

# Sportingregulations for Circuit Racing in Simracing

Name der Serie:

Digitale Nürburgring Langstrecken-Serie presented by Goodyear

Foreword:

The Community Cup of the digital Nürburgring endurance-series presented by Goodyear offers participants from all over the world the opportunity to bring the unique atmosphere and spirit of the real Nürburgring endurance-series into their own four walls. The races are held in four separate groups with separate ratings on the legendary Nürburgring-Nordschleife and the GP track (NLS variant). The digital Nürburgring endurance-series includes five races

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Sporting Organizer: Gunnar Miesen  
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## DOCUMENTVERSIONS

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## ○ Organization

### Details of the series' titles and ratings

VLN VV GmbH & Co.KG, hereinafter referred to as the series organizer, is issuing the digital Nürburgring endurance-series for 2022/23. There are four separate ratings:

DIGITALE NÜRBURGRING LANGSTRECKEN-SERIE 2022/2023 SP9 ratings	<input checked="" type="checkbox"/>
DIGITALE NÜRBURGRING LANGSTRECKEN-SERIE 2022/2023 CUP 2 ratings	<input checked="" type="checkbox"/>
DIGITALE NÜRBURGRING LANGSTRECKEN-SERIE 2022/2023 SP10 - ratings	<input checked="" type="checkbox"/>
DIGITALE NÜRBURGRING LANGSTRECKEN-SERIE 2022/2023 SP3T - ratings	<input checked="" type="checkbox"/>

### ..1 Name of the Organizer/Promoter, Adress and Contact Details

VLN VV GMBH & Co.KG	Jacqueline Johann
Otto-Flimm-Straße	Telefon: +49 2691 302 9836
53520 Nürburg	Mail: <a href="mailto:johann@vln.de">johann@vln.de</a>

### ..2 Seriescoordinator / Sporting Organizer

Gunnar Miesen Seriescoordinator Community Cup | DIGITALE NÜRBURGRING LANGSTRECKEN-SERIE  
Viktoriastraße 15  
56068 Koblenz  
+ 49 261 1303 130  
[dnls@adac-travevent.de](mailto:dnls@adac-travevent.de)

### ..3 List of Officials

The list of officials will be published with the "Gridmail" (event information) for each event.

### ..4 Simulation

The iRacing simulation is used as part of the series.

## ○ Series Regulations

### ..1 Official Language

The official language is German. Only the German text of the regulations is binding. English translations are only for the integration of international participants.

### ..2 DMSB – Regulations for Circuit Racing in SimRacing

The basis for all series / events of Simracing Germany is the DMSB - Circuit Regulations for SimRacing. Individual items are regulated separately in the series announcement and / or the catalog of conduct and penalties.

### ..3 SimRacing Internal Guideline

The SimRacing Internal Guideline provides the basis for the evaluation of race situations for the race director and their organs. Link: <https://www.simracing-deutschland.de/iracing-serien/regulieren>

### ..4 Responsibility, changes to the regulations, cancellation of the event

Participants are taking part in the series at their own risk. You bear the sole responsibility under civil and criminal law for all damage caused by you unless an exclusion of liability is agreed upon in accordance with this announcement. In principle, the invitation to tender may only be changed by the series organizer and the approving body. After approval of the announcement / event, changes in the form of bulletins can only be made by the series coordinator / sporting organizer, but only if necessary for reasons of security and / or force majeure or due to official orders or the information contained in the announcement about Track length, duration of the race, number of laps and observers or obvious errors in the tender.

The organizer reserves the right to cancel or postpone the event or individual competitions for the aforementioned reasons if the calendar is affected. Claims for compensation or performance are excluded in this case.

## ○ Entries

### ..1 Entries, Entry Deadline and Obligation to participate

Participation in the championship takes place via online entry as a season entry (5 races). The respective season entry takes place as a team in the classes SP9, CUP2, SP10 and SP3T. A team with several vehicles can be nominated for the season both within and across classes. The organizer is responsible for the final confirmation of entry.

The official period for the season entry begins on **April 1th, 2023 and ends on April 9th, 2023**. However, entry during the season is possible upon application and by decision of the organizer, provided there are free starting places available. The decision to issue a wildcard is the sole responsibility of the organizer. There will be no event qualification.

The maximum number of vehicles allowed at an event is limited to 60. If the total number of starters exceeds 60 vehicles, the organizer reserves the right to change the rules for qualifying for participation.

The organizer can refuse to accept an entry without giving reasons. The season entries are processed in the order of the date of receipt. However, the prerequisite for processing the season entry is that the payment has been received.

The season entry must be made online using the following form.

Link: <https://www.simracing-deutschland.de/iracing-serien/dnls-by-goodyear-community-cup/einschreibeformular>

The series organizer reserves the right not to run the digital Nürburgring endurance-series with fewer than 50 named participants.

The series operator can refuse to accept an entry without giving reasons.

- **Entry fee per Team**

The entry fee for the individual events is to be paid directly to the organizer by bank transfer to the account:

Account owner: VLN VV GmbH & Co. KG  
Bank details: Kreissparkasse Ahrweiler  
IBAN: DE04 5775 1310 0000 2592 59  
Swift-BIC: MALADE51AHR

An invoice will be issued after receipt of payment and after the billing address has been announced. A nomination is only accepted and binding after written confirmation by the organizer AND after receipt of payment.

Proof of payment of the entry fee and the allocation of the entry fee to the vehicles mentioned is the responsibility of the team (please mark clearly on the transfer).

The entry fee is charged as an annual fee at the beginning of the season and is as follows, depending on the vehicle class per vehicle:

Class	Annual Entry Fee
SP9	50€
Cup2	50€
SP10	50€
SP3T	50€

All prices include the currently valid VAT.

If an accepted entry is canceled by the team or (partially) not used, there will be no (partial) reimbursement. If a team does not take part in one or more races without excuse, despite having accepted the annual entry, the organizer reserves the right to reassign the starting place. A non-participation must be announced at least 5 days before the start of the race.

## ..2 Regulations to Awards and Classifications

- **SP9 - Classification**

Teams do not have to provide any special proof to start in the SP9 class of the digital Nürburgring endurance series 2023.

### **Success-Pitstop (Longstops)**

After each race, the SP9 teams receive a separate pit stop for the following race, depending on their placement.

1. Place 30 Seconds
2. Place 20 Seconds
3. Place 10 Seconds

The long stop must be completed at the first pit stop in the penalty box. The pit service and driver changes may then be carried out.

The pitstop begins when the vehicle comes to a standstill in the penalty box.

The pitstop ends when the vehicle moves or rolls out of the penalty box.

The iRacing InGame video timer is decisive for the measurement

### **Bulletin #5**

#### **Exception regulation**

***Teams that have not received championship points despite their position in the race are exempt from this rule.***

***In the case of a non-scoring, no longstop will be applied for the position achieved in the race.***

***In case of a disqualification, the following team will move up and receive the corresponding longstop time.***

- **Porsche 911 GT3 Cup (Cup2) – Classification**

Teams do not have to provide any special proof to start in the CUP2 class of the digital Nürburgring endurance series 2023.

### **Success-Pitstop (Longstops)**

After each race, the SP9 teams receive a separate pit stop for the following race, depending on their placement.

1. Place 30 Seconds
2. Place 20 Seconds
3. Place 10 Seconds

The long stop must be completed at the first pit stop in the penalty box. The pit service and driver changes may then be carried out.

The pitstop begins when the vehicle comes to a standstill in the penalty box.

The pitstop ends when the vehicle moves or rolls out of the penalty box.

The iRacing InGame video timer is decisive for the measurement.

**Bulletin #5**

**Exception regulation**

***Teams that have not received championship points despite their position in the race are exempt from this rule.***

***In the case of a non-scoring, no longstop will be applied for the position achieved in the race.***

***In case of a disqualification, the following team will move up and receive the corresponding longstop time.***

- **SP10 – Classification**

Teams do not have to provide any special proof to compete in the SP10 classes of the digital Nürburgring endurance series 2023.

**Success-Pitstop (Longstops)**

After each race, the SP9 teams receive a separate pit stop for the following race, depending on their placement.

1. Place 30 Seconds
2. Place 20 Seconds
3. Place 10 Seconds

The long stop must be completed at the first pit stop in the penalty box. The pit service and driver changes may then be carried out.

The pitstop begins when the vehicle comes to a standstill in the penalty box.

The pitstop ends when the vehicle moves or rolls out of the penalty box.

The iRacing InGame video timer is decisive for the measurement.

**Bulletin #5**

**Exception regulation**

***Teams that have not received championship points despite their position in the race are exempt from this rule.***

***In the case of a non-scoring, no longstop will be applied for the position achieved in the race.***

***In case of a disqualification, the following team will move up and receive the corresponding longstop time.***

- **SP3T – Classification**

Teams do not have to provide any special proof to compete in the SP10 classes of the digital Nürburgring endurance series 2023.

**Success-Pitstop (Longstops)**

After each race, the SP9 teams receive a separate pit stop for the following race, depending on their placement.

1. Place 30 Seconds
2. Place 20 Seconds
3. Place 10 Seconds

The long stop must be completed at the first pit stop in the penalty box. The pit service and driver changes may then be carried out.

The pitstop begins when the vehicle comes to a standstill in the penalty box.

The pitstop ends when the vehicle moves or rolls out of the penalty box.  
The iRacing InGame video timer is decisive for the measurement.

**Bulletin #5**

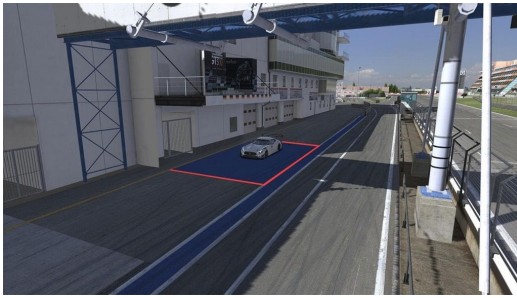
**Exception regulation**

*Teams that have not received championship points despite their position in the race are exempt from this rule.*

*In the case of a non-scoring, no longstop will be applied for the position achieved in the race.*

*In case of a disqualification, the following team will move up and receive the corresponding longstop time.*

- **Penalty Box**



### ..3 Teamchief / Teams / Participants

Should a team not be able to participate in the further course of the racing series for any reason, it is obliged to report this in as soon as possible.

Teams that do not cancel their registration for an event in due time lose their eligibility for the rest of the season.

- **Teammanager**

The teammanager is primarily responsible for his named team. All changes may only be made through him.

The teammanager may be a driver in his or a different team.

Important information such as entry confirmations, server password, etc. will be sent to the teammanager via e-mail. It is his responsibility to forward this information.

- **Teams**

Teams are responsible for compulsorily complying with the following terms:

1. Joining the server with the correct vehicle, team and associated iRacing Team ID  
Violations: Drive Through Penalty

***Bulletin #2***

*In case of different team names between the registration and the iRacing team name, no penalty will be applied.*

2. Using the start number confirmed by the organizer  
1<sup>st</sup> Violation: 3x Penalty Points  
2<sup>nd</sup> Violation: 10s Stopp & Go Penalty
3. Selecting the correct car template in iRacing to display the car number correctly  
1<sup>st</sup> Violation: 3x Penalty Points  
2<sup>nd</sup> Violation: 10s Stopp & Go Penalty

~~A team must consist of at least two drivers. The teams are free to occupy the vehicle with the drivers of their choice. The "Real Driver" regulations for SP9 class must be followed here!~~

***Bulletin #2***

*A team is composed of at least two male and/or female drivers.*

*Teams will be given the option of adding drivers to their vehicles as they see fit.*

- **Participants / Driver line-up**

All teams are obliged to name their drivers for the respective race. The drivers must be named by Wednesday 12:00 noon in the week of the event using the corresponding online form. Teams that do not submit a driver nomination are not eligible to start.

Drivers may be changed or deregistered without penalty. These changes must be submitted by the day of the event at 6:00 p.m. via e-mail to [dnl@adac-travevent.de](mailto:dnl@adac-travevent.de).

- **Minimum Driving Time for Drivers**

The iRacing "drive Fair Share" rule will be applied for the races:

Formula: Number of racing laps "divided by" Number of drivers "divided by" 4

Example: 50 (laps) / 2 (driver) / 4 (fair share fraction) = 7 (laps) every driver must have completed at least.

Teams that fall short of the minimum driving time will be disqualified

**Exceptions to the minimum driving time**

Each team has two (2) wildcards available during the season. Thus it is possible to undercut the minimum driving time or that a team can run a race with only one driver penalty-free and thus receives full championship points. Here the minimum standing time is to be complied with.

Teams that compete in a competition from a single simulator (rig) are obliged to provide evidence of the two mandatory driver changes and the minimum pitstop time. The driver changes must be sent immediately by means of a video.

Such constellations must be reported to the organizer before the competition. The organizer is responsible for the final confirmation.

**..4 Startingnumbers**

The startingnumbers can be selected according to the following start number ranges for each class:

- SP9: #2 - #199
- CUP2: #200 - #299
- SP10-Class: #300 - #399
- SP3T-Class: #400 - #499

○ **Licences**

No licences required.

○ **Insurance**

No insurance required.

○ **Events**

**..1 Series-Schedule**

Friday, 28 <sup>th</sup> April 2023	Race 1: H&R 3h-Rennen	3hrs	VLN - Variant
Friday, 26 <sup>th</sup> May 2023	Race 2: NIMEX 3h-Rennen	3hrs	VLN - Variant
Friday, 23 <sup>th</sup> June 2023	Race 3: 3h-Rennen	3hrs	VLN - Variant
Friday, 04 <sup>th</sup> August 2023	Race 4: HAPPY RACING 3h-Rennen	3hrs	VLN - Variant
Friday, 15 <sup>th</sup> September 2023	Race 5: KALFF 3h-Rennen	3hrs	VLN - Variant

**..2 Schedule**

Free Practice	17:00 bis 18:40 h
Briefing:	18:45 to 19:05 h (Mandatory for all participants)
Qualifying (Lone Quali):	19:10 to 19:40 h (30 min / 4 Laps)
Racestart:	19:45 h

**..3 Maximum Gridsize / Waitinglist / Gueststart**

- **Gridsize**

Die maximum Gridsize is 60 vehicles, divided into the respective classes, as follows:

- SP9: 20 Vehicles
- CUP2: 14 Vehicles
- SP10: 13 Vehicles
- SP3T: 13 Vehicles



56 of the 60 available starting places will be allocated via the season entry. The remaining four starting places are reserved for the organizer in the form of wild cards. Various vehicle manufacturers are available in classes SP9 and SP10. The organizer is careful to show a balanced diversity of the respective manufacturers.

The organizer reserves the right to adjust the maximum number of start groups.

If the maximum number of teams is reached, a waiting list is created.

If the maximum grid size is not reached, the organizer has the option of assigning more than four wildcards at its own discretion.

#### Optional

The organizer reserves the right,

- introduce a multi-grid format
- ~~— to carry out a pre-qualification on April 22th, 2023.~~

#### **Bulletin #1 – April 09, 2023 - Pre-Qualifying**

##### ○ Pre-Qualification

The pre-qualification to determine the eligibility to start for the DNLS Community Cup 2023 season will take place online from April 12, 2023 to April 22, 2023. Each qualification day includes several time slots, during which two (2) parallel iRacing sessions will be held. The exact dates and times can be found in the schedule provided below.

Teams that do not wish to participate in the pre-qualification must inform the organizer immediately by email at [dnl@adac-travelevent.de](mailto:dnl@adac-travelevent.de).

The server password will be sent to the team leader by email on April 12, 2023.

#### Valid qualifying lap times

A valid lap time is calculated from the average lap times of two drivers of a specified team and time slot. The two valid lap times from the respective iRacing Lone-Quali sessions are added together and divided by two (2). In this way, the average lap time of a team is determined and evaluated. In order to correctly assign the driven lap times, it is essential to join the iRacing server with the registered iRacing team and the associated iRacing ID!

#### Regulations

1. Only teams that have registered for the series via the online form are eligible to participate.
2. The qualifying sessions will be completed in the so-called iRacing Lone-Quali mode. The Qualifying Conduct Scrutiny is set to "Strict" for all qualifying sessions. The number of timed laps is not limited.

#### **Bulletin #4**

3. A team, consisting of two (2) drivers, must complete a valid lap time simultaneously within a time slot in the two iRacing sessions during the qualifying session in order to determine and evaluate a valid team average time. A team can allow more than two drivers to participate in the pre-qualification, with no separate registration for the drivers required. However, it is mandatory that the two drivers who achieved the fastest team average time participate in at least one race within the first two events. ~~Violations of this rule will result in automatic disqualification from the series.~~

#### ***The following scale of penalties will be applied for violations:***

*Violation in the 2nd race: 3 penalty points*

*Violation in the 3rd race: Drive-through penalty*

*Violation in the 4th race: Stop & Hold for 30 seconds*

*Violation in the 5th race: Exclusion from the series*

4. Teams must complete the pre-qualification with the registered vehicle. Teams that join the server with an incorrect vehicle and also achieve valid lap times will be excluded from the series.
5. Vehicle Change  
A vehicle change can be made by email to [dnl@adac-travelevent.de](mailto:dnl@adac-travelevent.de) until 6:00 p.m. on April 12, 2023. Vehicle changes made after this time are excluded from the pre-qualification.
6. iRacing Account-Sharing  
Sharing of iRacing accounts is prohibited. In case of proven violation of this rule, the affected team and their drivers will be excluded from the series. Teams that have registered more than one team for the series will also be excluded.

7. Ranking

The ranking will be provided to the teams via email at regular intervals.

8. Balance of Performance (BOP)

The pre-qualification will be conducted taking into account the Balance of Performance (BoP), as specified in the series regulations.

**SP9 class - Ranking and Confirmation Order Regulations:**

The ranking of teams will be based on the fastest average team times within a vehicle manufacturer across all time slots. The achieved times of the teams will be compared and classified according to their speed, taking into account the performance compared to other teams with vehicles from the same manufacturer.

Number of starting places to be awarded through the pre-qualification:

- BMW M4 GT3: 4x
- Mercedes-Benz AMG GT3: 4x
- Porsche 911 GT3 R: 4x
- Lamborghini Huracan GT3 EVO: 4x

**CUP2 class - Ranking and Confirmation Order Regulations:**

The ranking is generally based on the fastest average team lap times across all time slots. The lap times achieved by all teams in the various time slots are compared and sorted according to their speed.

Number of starting positions awarded through pre-qualification:10

**SP10 class - Ranking and Confirmation Order Regulations:**

The ranking of teams will be based on the fastest average team times within a vehicle manufacturer across all time slots. The achieved times of the teams will be compared and classified according to their speed, taking into account the performance compared to other teams with vehicles from the same manufacturer.

Number of starting places to be awarded through the pre-qualification:

- BMW M4 GT4: 5x
- Mercedes-Benz AMG GT4: 5x

● Time-Slots

Time-Slot Date	Server name	Serverstart (CEST)	Practice	Qualifying Lone Quali
12/04/2023 #1	DNLS-CC TS#1 Driver 1	18:00	20 Min	135 Min / 250 Laps
	DNLS-CC TS#1 Driver 2	18:00	20 Min	135 Min / 250 Laps
12/04/2023 #2	DNLS-CC TS#2 Driver 1	20:30	20 Min	135 Min / 250 Laps
	DNLS-CC TS#2 Driver 2	20:30	20 Min	135 Min / 250 Laps
15/04/2023 #3	DNLS-CC TS#3 Driver 1	10:00	20 Min	135 Min / 250 Laps
	DNLS-CC TS#3 Driver 2	10:00	20 Min	135 Min / 250 Laps
15/04/2023 #4	DNLS-CC TS#4 Driver 1	14:00	20 Min	135 Min / 250 Laps
	DNLS-CC TS#4 Driver 2	14:00	20 Min	135 Min / 250 Laps
15/04/2023 #5	DNLS-CC TS#5 Driver 1	18:00	20 Min	135 Min / 250 Laps
	DNLS-CC TS#5 Driver 2	18:00	20 Min	135 Min / 250 Laps
15/04/2023 #6	DNLS-CC TS#6 Driver 1	21:00	20 Min	135 Min / 250 Laps
	DNLS-CC TS#6 Driver 2	21:00	20 Min	135 Min / 250 Laps
16/04/2023 #7	DNLS-CC TS#7 Driver 1	10:00	20 Min	135 Min / 250 Laps
	DNLS-CC TS#7 Driver 2	10:00	20 Min	135 Min / 250 Laps
16/04/2023 #8	DNLS-CC TS#8 Driver 1	14:00	20 Min	135 Min / 250 Laps
	DNLS-CC TS#8 Driver 2	14:00	20 Min	135 Min / 250 Laps
16/04/2023 #9	DNLS-CC TS#9 Driver 1	18:00	20 Min	135 Min / 250 Laps
	DNLS-CC TS#9 Driver 2	18:00	20 Min	135 Min / 250 Laps
16/04/2023 #10	DNLS-CC TS#10 Driver 1	21:00	20 Min	135 Min / 250 Laps
	DNLS-CC TS#10 Driver 2	21:00	20 Min	135 Min / 250 Laps
18/04/2023 #11	DNLS-CC TS#11 Driver 1	18:00	20 Min	135 Min / 250 Laps
	DNLS-CC TS#11 Driver 2	18:00	20 Min	135 Min / 250 Laps
18/04/2023 #12	DNLS-CC TS#12 Driver 1	20:30	20 Min	135 Min / 250 Laps
	DNLS-CC TS#12 Driver 2	20:30	20 Min	135 Min / 250 Laps
20/04/2023 #13	DNLS-CC TS#13 Driver 1	18:00	20 Min	135 Min / 250 Laps
	DNLS-CC TS#13 Driver 2	18:00	20 Min	135 Min / 250 Laps

20/04/2023 #14	DNLS-CC TS#14 Driver 1	20:30	20 Min	135 Min / 250 Laps
	DNLS-CC TS#14 Driver 2	20:30	20 Min	135 Min / 250 Laps
22/04/2023 #15	DNLS-CC TS#15 Driver 1	10:00	20 Min	135 Min / 250 Laps
	DNLS-CC TS#15 Driver 2	10:00	20 Min	135 Min / 250 Laps
22/04/2023 #16	DNLS-CC TS#16 Driver 1	14:00	20 Min	135 Min / 250 Laps
	DNLS-CC TS#16 Driver 2	14:00	20 Min	135 Min / 250 Laps
22/04/2023 #17	DNLS-CC TS#17 Driver 1	18:00	20 Min	135 Min / 250 Laps
	DNLS-CC TS#17 Driver 2	18:00	20 Min	135 Min / 250 Laps
22/04/2023 #18	DNLS-CC TS#18 Driver 1	21:00	20 Min	135 Min / 250 Laps
	DNLS-CC TS#18 Driver 2	21:00	20 Min	135 Min / 250 Laps

- iRacing server settings

Server Host:	Simracing Deutschland	
Session:	iRacing Hosted Sessions (Team-Session)	
Track	Nürburgring Combined – VLN-Variante	
Server-Farm:	DE-Fra	
Practice:	20 Min	
Qualifying style:	Lone	
Quali-Session length:	135 Minutes / Max laps 255	
Qualifying Conduct Scrutiny:	Strict	
Dynamic Sky:	off	
Sky:	Clear	
Temperature:	70°F	
Relative Humidity:	55%	
Wind Speed:	2MPH – N	
Time of Day:	Apr 28, 2023 - 15:00 Uhr (Fixed-Time)	
Track State:	100%	

- Gueststart

A guest start is possible at any time of the season.  
 It is up to the organizer to issue starting permissions for guest starters.  
 Guest starters receive championship points.

#### ..4 Conducting the Competitions

All Formats are:

- online
- centrally
- carried out decentrally in simulator centers, which are connected to one another online

- Practice

There are official training servers (provided by the organizer) and privately hosted practice servers.  
 At least three practice servers are made available by the organizer before each race. These dates will be announced in the event board and / or series calendar.

- Mandatroy attendance – Raceserver

**All teams must have registered their team on the race server by 6:30 p.m. on the day of the event. This is the only way to ensure that all teams can take part in the race.**

*Bulletin #2*

*All teams must have registered and joined their team on the race server by 18:30 on the day of the event at the latest. This is the only way to ensure that all teams can participate in the race and that the corresponding graphic display in the livestream is guaranteed. In case of violations no penalty is foreseen, but also not excluded.*

- Qualifying to built up the Grid

Qualifying will be conducted in the so-called "Lone Qualy"-format.

There is no qualification minimum. Participants who do not complete a timed lap in qualifying may take part in the race, but will start at the end of the grid. The starting grid will be set according to the general conditions of iRacing.

- **Formation lap:**

The formation lap is completed in four (4) starting groups.

All cars will start the formation lap on the side of the track determined by the result of the qualifying session and by iRacing. The SP9 class begins its formation lap at the same time as the PaceCar does.

All subsequent vehicle classes begin their formation lap at an interval of approx. 100 seconds from the faster vehicle class.

Race control announces via iRacing text chat at which InGame Sim-Time the Cup2, SP10 & SP3T classes must start their introductory lap.

Sim-Time is displayed in the cockpit in the "Lap Time Black Box (F1)".

Pole setters of each class are obliged to drive a consistent speed of 60-85kph until race start for their start group. Overtaking during the introduction- / formation lap is only permitted if a vehicle was delayed when leaving the starting grid and the vehicles behind - in order not to obstruct other vehicles - could not avoid passing.

Vehicles that are passed by the entire field, remain at the end of the field and start from the last position. If more than one vehicle is affected, they must line up in the order at the end of the field in which the starting grid was left. A change of position as well as sudden changes of direction, e.g. to warm up the tires, is prohibited. In such cases, it is the Race Director's decision not to start the race, to allow another introduction- / formation lap or to impose a penalty. Drivers who enter the pit lane due to a defect in their vehicle must let themselves fall back to the end of the starting field.

Vehicles starting from the pit are only allowed to leave the pit lane after their starting group has completely passed the pit exit.

Free starting places may not be filled in during the introduction- / formation lap and at the start by moving up the other vehicles. However, the starting rows that remain free will be closed when the other vehicles move up.

In the introduction- / formation lap, the distance between the vehicles must generally not be more than approx. Three (3) vehicle lengths.

At the latest at the Bilstein Bridge at the end of Döttinger Höhe, all vehicles in each start group must form an orderly and close 2x2 formation!

Starting drivers must activate the VoiceChat to be able to understand instructions from race control!

- **Start release/Race start**

The start of the race is rolling in four start groups.

The vehicles, under the leadership of the vehicle in pole position in the respective start group, must approach the start area at a constant speed in an orderly and closed parallel formation in two rows.

The race starts within the start area.

The green flag issued by iRacing is to be ignored by the drivers.

Start procedure

The release is given by race control via ingame text chat.

Text-Chat-Commands:

*SP9 - class: "SP9 ---> GREEN GREEN GREEN <---"*

*CUP2 - class: "CUP2 ---> GREEN GREEN GREEN <---"*

*SP10 - class: "SP10 ---> GREEN GREEN GREEN <---"*

*SP3T - class: "SP3T ---> GREEN GREEN GREEN <---"*

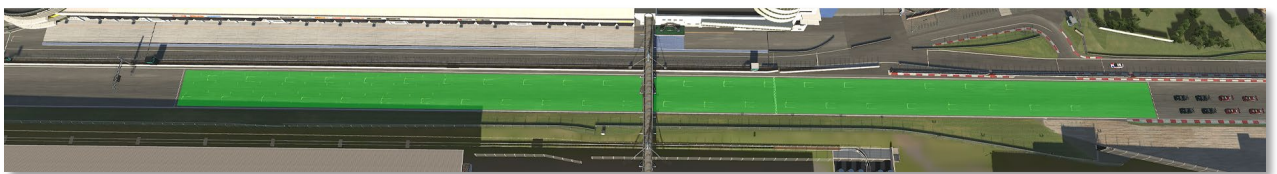


As soon as race control starts the race for a starting group, the 2x2 formation may be left and overtaking is allowed.

### Exceptions

If race control is not able to send text chat commands because of technical issues or other reasons, the race will start automatically when the polesitter is at the end of the starting area. Overtaking is permitted as soon as the polesitter passes the starting area

### Start Area



- **Race**

The end of the race is indicated to each team by showing the checkered flag when crossing the finish line. When the prescribed number of laps is reached, first the leader and then all those following are waved off, irrespective of the number of laps they have achieved up to that point. In races over a timed distance, the signal will be given when the leader passes the finish line after the time has elapsed.

After the leader has been waved off, overtaking is prohibited on the cooldown lap with respect to the vehicles that are still in the race and have not yet been waved off. The finish line may only be crossed once. Violations will be penalized by race control.

All cars must enter the pit lane after the end of the race and may only then press the ESC button. Violations will automatically result in a non-classification.

Teams that give up the race for no apparent reason lose their entry authorization for the remainder of the season. The reason for giving up the race can be communicated verbally to race control via the Teamspeak3 server.

Driving slowly and / or stopping for no compelling reason in front of the finish line and / or on the home straight is prohibited and will result in a non-classification.

The finish line is only valid on the track.

Only those vehicles are counted that have finished the race by their own engine power across the finish line into the pit lane. Only the laps that a vehicle has covered with its own engine power are counted.

Vehicles that are in the pit lane when the leading vehicle is waved off will not be scored.

Definition of non-evaluation and disqualification:

Non-classification: The championship points from the classification run are deleted, the position is retained.

Disqualification: The championship points from the race will be deleted, the team will be placed at the end of its vehicle class in the results.

- **Mandatory pitstops and minimum pitstop time**

Each team must do at least two (2) mandatory pitstops in a DNLS race.

The Minimum pitstop time is 30 seconds. The ingame video timer is decisive for the length of the stop.

The minimum pitstop time also applies to the joker rule.

The pit window opens with crossing the start-/finish at race start.

Violations or non-compliance with the minimum pitstop time regulations will result in a drive-through penalty in the Race or a time replacement penalty of 35 seconds.

Taking less than the 2 mandatory pitstops will result in a disqualification.

- **Driver change**

Each team must make at least one (1) online driver changes in a DNLS race (race).

Exceptions

Teams that are racing in one simulator (rig).

- **Pitstop/Pitlane**

In the pit lane, drivers must stay in the fast lane until they are approximately two car lengths in front of their pit stall. It is forbidden to intentionally block the car behind or to stop anywhere outside your own pit stall except in the Penalty area to take a penalty. Violations will be punished by the racing committee.

Moving vehicles with their own engine power against the direction of travel is permitted for a maximum of one vehicle length. When leaving their own pit stall, each driver must immediately drive onto the fast lane and must follow it to the pit exit where it is allowed to re-enter the racetrack. If other vehicles approach from behind when entering the racetrack, the driver may only return to the ideal line when he has reached the racing speed and is not obstructing other drivers.

Changing the tires is optional and not mandatory during a pit stop.

Warming up the tires in the form of burnouts is prohibited. The exception is driving off from your own pit area.

- **Obligation to change tires**

There is no obligation to change tires.

- **Guidelines for Using FastRepair (s) (FR)**

The number of FastRepair is as follows

RACEDURATION	NUMBER
<b>3H</b>	3 FR

For each FastRepair used, a drive through penalty must be taken. This also applies for fast repairs taken by accident.

Each team is responsible for completing the drive through penalty independently and in the following lap. If the penalty is not taken by a team, every driven lap after will result in 1x penalty point per lap until the team completes their penalty.

A FastRepair penalty may not be combined with a pitstop. Exception to this are cars that have to use another FastRepair due to crashing on the outlap after taking a FastRepair. The FastRepair penalty is then postponed by one race lap.

If a FastRepair is used unintentionally or not credited by the simulation, the drive-through penalty must be completed in the same way.

Race control checks all teams during and after the race.

Reporting a FastRepair (FR Report)

A FastRepair does not have to be reported.

FastRepair Proof

Evidence of unused FastRepairs does not have to be provided. However, if a team claims not to have used a FastRepair, it has the obligation to prove this to the race control.

**..5 Approved vehicles / change vehicle class**

- **Vehicleclasses/Vehicles**

A DNLS-BoP is used. Adjustments to the Balance of Performance (BoP) can be made by the organizer at any time.

**Bulletin #5**

~~BOP changes are published in a bulletin.~~

**BOP changes are published via a bulletin on the briefing document.**

Each team can select the desired vehicle type from the following vehicle list for the entire racing series.

<i>Vehicleclass</i>	<i>Vehicle</i>	<i>Fuel in %</i>	<i>Power ADJ %</i>	<i>Additional weight in kg</i>
<i>SP9</i>	Lamborghini Huracan GT3 EVO	95	98,85	20
	BMW M4 GT3	95	98,50	20
	Mercedes-AMG GT3 2020	95	99,25	0
	<del>Porsche 911 GT3 R</del>	<del>95</del>	<del>99,00</del>	<del>5</del>
	<b>Porsche 911 GT3 R (992)</b>	<b>95</b>	<b>98,50</b>	<b>20</b>
<i>CUP2</i>	Porsche 911 GT3 Cup (992)	95	95,00	0
<i>SP10</i>	Mercedes-AMG GT4	85	100,00	0
	BMW M4 GT4	85	100.00	0
<i>SP3T</i>	Hyundai Elantra N TC	75	100	0

- **Change of Vehicleclass**

A change of vehicle class between the races of the digital Nürburgring endurance series 2023 is allowed. However, all points achieved to that point will not be transferred from one class to the other. The organizer is responsible for the final confirmation.

- **Change of Vehicles**

In principle, one (1) vehicle change within a vehicle class is possible after entry confirmation. A request for a change of vehicle can be made in writing by e-mail to [dnl@adac-travevent.de](mailto:dnl@adac-travevent.de) up to seven days before the next classification race. The reasons for the change of vehicle must be stated. The final confirmation is the responsibility of the organizer.

- **Vehicle Setup and Vehicle Settings**

No restrictions

**..6 Classification**

- **Scoring and Classificationmode**

The winner of a race is the team that has driven the furthest distance and crosses the finish line first after the time has elapsed, including all penalties.

A classification will only be given if there is a comprehensible result, either by means of Replay or Result / Timing. Decisive for the point system is the number of at least seven (7) starters in the respective class. If more than seven (7) vehicles start in a class, from position eight (8) 1 point will be awarded for the overall ranking of the respective vehicle classes. However, if less than seven (7) vehicles start, the number of points to be achieved will be reduced according to the following points table:

		Starter in der Klasse						
Platzierung		1	2	3	4	5	6	ab 7
	1	2	3	4	6	8	11	15
	2		2	3	4	6	8	11
	3			2	3	4	6	8
	4				2	3	4	6
	5					2	3	4
	6						2	3
	7							2
	ab 8							1

The point grid used is applied to each individual vehicle class.

In all races of less than four hours duration, only those vehicles that have completed at least 75% of the distance covered by the winner will be counted.

- Equality of points

If there is a tie between several drivers/teams in the final result, the greater number of the first, then the second and then the other places in all races will decide.

- Strike Results

Each team is entitled to a deletion result in the first three classification races. The strike result will be included in the individual rankings after the third race.

## ..7 Private Practice and Tests

Private practice sessions and tests are allowed.

## ..8 Drivers Briefing (Briefing)

- Drivers Briefing (Briefing)

The briefing takes place in the Simracing Deutschland TeamSpeak and is carried out by the officials of the digital Nürburgring endurance-series in conjunction with the chairman of race control.

access data

Server address: ts.simracing-deutschland.de

passwor: abtabt

~~The drivers' briefing is mandatory for all participants. All participants must follow the drivers' briefing attentively.~~

*Bulletin #2*

*In principle, all drivers should be present at the drivers' meeting. However, it is sufficient if at least one driver or team representative is present. It is obligatory that the start number is displayed in front of each driver's or team representative's real first and last name in the Teamspeak.*

*All participants must be muted during the driver briefing and follow the driver briefing attentively.*

*The drivers briefing will be held in German only.*

A determined non-participation or incomplete participation in the briefing will be penalized with a 10-second stop & hold penalty or a rating penalty of 35 seconds for the rating race by race control.

A separate briefing document will be published for each competition. Regulations that are listed in the briefing document or communicated in the driver briefing are binding for all participants and must be strictly adhered to.

Driving on the official race server is prohibited during the drivers' briefing.



## ..9 Titles, Pricemoney and Trophys

### • Titles

- The team of the SP9 rating with the highest total number of points after all races of the digital Nürburgring endurance-series 2023 receives the title: Champion SP9 | Community Cup - Digital Nürburgring Langstrecken-Serie 2023.
- The team of the CUP2 classification with the highest total number of points after all classification races of the digital Nürburgring endurance-series 2023 receives the title: Champion CUP2 | Community Cup - Digital Nürburgring Langstrecken-Serie 2023.
- The team of the SP10 rating with the highest total number of points after all races of the Digital Nürburgring Endurance Series 2023 receives the title: Champion SP10 | Community Cup - Digital Nürburgring Langstrecken-Serie 2023.
- The team of the SP3T rating with the highest total number of points after all races of the digital Nürburgring endurance series 2023 receives the title: Champion SP3T | Community Cup - Digital Nürburgring Langstrecken-Serie 2023.

### • Pricemoney and Trophy

Prize money will be awarded to the three best-placed teams in the advertised classes / ratings at the end of the season (see table below). The respective class winners also receive a trophy.

<b>Pricemoney Overallranking</b>				
<i>Rank</i>	SP9	CUP2	SP10	SP3T
<i>1st place</i>	Wildcard DNLS 2024	Wildcard DNLS 2024	Wildcard DNLS 2024	Wildcard DNLS 2024
<i>2nd place</i>	80,00 EUR	80,00 EUR	80,00 EUR	80,00 EUR
<i>3rd place</i>	65,00 EUR	65,00 EUR	65,00 EUR	65,00 EUR
<i>4th place</i>	50,00 EUR	50,00 EUR	50,00 EUR	50,00 EUR
<i>5th place</i>	35,00 EUR	35,00 EUR	35,00 EUR	35,00 EUR
<i>6th place</i>	20,00 EUR	20,00 EUR	20,00 EUR	20,00 EUR

### Trophies

The class winning teams will receive a trophy.

## ..10 Protests / Racecomission/Investigations / Penalties / Penaltycatalog

### • Protests

Protests can be submitted online during the race, but no later than 15 minutes after the finish of a race. The protest period for individual incidents (up to 30 minutes before the end of the race) is 30 minutes. Protests sent in after the protest deadline can no longer be processed.

Protests submitted after this deadline are considered inadmissible.

The protest form must be filled out completely and correctly.

Protests from drivers who are not involved in the incident will not be accepted.

Protests must be reported by a driver / team directly involved in the incident.

The protest must contain the exact current time (CT).

### • Racecomission / Investigations

Race control consists of the clerk of the course and at least one steward. There is an assessment of incidents during the races (Live race control).

### • Penalties

Penalties may only be taken from the end of the first lap of the race.

A drive-through penalty must be completed by the end of the third lap of the race. Refueling and changing tires is not allowed.

### Exceptions

Exceptions are always direct instructions from race control, these must be followed immediately. Direct instructions can be transmitted via Teamspeak (Voice) or the iRacing InGame text chat.

Violations against direct instructions of race control ~~comission~~ will lead to immediate disqualification. Race control reserves the right to further sanctions.

Only penalties that are awarded via the in-game function using a black flag, regardless of whether they are issued by race control or the in-game incident regulation, may be combined with a pit stop. Because of iRacing regulations an additional stop time of 25 seconds will be added to the stop.

All other penalties, especially Drive Through Penalties and the FastRepair penalty, may not be combined with a pit stop!

#### iRacing Penalties

iRacing framework conditions apply.

iRacing penalties can be recognized by a black flag in the field of vision.

If the black flag is rolled up, it indicates a warning and the driver must e.g. Slow down to avoid a penalty during the session.

If the black flag is shown unfolded, it means a penalty was issued by iRacing or race control. The driver must return to his pit stall to complete the penalty.

iRacing or the race stewards can impose three types of black flag penalties:

- A) Stop-and-Go: - This penalty requires that the penalized driver / team must head for his pit and stop in his pit place. The black flag will be cleared by iRacing and the race can be restarted.
- B) Stop-and-Hold: - This penalty requires that the penalized driver / team must head for his pit and stop in his pit place. The iRacing simulation holds the driver / team in their pit position for a certain period of time before the race is released again.
- C) Disqualification.

If a driver is given a penalty (black flag) in a session, by iRacing or race control, he must return to the pits to serve the penalty.

- **Starting from the pitlane**

Teams that must complete a pit lane start may not begin their race from the pit lane until the entire class of cars in which they are starting has passed the pit exit line. The team may line up at the end of pit lane, on the right side of the lane.

## ..11 Legal recourse and limitation of liability

In the case of decisions by the series organizer, the chairman of the Reko, or the organizer as judge within the meaning of § 661 BGB, legal recourse is excluded.

No compensation claims of any kind can be derived from the measures and decisions of the series organizer, except in the case of deliberate or grossly negligent damage.

Participants take part in the events at their own risk. By submitting this entry, applicants and drivers declare the waiver of claims of any kind for damages that arise in connection with the events, namely against Simracing Germany, its organs and managing directors, the organizer, the members of the Reko and all other persons involved with the organization the event, except for damages resulting from injury to life, limb or health, which are based on an intentional or grossly negligent breach of duty, also by a legal representative or a vicarious agent of the group of persons exempted from liability, except for other damages that are due to a intentional or grossly negligent breach of duty, also by a legal representative or vicarious agent of the group of persons exempt from liability.

The exclusion of liability becomes effective with the submission of the nomination towards all parties involved. It applies to claims based on any legal reason, in particular both for claims for damages from contractual and non-contractual liability and also for claims from tort. Tacit liability exclusions remain unaffected by the above liability exclusion clause.

## ..12 TV rights / advertising and television rights

All copyrights and image rights belong to the series organizer, including the images that are taken over from television broadcasts of the digital Nürburgring long-distance series 2023.

All television rights of the digital Nürburgring long-distance series 2023, both for terrestrial transmission and for cable and satellite television transmission, all video rights and all rights to exploitation through all electronic media, including the Internet, lie with the series organizer.

Any kind of recording, broadcasting, repetition or reproduction for commercial purposes is prohibited without the written consent of the series organizer.

- **Livestream Participants**

Teams that broadcast their race live on the Internet are obliged to use the vehicle paintwork (SkinPack) provided by the organizer for all participants.

## ..13 Special Provisions

- The special series provisions are published in the appendices.
- There are no other special series provisions.

## ○ PART 3 ANNEXES/ DRAWINGS

### ○ Special Provisions

#### ..1 Advertisements on vehicles

##### ● Templates

The vehicle templates are provided by the organizer as a download. The series partners contained in the templates may not be changed in position or size.

The organizer has the possibility to change the mandatory sponsors on the vehicles. All teams are obliged to implement the change and to send in the vehicle livery by mail in due time.

##### ○ Deadlines:

~~Paint skins for the first race must be submitted via the SRD portal by 16.04.2023 -23:59 hrs.~~

*Bulletin #2*

*Paint skins for the first race must be submitted via the SRD portal by 23.04.2023 -23:59 hrs.*

Paint skins for all further races must be submitted until 62 hrs before the start of the respective race event. (Tuesday 18:00)

The vehicle class, start number and team name must be given in the subject. Skins that cannot be assigned are not processed.

##### ● Guidelines for Templates

The windscreen banner must only contain the logo of the main sponsor. No other advertising is permitted on the windows. In addition, the compulsory sponsors of the digital Nürburgring endurance-series are not at any time:

- be moved,
- be changed in size or format,
- are covered by other graphics or restricted in visibility,
- can be changed in color
- are hidden and must, as specified in the templates, remain visible in the vehicle design.

##### ● Own Logos / own Design

Own logos and designs are permitted and expressly desired. However, the above guidelines must be observed. Approval from the relevant company must be available for the logos used. By affixing the logos to the vehicle used, the participant confirms that these permits have been obtained. The driver is liable in the event of damage. The series organizer is not liable for possible claims by third parties.

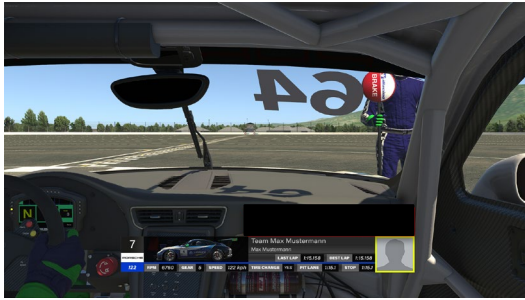
All designs or lettering that associate a connection with party-political, pornographic or xenophobic content are prohibited and lead to exclusion from the series.

##### Team-related Sponsors / Partners

We have the option of displaying the the team logo of the respective team in the live stream.

The organizer will provide the templates for download.

Example image OnBoard



The following conditions must be met for this.

- The team must join the race server with their iRacing Team ID and start number.
- The template must be correctly saved and named.

## ..2 Communication & Zoom-Meeting

~~The VOIP communication system Teamspeak is compulsory to use. From the driver briefing onwards, presence in the Simracing Germany teamspeak is mandatory.~~

### *Bulletin #2*

*The use of the VOIP communication system Teamspeak is mandatory for all participants.*

*For all participants who are on the official iRacing race server, the presence is required from the drivers meeting on.*

### Teamspeak rules

All participants must use their real first and last name in the TS. Furthermore, it is mandatory to place the start number in front of the real name.

Example: #14 Max Mustermann

### Access Data

Adress: ts.simracing-deutschland.de

Port: leave empty

Password: abtabt

Communication with the teams is essential and must be guaranteed. Violations can be penalized with a stop & hold penalty of 30 seconds.

## ● Zoom Meeting

It is obligatory for all active drivers to join the Zoom meeting provided by the organizer and to transmit a permanent live image of themselves.

1<sup>st</sup> Violation: Warning

2<sup>nd</sup> Violation: drive-through penalty

### *Bulletin #2*

*Violations must be reported directly to the race director via Teamspeak only. Text messages in Teamspeak as well as the use of the protest form are not allowed. Since the organizer does not keep records, the race director can only check violations immediately after becoming aware of them. Sanctions can only be imposed if the race director detects a violation in real time.*

The following conditions are mandatory:

Name: Start number and driver name

Example: 00 Max Mustermann

Microphone: Mute

### *Bulletin #2*

#### Objection to camera image in livestream

*Participants have the possibility to object to the insertion of their camera image in the live stream. This objection for individual drivers must be made separately for each competition run by e-mail to [dnlis@adac-travelevent.de](mailto:dnlis@adac-travelevent.de) by 10:00 a.m. on the day of the event at the latest.*

*For this purpose, the following information must be provided to the organizer:*

*Subject: Objection livestream insertion for run XY*

*Car class:*

*Start number and team name:*

*Driver name:*

Recording and screenshots

*The Zoom Meeting is subject to copyright. Any form of recording, storage and creation of screenshots as well as their unauthorized distribution are expressly prohibited. In case of violations of this rule, we ask you to report them in writing by e-mail to [dnl@adac-travelevent.de](mailto:dnl@adac-travelevent.de). In case of a violation, the sporting organizer will work together with the parties concerned to find an appropriate solution. A violation of these regulations will have immediate consequences, including exclusion from the championship and possible further legal action on the part of the aggrieved parties against the perpetrator.*

**InGame Chat**

The chat ban (text / voice) must be complied with at the start of qualification. The exception is Pass Left / Pass Right in text chat.

**InGame Voice Chat**

The InGame VoiceChat function must be set up and activated. (Starting driver)

**..3 Safety-Car**

No safety car is used.

**..4 Disciplinary Measures**

The participants are obliged to behave in a sporty and fair manner. You must account for the actions or omissions of your support staff (supervisors, team members, etc.).

**..5 Weather / Daytime / Trackconditions**

● **Weather**

The weather is set dynamically in practice, qualifying and racing sessions.

● **InGame Date & Times**

Race	Date Race	Date Practice	Practice	Qualifying	Race
Race 1: H&R 3h-Rennen	Apr 28. 2023	Apr 27. 2023	15:00	15:00	16:00
Race 2: NIMEX 3h-Rennen	May 26. 2023	May 25. 2023	12:00	11:00	12:00
Race 3: 3h-Rennen	Jun 23. 2023	Jun 22. 2023	18:00	17:00	18:00
Race 4: HAPPY RACING 3h-Rennen	Aug 04. 2023	Aug 03. 2023	10:00	09:00	10:00
Race 5: KALFF 3h-Rennen	Sep 15. 2023	Sep 14. 2023	16:00	15:00	16:00

● **Trackconditions**

Adjust Track Condition (Automatically clean marbels): Dynamic

Starting Track State: 61%

Carry over track state from previous sessions: YES

**..6 Incident Limit**

The iRacing general conditions and penalties apply.

Race

The first S / H penalty is pronounced with the 30th INC. The penalty is pronounced by the simulation.

Every further S / H penalty takes place after 5 INC. The race management reserves the right to adjust the INC limits upwards as well as downwards depending on the driving style and interaction with one another.

**..7 Flagrules**

● **Blue Flags**

This flag, shown waved, indicates to the driver that he is being overtaken or lapped. It has different meanings during practice / qualification and the race:

○ **During training / Qualification:**

The flag indicates to the driver that a faster vehicle is approaching and is about to overtake the driver.

○ During the Race:

A driver to be lapped who is shown blue flags must allow the vehicle behind him/her to lap at the next safe opportunity.

A driver who obviously ignores blue flags in a systematic way or repeatedly disregards blue flags can be penalized with at least one penalty.

## ..8 PENALTY POINTS + PENALTY POINTS ACCOUNT

Violations of the regulations and incidents on the racetrack caused by negligent or reckless behavior can be punished by the racing committee with penalty points and other penalties such as starting out of the pits or drive-through penalties.

Further penalties will be taken into account at the next start. All penalty points are collected on the penalty point account (SPK) of the respective team. These can be seen in the official evaluation under the Penalties and Account column (Penalty column = penalty points) (Account column = penalty point account). The account will be reset after serving the sentence.

If 10 penalty points are reached, the team automatically receives a Stop and Go Penalty of 30 seconds for the next race.

The SPK consists of penalties from the races. The points can only be reduced using the procedure below.

### ● Reduction of penalty points

Penalty points are only set to 0 after the end of the season. (open penalties are excluded)

### ● Full-Course Yellow (Virtual Safety-Car)

Calling a Full-Course Yellow (FCY) is the responsibility of the Clerk of the Course.

A Full-Course Yellow (FCY) can be called in the following situations.

- In accidents with more than four vehicles involved

A Full-Course Yellow (FCY) is announced by the officials via TeamSpeak (Whisper) with "**Yellow Flag Yellow Flag Full-Course Yellow**".

From this point on, the following provisions apply to all teams.

- Teams are instructed to slow down appropriately.
- There is an absolute ban of overtaking and you have to drive behind the leader of the class in single file formation.
- The leader of each vehicle class must not exceed maximum speed of 120 km / h, not later than 20 seconds after calling out the FCY phase.

Do not exceed the specified maximum speed until the end of an FCY phase. All vehicles behind the lead vehicle are allowed to catch up.

- For vehicle classes that have not yet started the race, the following must be observed.
  - The regular start in a 2x2 formation is canceled
  - A single file formation must be used
- During an FCY phase, it is allowed to constantly change your direction of driving to warm up the tires. It is prohibited to slow down or accelerate.
- Vehicles that are not in their vehicle class at this time are allowed to drive past vehicles that are not in their vehicle class at a reasonable speed.

The following must be observed here.

- Flashlight must be activated at least once before every overtaking maneuver before overtaking may be.
- The speed difference during an overtaking maneuver must not be greater than 15 km / h.
- The pit lane is always open during an FCY phase. It is allowed during an FCY phase to carry out Pit stops and FastRepair penalties. It is not allowed to take open penalties of race control during an FCY phase.
- 30 seconds before the end of an FCY phase, the speed of the leader in each vehicle class must be reduced from 120 km / h to 60 km / h. The announcement is made by the Clerk of the Course via Teamspeak Whisper.
- The end of a Full-Course Yellow is announced by race control via TeamSpeak (Whisper) with "Green Flag - Track Clear".
- The restart takes place in the single file behind the lead vehicle. After the announcement "Green Flag - Track Clear", it is up to the lead vehicle of each vehicle class to start the race within 20 seconds at its own discretion. Overtaking is only allowed again as soon as the next corner has been passed in Racing speed.

Accidents that occur during a Full-Course Yellow will be penalized as a serious offense.

## ..9 Team name regulations

The team name can be changed one (1) time per season.

Team name rules

The team name is limited to 24 punctuation characters.

Teams whose team name contains more than 24 punctuation characters must change it by Monday, November 14, 2022 via the following form.

iRacing team name

The team name mentioned must match the iRacing team name.

..10 iRacing Server Settings

Hosted iRacing:	Team Session
Lobby Name:	DNLS - Race #x
Weather:	Dynamic
Sky:	Dynamic
Time of Day	xxxx
Setup:	free
Fast-Repair:	Varying
Start:	rolling
Incident	Varying

**○ SEVERABILITY CLAUSE**

Should individual provisions of this set of rules be or become unenforceable, this will not affect the validity of the rest of the rules. The above provision applies accordingly in the event that the set of rules turns out to be incomplete.