **12 MB** not exceed. The following files may be in the skin folder:
 - Skin of the car
 - livery.png
 - preview.jpg
 - Helmet
 - No racing suit !!
 - Sponsor Decals
 - Rims
- 9) The material provided by VSR must be attached to the car as intended. There will also be a placeholder for the number plate so that the space is kept free.
- 10) The number plate including the start number will be attached by VSR.
- 11) The skins must be **submitted by October 8th, 2021 at 8:00 p.m. CET** in the associated Discord channel.
- 12) The team names and liveries must not have any violent, inflammatory, political or inappropriate sexist content.

6) Server settings

1) Settings:

- Traction control: Factory
- ABS: Factory
- stability control: Off
- tire blankets: Yes
- Fuel consumption: 100%
- wear: 100%
- damage: 60%

7) Weather

1) The weather is set on the server. The exact weather data for the event will be announced when the training server starts.

8) Behavior on the track

- 1)** Any collisions are to be prevented.
- 2)** It is forbidden to push other drivers.
- 3)** Overtaking next to the track is prohibited.
- 4)** The line may only be changed once when defending and only up to the braking zone.
- 5)** Drivers who have to stand on or next to the track until they can start again without endangering other drivers.
- 6)** Drivers who drive past an accident site must always be ready to brake, overtaking is prohibited.
- 7)** Driving against the direction of travel or in reverse gear is prohibited, unless it is necessary to a minor extent to continue driving.
- 8)** Faster drivers are allowed to lap back if they do not endanger the other.

9) Training

- 1)** The training server will start on September 4th, 2021.
- 2)** In training, a target time must be achieved within 105% of the overall best time in the class. Each driver of a team must have driven this time by October **14th, 2021 at 19:00 CET**.
- 3)** The lap times can be seen on the sTrackers of the respective servers, the list with the sTrackers can be found in the Discord.
- 4)** During training, all drivers must show consideration for others and follow the rules for behavior on the track.
- 5)** If errors are noticed during preparation, these should be reported immediately so that the event can run smoothly.

10) Qualification

- 1) Qualifying starts on **Friday at 19:30**.
- 2) Each driver has his own setup choice, the team does **NOT** have to specify a setup beforehand.
- 3) It is up to the teams whether several drivers drive one vehicle in the qualification or only one competes in the entire qualification.
- 4) Drivers who are on their fast lap must not be overtaken or hindered.
- 5) Drivers who are faster and come from behind may have to break off their lap.
- 6) When a driver is on his outlap or inlap, he must let all vehicles pass without any time lost. The realtime app shows you the distances to the drivers in front of and behind you on the track and is helpful for an overview.
- 7) If a driver makes a mistake on his fast lap and the lap becomes invalid or he cannot beat his best time, he must also make way.
- 8) In the qualification you are **not** allowed to reset to your box. Any disregard will result in a grid penalty of 5 places.
- 9) The results can be viewed on the sTracker of the race server.

11) Race

- 1) The race starts on **Saturday at 12:00 CET**.
- 2) §10.2 also applies to the race.
- 3) Flying start. For both classes we have a safety car that drives to the pits at the end of the formation lap. The field then forms a double file. This is to be formed from the exit of the bus stop. The cars with the odd starting position in the class start on the left (low). Between the pit entrance and the finish line (that of the track, not of the server), the pole car can start the race.
- 4) Compulsory:

Length of the race,	stopsnumber of compulsory stops with four minutes of pitlane time
24h	15

- 5) When changing drivers, always drive across the start / finish line before sitting back, otherwise you will lose a whole lap.
- 6) The lights must be switched on during the entire race.
- 7) During the race you are not allowed to go back to the pits if you are not between the pit entry and exit lines.
- 8) In the event of a disconnect, a minimum downtime must be observed after rejoining. The disconnect must be noted in the corresponding discord channel.
- 9) In the event of engine failure, the team may sit back in the pits, or disconnect and rejoin. A long stop is to be issued from the time of entry. This is to be noted in the corresponding Discord Channel.
- 10) If a team is disqualified by a slowdown that has not been canceled, the team can disconnect, reconnect and continue. A long stop can also be started. This is to be noted in the corresponding Discord Channel.
- 11) The results can be viewed on the sTracker of the race server.

The exact standing times for 11.8 - 11.10 will be announced before the race.

12) Lapping

A) on the road course and flat track

- 1) If the blue flag is in the same class, the vehicle to be lapped must leave the racing line. The faster vehicle shouldn't lose any time.
- 2) In the case of a blue flag from a different class, the vehicle to be lapped will keep its line. The faster vehicle must find a gap by itself and must not endanger the blue flag vehicle !!

B) In the oval

- 1) If the blue flag is in the same class, the vehicle to be lapped must stay low. The faster vehicle has to pass on the top.
- 2) If the blue flag is from another class, the vehicle to be lapped will keep its line down. The faster vehicle has to overtake at the top.

Should the situation arise differently, we ask everyone involved to think along and find an accident-free solution.

12) Penalties

- 1) The race control penalizes offenses after the race.
- 2) Offenses against the sporting regulations must be reported to the race control with a video that shows the view of all parties. The report takes place via the following email: racecontrol@virtual-simracing.com with the subject: "VSR 24h Daytona 2021". Scenes can be submitted up to 6 hours after the end of the race.
- 3) A pit stop that is too short after the race is punished with a 30 second penalty in addition to the missing pit stop time on the race result. If the stop is more than 30 seconds too short, it can be counted as not having taken.
- 4) Driving without lights can be punished with a disqualification if drivers continue to drive without lights after being made aware of this.

13) Procedure for unplanned events

- 1) In the case of a server crash, the server will be restarted with the remaining time until the end of the race.
- 2) Information about the specific procedure is provided in the Discord.
- 3) Should a problem has to be resolved in a targeted manner, all drivers will be informed shortly beforehand in the Discord. The administration can ask teams to take action, such as immediately making a pit stop. These instructions must be followed without consultation.

14) Rights

- 1) All rights belong to Virtual Sim Racing.
- 2) Drivers who want to publish media in which content from Virtual Sim Racing can be seen must do so with our permission.
- 3) All meetings in the context of an event are not intended for the public and are generally not approved for publication.
- 4) Imprint: <https://virtual-simracing.de/impressum/>
- 5) Data protection declaration: <https://virtual-simracing.de/datenschutz/>

15) Support

1) We would be very happy about your support, no matter in what form. Possible forms are:

- Direct donations: <https://www.paypal.com/paypalme/VSRbec>
- Help in the form of streams, commentary, race control, etc.
- Indirect donations through purchases via affiliate links *. (see website)

[Register HERE now:](#)