

# Sporting Regulations for Series in Circuit Simracing

Name of the Series:

Virtual Racing School (VRS) | DNLS Community CUP 2021

Foreword:

The VRS | DNLS - Community Cup on the Nürburgring-Nordschleife has enjoyed great popularity for years, both in reality and on the iRacing platform. The VRS | DNLS - Community Cup 2021 is a multiclass endurance series that will be held on the legendary Nürburgring-Nordschleife. The season includes seven races on the legendary Nürburgring Nordschleife. Four vehicle classes fight for the crown of the Eifel. Do you dare to do that? Then you are exactly right here!

Promoter / Organizer: Simracing Deutschland

Contact: Gunnar Miesen  
Homepage: [www.simracing-deutschland.de](http://www.simracing-deutschland.de)  
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## Index

### 1 SPORTING REGULATIONS

#### 1.1 ORGANIZATION

##### 1.1.1 DETAILS ON THE TITLES AND RATINGS OF THE SERIES

##### 1.1.2 NAME OF THE ORGANIZER / PROMOTER, ADDRESS AND CONTACT DETAILS

##### 1.1.3 COMPOSITION OF THE ORGANIZING COMMITTEE

##### 1.1.4 LIST OF OFFICIALS (PERMANENT OFFICIALS)

##### 1.1.5 USED SIMULATION

#### 1.2 PROVISIONS OF THE SERIE

##### 1.2.1 OFFICIAL LANGUAGE

##### 1.2.2 DMSB – CIRCUIT REGULATIONS FOR SIMRACING 2021

##### 1.2.3 CODE OF CONDUCT & PENALTY CATALOG

##### 1.2.4 RESPONSIBILITIES, CHANGE OF THE REGULATIONS, CANCELLATION OF THE EVENT

#### 1.3 ENTRY

##### 1.3.1 REGISTRATION/ENTRY, ENTRY-DEADLINE AND OBLIGATION TO PARTICIPATE

- The Registration for Cup2, SP10 and SP3T – Classes is opened from February 21<sup>st</sup> 2021, 18:00 hrs on.
- The Registration for the SP9 – Class is opened from January 23<sup>rd</sup> 2021, 18:00 hrs on.

##### 1.3.2 ENTRY FEE FOR THE SEASON AND FOR EACH EVENT

- Entry Fee per Team
- Reimbursement of the registration fee

##### 1.3.3 TEAMCHIEF / TEAMS / PARTICIPANTS

- Teamchief
- Teams
- Participant (Driver)
- Exception

##### 1.3.4 STARTING NUMBERS

#### 1.4 LICENCES

#### 1.5 INSURANCE

#### 1.6 EVENTS

##### 1.6.1 SERIES-SCHEDULE

##### 1.6.2 SCHEDULE

##### 1.6.3 MAXIMUM GRIDSIZE / WAITINGLIST / GUESTSTARTERS

- Gridsize
- Waitinglist
- Gueststarter

##### 1.6.4 COMPETITION IMPLEMENTATION

- Training
- Qualification
- Qualification race
- Main Race
- Starting types
- Starting position / Start release / Fast Repair
  - Starting position guidelines
  - Fast Repair(s) (FR) Guidelines
  - Fast Repair Guidelines in the Qualification race
  - Fast Repair Guidelines in the Main Race

##### 1.6.5 AUTHORIZED VEHICLE CLASSES / VEHICLES & LIVERIES

- Vehicle classes / Vehicles
- Vehicle classes - and Change of Vehicles
  - Vehicle class
  - Change of Vehicles
- Vehicle setup and Vehicle settings

##### 1.6.6 CHAMPIONSHIP RACES

##### 1.6.7 CLASSIFICATION

- Score and Classification mode
- Bad results
- Ties

##### 1.6.8 PRIVATE TRAININGS AND TESTS

##### 1.6.9 TEAM CONFIRMATION / DRIVERS BRIEFING

- Team confirmation

- Drivers Briefing
- 1.6.10 TITLES, PRIZEMONEY AND TROPHIES
  - Titel Overall Winner
  - Prizemoney
- 1.6.11 PROTESTS / RACECOMMISSION / EVALUATION-SIGHTING / PENALTIES / PENALTYCATALOG
  - Protests
  - Racecommission / Evaluation-sighting
  - Penalties
- 1.6.12 EXCLUSION OF LEGAL RECOURSE AND LIMITATION OF LIABILITY
- 1.6.13 TV-RIGHTS/ADVERTISEMENT AND TELEVISIONRIGHTS
- 1.6.14 SPECIAL REGULATIONS

## 2 TEIL 3 APPENDIXES / DRAWINGS

- 2.1 SPECIAL REGULATIONS
  - 2.1.1 ADVERTISEMENT ON COMPETITION VEHICLES
    - Templates
      - Deadlines:
    - Template Guidelines
    - Own Logos / Own Design
  - 2.1.2 COMMUNICATION
  - 2.1.3 COMPUTER SYSTEM REQUIREMENTS
  - 2.1.4 WILDCARD
  - 2.1.5 SAFETY-CAR
  - 2.1.6 DISCIPLINARY MEASURES
  - 2.1.7 OTHERS
  - 2.1.8 WEATHER / TIME OF DAY / TRACKCONDITIONS
    - Weather
    - Clouds / Dynamic Time of day (InGame)
    - Trackconditions
  - 2.1.9 INCIDENT LIMIT
  - 2.1.10 FLAGRULES
    - Blue Flag
      - During training / qualification:
      - During the race:
    - Yellow Flag
  - 2.1.11 PENALTYPOINTS + PENALTY ACCOUNT
    - Penalty-Point Account (SPK)
    - Reduction of Penaltypoints
  - 2.1.12 IRACING SERVER SETTINGS
  - 2.1.13 COMPULSORY PIT STOP & MINIMUM STANDING TIME

## 3 SEVERABILITY CLAUSE

## 1 SPORTING REGULATIONS

### 1.1 Organization

#### 1.1.1 Details on the titles and ratings of the series

Simracing Germany, hereinafter referred to as the series organizer, tenders the VRS | for the year 2021 DNLS - Community Cup 2021. There will be five separate ratings:

VRS   DNLS - Community Cup 2021 Overall - classification	<input checked="" type="checkbox"/>
VRS   DNLS - Community Cup 2021 SP9 - classification	<input checked="" type="checkbox"/>
VRS   DNLS - Community Cup 2021 Cup2 - classification	<input checked="" type="checkbox"/>
VRS   DNLS - Community Cup2021 SP10 - classification	<input checked="" type="checkbox"/>
VRS   DNLS - Community Cup2021 SP3T - classification	<input checked="" type="checkbox"/>

#### 1.1.2 Name of the Organizer / Promoter, Address and Contact Details

Simracing Deutschland	Gunnar Miesen
Viktoriastraße 15	Telefon: +49 261 1303 130
56068 Koblenz	Mail: <a href="mailto:Gunnar.Miesen@adac-taravevent.de">Gunnar.Miesen@adac-taravevent.de</a>

#### 1.1.3 Composition of the Organizing Committee

Gunnar Miesen Seriescoordinator Simracing Deutschland  
Viktoriastraße 15  
56068 Koblenz  
+ 49 261 1303 130  
[Gunnar.Miesen@adac-travevent.de](mailto:Gunnar.Miesen@adac-travevent.de)

#### 1.1.4 List of Officials (permanent Officials)

Simon Ehse  
Frank Taller  
Remo Zemp  
Gunnar Miesen  
Ricardo Edelmann

#### 1.1.5 Used Simulation

The iRacing simulation is used as part of the series.

### 1.2 Provisions of the Serie

#### 1.2.1 Official Language

The official language is German. Only the German text of the regulations is binding.

#### 1.2.2 DMSB – Circuit Regulations for SimRacing 2021

The basis for all series / events of Simracing Germany is the DMSB - circuit regulations for SimRacing 2021. Individual items are regulated separately in the series announcement and / or the catalog of conduct and penalties. DMSB - Circuit regulations for SimRacing 2021: <https://www.simracing-deutschland.de/iracing-serien/regulieren>

#### 1.2.3 Code of Conduct & Penalty Catalog

The catalog of conduct & penalties is the basis for the racing commission.  
Catalog of conduct and punishments: <https://www.simracing-deutschland.de/iracing-serien/regulieren>

#### 1.2.4 Responsibilities, Change of the Regulations, Cancellation of the event

Participants take part in the event 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 this regulations.

In principle, the regulation 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 chairman of the Reco, but only if necessary for reasons of security and / or force majeure or due to official orders or the information on route length contained in the announcement, Race duration, number of laps and observers or obvious errors in the regulation.

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.

### 1.3 Entry

#### 1.3.1 Registration/Entry, Entry-deadline and Obligation to participate

You can register for the series from 02/21/2021 (season registration).

Registration is to be made online via the platform [www.simracing-deutschland.de](http://www.simracing-deutschland.de).

The respective team leader must register with an account on the aforementioned platform.

- The Registration for Cup2, SP10 and SP3T – Classes is opened from February 21<sup>st</sup> 2021, 18:00 hrs on.
- The Registration for the SP9 – Class is opened from January 23rd 2021, 18:00 hrs on.

All participants who are accepted by the series operator after this registration process will receive a confirmation of registration by email.

The series organizer reserves the right to change the VRS | DNLS - Community Cup2021 not to be carried out with less than 50 registered participants.

The series operator can refuse to accept a registration without giving reasons. Registrations will be processed according to the date of receipt. Only registrations for which the registration fee has been received will be processed. The registration of a participant is only accepted and binding after receipt of payment and written confirmation by email by the series operator.

#### 1.3.2 Entry Fee for the Season and for each event

- Entry Fee per Team

The registration fee is to be paid when submitting the registration to the account of ADAC Mittelrhein e.V. at the same time as PayPal or bank transfer:

Paypal Account: [paypal@adac-travelevent.de](mailto:paypal@adac-travelevent.de)

Bank:	Commerzbank Koblenz
IBAN:	DE25570800700605266602
Swift-BIC:	DRESDEFF570

**The intended use is the name of the corresponding team together with the term VRS | DNLS - Community Cup2021 to be specified.**

- Reimbursement of the registration fee

The registration fee will only be reimbursed in full if the participant is not accepted in the VRS | DNLS - Community Cup2021. There will be no partial reimbursement of the registration fee.

#### 1.3.3 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 inform the organizer of this as early as possible.

- **Teamchief**

The teamchief is primarily responsible for his named team. All changes may only be made through him. The teamchief may be the teamchief as well as the driver in this team. A teamchief can also be a driver in another team.

The teamchief is sent important information such as entry confirmations, server password, etc. by email. It is his responsibility to forward this information.

- **Teams**

Only teams that have officially registered and correctly registered and have paid the entry fee are allowed to participate in the sessions (Qualification> Race).

Teams are responsible for this,

- join the server with the right vehicle
- set the start number selected by him

A team must consist of at least two drivers. Teams that will contest the race with only one driver will be subsequently disqualified \*.

\*Note Jocker-Rule

The team is free to occupy the vehicle with the drivers of their choice.

A team may change its team name once during the current season.

- **Participant (Driver)**

Drivers do not have to be signed in or out.

Drivers do not have to provide any special proof to be in the VRS | DNLS - Community Cup2021 to start.

Drivers are allowed to start in all classes.

Maximum driving time for drivers

The maximum driving time is exceeded, the team will be subsequently disqualified.

After a driving time of 2,5 hours (150 Minutes) the driver must take a break of at least 30 minutes.

The driving time is the time in which the driver participates in the race without an interruption of at least 120 minutes.

Introduction lap(s) / formation lap(s) and finishing lap(s) are not added to the driving time.

DURATION	MAXIMUM DRIVING TIME
22 LAPS	see behavior & punishment catalog
8 HRS	see behavior & punishment catalog

- **Exception**

- All teams receive a joker. The joker can be drawn for the following offense. Exceeding the maximum driving time or for teams that complete a race with only one driver.
- Teams contesting the race from one location (rig). Such constellations must be reported to the organizer before the race. The organizer is responsible for the final confirmation. The driver change must be sent immediately by means of pictures with a time stamp or a video.

### 1.3.4 Startingnumbers

The starting number # 1 is reserved for the overall winner of the last season.

The allocation of start numbers depends on the vehicle class selected:

SP9-Class:           #2 - #199  
CUP2- Class:       #201 - #299  
SP10- Class:       #301 - #399  
SP3T- Class:       #401 - #499

## 1.4 Licences

No licenses required.

## 1.5 Insurance

No licenses required.

## 1.6 Events

### 1.6.1 Series-Schedule

Date	Race day	Qualification	Qualificationrace	Race	Track Variant
12. March	Testtag	15 Min /Lone Quali	3 Laps	22 Laps	VLN
19. March	Round 01	15 Min /Lone Quali	3 Laps	22 Laps	VLN
16. April	Round 02	15 Min /Lone Quali	3 Laps	22 Laps	VLN
28. May	Round 03	15 Min /Lone Quali	3 Laps	22 Laps	VLN
09. July	Round 04	15 Min /Lone Quali	3 Laps	22 Laps	VLN
20. August	Round 05	15 Min /Lone Quali	3 Laps	22 Laps	VLN
15. October	Round 06	15 Min /Lone Quali	3 Laps	22 Laps	24h
30. October	Round 07	35 Min /Lone Quali/4 Laps		8 hrs	24h

### 1.6.2 Schedule

#### 22 Laps Events (Fridays)

Training:	17:00 to 18:55 hrs (Separate Server)
Briefing:	18:55 to 19:10 hrs - (Mandatory)
Qualification	19:15 to 19:30 hrs (15 Minutes Lone Quali)
Gridding Time	19:30 to 19:35 hrs (5 Minutes)
Qualificationrace	19:35 to 20:10 hrs (3 Laps)
Warm-Up	20:10 bis 20:12 hrs (2 Minutes)
Gridding Time	20:12 bis 20:17 hrs (5 Minutes)
Main Race	20:17 to 23:20 hrs (22 Laps)
Winnerinterviews	23:20 hrs

#### 8h Events (Saturday)

Training:	13:00 to 13:55 hrs
Briefing:	14:00 to 14:020 hrs - (Mandatory)
Qualification	14:20 to 14:55 hrs (35 Minutes Lone Quali/4Laps)
Gridding Time	14:55 to 15:00 hrs (5 Minutes)
Main Race	15:00 to 23:10 hrs (8h)
Winnerinterviews	23:10 hrs

### 1.6.3 Maximum Gridsize / Waitinglist / Gueststarters

- Gridsize

The maximum starting field size is 60 teams.

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

#### Optional

The organizer reserves the right to hold a pre-qualification for the registered teams.

Pre-qualification: **March 12<sup>th</sup> 2021**

- Waitinglist

Teams that do not receive a confirmation of enrollment will be placed on the waiting list. If a permanently registered team should cancel a race, the teams on the waiting list have the opportunity to take part as guest starters.

The organizer will send the final confirmation by email.

- Gueststarter

A guest start is possible at any time of the season.

Operation costs per guest start: 22 laps Race: 5,00€  
8h Race: 6,50€

The fee has to be paid before the respective race.

#### 1.6.4 Competition Implementation

All formats are:

- ☒ online
- ☐ central
- ☐ decentrally in simulator centers, which are connected to one another online

- Training

There are official training servers (provided by the league operator) and privately hosted training servers.

At least three training servers will be made available by the organizer for each race. These dates are announced in the event board and / or series calendar.

- Qualification

There is no minimum qualification. Drivers or teams that do not complete a lap in the qualification start from the end of their vehicle class, but are entitled to start.

The qualifying on race day lasts 15 minutes and is completed in the “Lone Quali”.

Qualifying Conduct Scrutiny: Moderate

No restrictions on driver selection

The ESC button may be pressed during qualifying

The result of the qualifying serves as the starting grid for the qualifying race.

- Qualificationrace

The start of the race will be rolling in three (3) start groups.

### Start groups

- Start group 1: SP9
- Start group 2: CUP2
- Start group 3: SP10 & SP3T (The distance between the two car classes must not exceed 6 car lengths. be. The start clearance will be given by the pole setter of each car class within the start area.)

The distance between each starting group is approx. 70 seconds. Vehicles that are not in their car class on the starting grid are allowed to pass on the left or right side of the track at the start of the formation lap and line up at the end of their car class.

The start side depends on the respective starting position. The race control will announce the start numbers of the individual car classes, for cars that have to start the race from the right side of the track in the Teamspeak via the Whisper function.

The qualification race runs over a distance of 3 laps. The driver of the qualification race can be chosen freely.

The race results of the individual vehicle classes are decisive for the starting position in the main race.

Teams that give up the race for no apparent reason can lose their entry authorization for the rest of the season. The reason for giving up the race can be communicated verbally to the race management in the TS.

- Main Race

The start of the race will be rolling in three (3) start groups.

## Start groups

- Start group 1: SP9
- Start group 2: CUP2
- Start group 3: SP10 & SP3T (The distance between the two car classes must not exceed 6 car lengths. be. The start clearance will be given by the pole setter of each car class within the start area.)



The distance between each starting group is approx. 70 seconds. Vehicles that are not in their car class on the starting grid are allowed to pass on the left or right side of the track at the start of the formation lap and line up at the end of their car class.

The start side depends on the respective starting position. The race control will announce the start numbers of the individual car classes, for cars that have to start the race from the right side of the track in the Teamspeak via the Whisper function.

The main race runs over a distance of 22 laps (~3h) or 8 hours. The starting driver in the main race can be freely chosen.

Teams that give up the race for no apparent reason can lose their entry authorization for the rest of the season. The reason for giving up the race can be communicated verbally to the race management in the TS.

- **Startingtypes**

All Championship races will be started as:

☒ rolling Start (Indianapolis-Start)

☐ standing start with staggered starting positions (GP-Start)

- **Startingposition / Startrelease / FastRepair**

- **Starting position guidelines**

The pole setter of each vehicle class always starts on the right-hand side of the lane. The pole setter of class SP9 is placed on the correct start page by the simulation. The iRacing grid for classes CUP2, SP10 and SP3T may differ. In this case, all vehicles of a vehicle class exchange the start page at the start of the introductory lap.

The Startingposition of all vehicles depends on the Gridposition. The odd start positions always start on the right side of the lane and even start positions always start from the left start page.



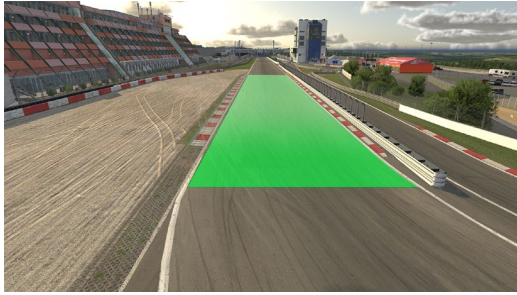
#### Formationlap Guidelines

- Must be driven in the DoubleFile at a speed of approx. 85km / h
- Overtaking is prohibited until the start is given
- The distance between vehicles must generally not be more than approx. Three vehicle lengths
- A change of position as well as sudden changes of direction, e.g. to warm up the tires, are prohibited
- The SP9 class begins the introductory lap behind the PaceCar. All subsequent vehicle classes begin their introductory lap with a time difference of approx. 70 seconds to the faster vehicle class.

#### Racestart and Startrelease Guidelines

- The race starts within the start area
- The start release is given by the leader of each vehicle class. As soon as the leader starts to accelerate within the start area, the race is approved for the vehicle class and overtaking is allowed.

#### Start Area



○ FastRepair(s) (FR) Guidelines

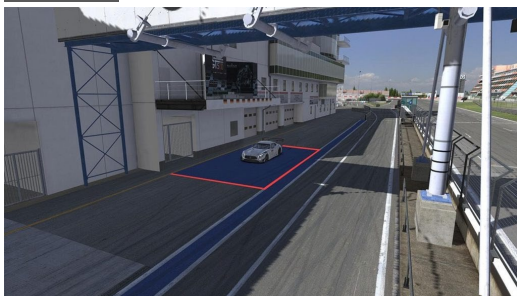
The amount of FastRepair as follows

RACE	AMOUNT
<b>QUALIFIKATIONRACE</b>	2 FR
<b>22 LAPS - RACE</b>	2 FR
<b>8H - RACE</b>	4 FR

○ FastRepair Guidelines in the Qualifikationrace

- For the use of a FastRepair in the qualification race, a drive-through penalty must be compensated.
- The drive-through penalty must be taken on the following lap.
- Teams that do not have to take their penalty start out of the pits in the main race.

Penalty Box



Report of FastRepairs (FR-Report)

All FastRepairs used must be reported to the race committee in full and in due time using the relevant form.

Fast repairs can be reported during the race. All FastRepairs used must be submitted no later than one hour after the end of the race.

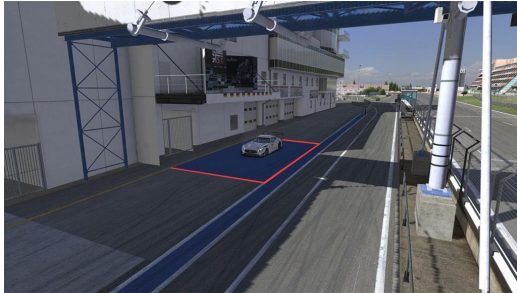
Proof of FastRepair

Proof of unused FastRepair does not have to be provided.

○ FastRepair Guidelines in the Main Race

- For each FastRepair used, a 2-minute Stop & Hold penalty must be completed in the designated area (penalty box) within the pit lane. If a FastRepair is accidentally used or not counted through the simulation, the 2-minute Stop & Hold penalty must be completed in the same way.
- Each team is responsible for completing the 2-minute Stop & Hold penalty independently and in the following round. A subsequent pit stop is not permitted.
- The racing committee sporadically checks all teams and races.
- Failure to observe the 2 minute Stop & Hold penalty during the event leads to exclusion from the VRS | DNLS - Community Cup 2021.
- Optional penalty:
- Teams that ignore the 2-minute Stop & Hold penalty will be disqualified and can be excluded from the VRS | by donating € 100 to the children's hospice Bärenherz Avoid DNLS - Community Cup2021.

#### Penalty Box



#### Report of FastRepairs (FR-Report)

All FastRepairs used must be reported to the race committee in full and in due time using the relevant form.

Fast repairs can be reported during the race. All FastRepairs used must be submitted no later than one hour after the end of the race.

#### Proof of FastRepair

Proof of unused FastRepair does not have to be provided.

### 1.6.5 Authorized Vehicleclasses/Vehicles & Liveries

#### • Vehicleclasses/Vehicles

- An equal number of vehicles per class is planned.
- Basically the BOP from the iRacing simulation is used. However, if it turns out that individual vehicles have advantages, the organizer reserves the right to make adjustments.
- The choice of vehicle must be named before the first race by 02/13/2021 - 11:59 p.m..

Each participant can select the desired vehicle class and vehicle type from the following list for the entire season.

<i>Carclass</i>	<i>Vehicle</i>	<i>Fuel in %</i>	<i>Power ADJ %</i>	<i>Additional weight in kg/lb</i>
<i>SP9</i>	Lamborghini Huracán GT3 EVO	100	100	7/15
	BMW M4 GT3 - Prototype	100	96,5	12/26
	Mercedes AMG GT3	100	100	-
<i>CUP2</i>	Porsche 911 GT3 Cup (991)	82	100	-
<i>SP10</i>	Porsche Cayman GT4	82	100	-
	BMW M4 GT4	80	99	-
<i>SP3T</i>	Audi RS3 LMS	80	100	-

#### • Vehicleclasses- and Change of Vehicles

##### ○ Vehicleclass

- If a team changes the vehicle class in the current season, the team loses all championship points that it has earned to date.
- The organizer is responsible for the final approval of a vehicle class change.

##### ○ Change of Vehicles

- If a team changes the vehicle within a vehicle class in the current season, it will not receive any championship points for the following races.
- The organizer is responsible for the final approval of a vehicle change.

#### Exemption:

If the organizer adds a new vehicle in the respective vehicle class, a change can be made without penalty.

A vehicle change within a vehicle class is possible without penalty during iRacing Week 13. The deadlines for a vehicle change in week 13 will be sent to the teamchief by email.

The organizer is responsible for the final approval of a vehicle change.

- **Vehiclesetup und Vehiclesettings**

No restrictions

### 1.6.6 Championship races

- ☒ Championship races go over a distance of 3 Laps.
- ☒ Championship races go over a distance of 22 Laps
- ☒ Championship races go over a distance of 8 Laps
  
- ☒ The Start-/Finishingline is only valid on Track.

### 1.6.7 Classification

- **Score and Classificationmode**

The winner of a race is the team that has covered the distance driven with its vehicle in the shortest possible time, including all penalties.

All participants who have started will be counted if they finish the race with the checkered flag.

**Scoring in case of Raceabort**

If the racedistance is shortened or a race is terminated and not restarted, the participants receive the following scores:

min. 50% of the actual Distance = full scoring Punkte

less than 50% der actual Distance = no scoring

Scoring only takes place if at least 3 participants have started the race in the respective class.

Scoring is only given if a comprehensible result is available, either by means of replay or result / timing.

It is a dynamic point system. The following points are awarded for the races:

Link: [click here](#)

The scoring used is determined by the class with the largest starting field.

**Factor for the respective Raceformats**

Qualification race 3 Laps: 0,5

(Main-)Race 22 Laps: 1,0

(Main-)Race 8 hrs: 2,0

**BONUSPOINTS**

POLE-POSITION	0,1 Punkte
RACEWIN	0,2 Punkte
FASTED RACELAP	0,1 Punkte
LOWEST AMOUNT OF INC	0,2 Punkte

- **Bad results**

There are no bad results

- **Ties**

If there is a tie between several drivers in the final evaluation, the larger number of the first, then the second and then the further places of all runs will decide.

### 1.6.8 Private Trainings and Tests

Private Trainings and Tests are permitted.

### 1.6.9 Teamconfirmation / Drivers Briefing

- Teamconfirmation
  - All teams are automatically registered for all races. If the team is not able to take part in a race, it must register by 6:00 p.m. on Monday in the respective race week.
  - Teams that cannot take part in the race must immediately cancel their registration for the race.
  - Teams that cancel more than 2 times on the day of the event can lose their starting authorization for the rest of the season.
  - Teams that do not cancel the race can lose their starting authorization for the rest of the season.
- Drivers Briefing
  - The briefing takes place in the Simracing Deutschland teamspeak and is carried out by the race director in conjunction with racecontrol.
  - If a non-participation or incomplete participation in the briefing is determined, the race management will impose a penalty of 10 seconds for the race.
  - A separate briefing document will be published for each race. Regulations that are listed in the briefing document or communicated in the driver briefing are binding for all participants and must be strictly observed.
  - Driving on the official race server is prohibited during the driver briefing.

### 1.6.10 Titles, Prizemoney and Trophies

- Titel Overall Winner
  - The team with the highest total number of points after all VRS | DNLS - Community Cup 2021 receives the title: Champion - VRS | DNLS - Community Cup 2021
  - The SP9 team with the highest total number of points after all VRS | races DNLS - Community Cup 2021 receives the title: Champion SP9 - Class | Community Cup 2021
  - The team of the CUP2 valuation with the highest total number of points after all valuation runs of the VRS | DNLS - Community Cup 2021 receives the title: Champion CUP2 - Class | Community Cup 2021
  - The team of the SP10 valuation with the highest total number of points after all valuation runs of the VRS | DNLS - Community Cup 2021 receives the title: Champion SP10 - Class | Community Cup 2021
  - The team of the SP3T scoring with the highest total number of points after all races of the VRS | DNLS - Community Cup 2021 receives the title: Champion SP3T - Class | Community Cup 2021
- Prizemoney

<i>Platzierung</i>	<i>SP9 - Class*</i>	<i>CUP2 - Class*</i>	<i>SP10 - Class*</i>	<i>SP3T - Class*</i>
<i>1. Pos.</i>	80,00 EUR	80,00 EUR	80,00 EUR	80,00 EUR
<i>2. Pos.</i>	65,00 EUR	65,00 EUR	65,00 EUR	65,00 EUR
<i>3. Pos.</i>	50,00 EUR	50,00 EUR	50,00 EUR	50,00 EUR
<i>4. Pos.</i>	35,00 EUR	35,00 EUR	35,00 EUR	35,00 EUR
<i>5. Pos.</i>	20,00 EUR	20,00 EUR	20,00 EUR	20,00 EUR
<i>6. Pos.</i>	10,00 EUR	10,00 EUR	10,00 EUR	10,00 EUR

\* Participation in all races is required. All races have to be finished in scoring.

### 1.6.11 Protests / Racecommission / Evaluation-sighting / Penalties / Penaltycatalog

- Protests
 

Protests can be submitted during the race, but no later than 1 hour after the finish of a race, using the corresponding online form at [www.simracing-deutschland.de](http://www.simracing-deutschland.de). Protests that are submitted after this period are considered inadmissible.

The protest form must be filled out completely and correctly.

Protests from innocent drivers 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).

- **Racecommission / Evaluation-sighting**

The Racecommission consists of the Clerk of the Course and the permanent Steward. A sighting of all incidents takes place during the Race (Live Reco).

- **Penalties**

Penalties such as Drive Through, Stop & Hold must not be combined with a pit stop.

Exemption:

Penalties that are automatically pronounced by the simulation or by racecontrol via the simulation, such as penalties for exceeding incident limits, drive-through penalties, stop & hold penalties or driving over the pit exit line.

If a team is given the third P04, P05 or P06 penalty by the race committee, they will receive a 10 second stop & hold penalty for the qualifying race for the next race.

Open penalties after the last race of the season are compensated with time penalties on the final result or point deduction (SeasonEnd).

#### 1.6.12 Exclusion of legal recourse and limitation of liability

In the case of decisions by the series organizer, the chairman of the Reco, 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 damage arising in connection with the events, namely against Simracing Deutschland, its bodies and managing directors, the organizer, the members of the Reco 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 damage caused by a intentional or grossly negligent breach of duty, also by a legal representative or a vicarious agent of the group of persons exempt from liability.

The exclusion of liability becomes effective for all parties involved when the nomination is submitted. 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 exclusions of liability remain unaffected by the above exclusion of liability clause.

#### 1.6.13 TV-Rights/Advertisement and Televisionrights

All copyrights and image rights belong to the series organizer, including images from TV broadcasts on VRS | DNLS - Community Cup 2021.

All television rights of the VRS | DNLS - Community Cup 2021, 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 type of recording, broadcasting, repetition or reproduction for commercial purposes is prohibited without the written consent of the series organizer.

#### 1.6.14 Special Regulations

☒ Special Seriesregulations are outlined in the appendices.

☐ There are no special Seriesregulations.

## 2 TEIL 3 APPENDIXES / DRAWINGS

### 2.1 Special Regulations

#### 2.1.1 Advertisement on competition Vehicles

- Templates

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

The vehicle paintwork (paint skin) is traded via the SimSync provided by SRD.

Skins may be changed by participants / teams at any time. Each participant / team has to send their own paint skin by email to [grafik@simracing-deutschland.de](mailto:grafik@simracing-deutschland.de). These are checked and then kept free. You can get more information in the series section of Simracing Deutschland.

- Deadlines:

Paint skins for the first race must be submitted by email by 03/14/2021 -23: 59 p.m.

Paint skins for all other races must be sent in up to 62 hours before the start of the respective race event. (Tuesday 6 p.m.)

- Template Guidelines

The windscreen banner must only contain the logo of the main sponsor "Virtual Racing School". Further advertising is not permitted on the panes. In addition, the logos of the VRS | DNLS - Community Cup 2021 that this at no 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 requirements mentioned under 3.1.2 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.

#### 2.1.2 CommuniCation

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

#### 2.1.3 Computer System Requirements

The computer of the respective participant must meet the minimum requirements of the simulation in competition mode (63 racing vehicles in competition).

#### 2.1.4 Wildcard

Teams that have finished all races will be offered a wildcard for the next season.

**Wildcard entitled Teams 2021:**

The teams entitled to wild cards will be contacted by Mail. The wildcard must be confirmed by February 20th, 2021.

Teamname	Starts	Finish	Class
Team Heusinkveld #101	10	10	iR GT3

Adrenalin eMotorSport #1	10	10	iR GT3
GermanSimRacing #Green vVLN	10	10	iR GT3
iLiveries - VIB3SPORTS Red	10	10	iR GT3
Team Racegitter.de	10	10	iR GT3
Maniti Racing	10	9	iR GT3
Phoenix Racing eSport Green	10	9	iR GT3
SimRacingAcademy Black	10	9	iR GT3
WS Racing eSports Green	10	9	iR GT3
TANGO RACING #42	9	9	iR GT3
T3 eSports Alpha	9	9	iR GT3
Phoenix Racing eSport Orange	9	9	iR GT3
H2-Performance SRT	10	10	iR Cup-Porsche
PRODYNA eRacing vVLN	10	9	iR Cup-Porsche
WS Racing eSports Blue	10	9	iR Cup-Porsche
SimRacingAcademy Red	9	9	iR Cup-Porsche
Team RSO #397	10	10	iR GT4
Progressive Simracing Bravo	10	10	iR GT4
Real Pixel Motorsport -III-	10	10	iR GT4
Team Racefoxx	10	9	iR GT4
AMC Birkenfeld e.V.	10	9	iR GT4
Team Heusinkveld #301	9	9	iR GT4
Piranha SimRacing	9	9	iR GT4
Team Heusinkveld feat. Super R eSports	10	10	iR TCR Audi RS3 LMS
Leipert eSports Yellow	10	10	iR TCR Audi RS3 LMS
Phoenix Racing eSport Red	10	10	iR TCR Audi RS3 LMS
MSC Knetzgau e. V.	10	9	iR TCR Audi RS3 LMS
T3 eSports Beta	9	9	iR TCR Audi RS3 LMS
Leipert eSports Black	9	9	iR TCR Audi RS3 LMS
Schubert Motorsport TCR #1	9	9	iR TCR Audi RS3 LMS
Sorg Rennsport eSports #402	9	9	iR TCR Audi RS3 LMS
iLiveries - VIB3SPORTS Purple	9	9	iR TCR Audi RS3 LMS
Schubert Motorsport TCR #2	9	9	iR TCR Audi RS3 LMS
GermanSimRacing #Blue vVLN	9	9	iR TCR Audi RS3 LMS

**Wildcard entitled Drivers/Teams of Testday 08.02.2021**

The teams entitled to wild cards will be contacted by Mail. The wildcard must be confirmed by February 20th, 2021.

Teamname	Fahrername
Adrenalin eMotorSport #3	Robin Stoll
RACETECH-PERFORMANCE-BLUE	Florian Geisler2
Team Marco Poier	Marco Poier
Team Sascha Popp	Sascha Popp
Team Christoph Petersen	Christoph Petersen
Team Matthias Grünzel	Matthias Grünzel
Team Jan Radke	Jan Radke



AMC Birkenfeld e.V. Beta	Simon Ehses
Adrenalin eMotorsport #2	Tobias Ruf2
EPIC Simracing Red	Tobias Seigner

### 2.1.5 Safety-Car

No safety car will be in service

### 2.1.6 Disciplinary Measures

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

### 2.1.7 Others

xxx

### 2.1.8 Weather / Time of day / Trackconditions

- Weather

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

- Clouds / Dynamic Time of day (InGame)

The in-game race day is the real event day. If this is not possible on the part of iRacing, the iRacing Standard Tag will be used. (May 15, 20xx)

The in-game start time is dynamic and is published in the race announcement and briefing about 7 days before the race.

- Trackconditions

Adjust Track Condition (Automatically clean marbels): No

Starting Track State: Maximum Usage (20%)

Carry over track state from previous sessions: Yes

### 2.1.9 Incident Limit

The iRacing general conditions and penalties apply.

Qualification race / 22 laps race

The first S / H penalty is pronounced with the 26 INC. The penalty is given by the simulation.

Every further S / H penalty takes place after 5 INC

8 hour race

The first S / H penalty is pronounced with the 60 INC. The penalty is given by the simulation.

Every further S / H penalty takes place after 5 INC.

### 2.1.10 Flagrules

- Blue Flag

Diese geschwenkt gezeigte Flagge zeigt dem Fahrer an, dass er überholt oder überrundet wird. Sie hat während des Trainings / der Qualifikation und des Rennens unterschiedliche Bedeutungen:

- 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 who is to be lapped and blue flags are displayed, must enable the vehicle behind him to lap at the next safe opportunity.

A driver who apparently systematically ignores blue flags or repeatedly disregards blue flags, may be punished with at least classification penalty.

- **Yellow Flag**

This flag indicates a hazard or an obstacle next to or partially on the route. The flag is simply shown waved to the drivers. The speed must be reduced, overtaking is prohibited, a change of direction is possible. Any overtaking maneuvers that may have started must be aborted.

A yellow sector is always given if there are accident vehicles on or besides the track.

The yellow flag is still in effect for the two subsequent curves. Only after the second curve has been passed is the yellow flag lifted and it is allowed to overtake again.

### 2.1.11 PENALTYPOINTS + PENALTY 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 further penalties such as starting out of the pits or drive-through penalties. These penalty points will be deducted from the race result.

Conversion of penalty points:

1 Penaltypoint = 0.1 Scoringpoint

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). If the maximum number of 10 penalty points is reached, the race will be blocked for the next race. The account will be zeroed after serving the sentence.

- **Penalty-Point Account (SPK)**

If they reach 10 penalty points, the team automatically receives a 10-second stop & hold penalty in the qualification race for the next race.

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

- **Reduction of Penaltypoints**

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

### 2.1.12 iRacing Server Settings

Hosted iRacing:	Team Heat-Session
Lobby Name:	VRS   DNLS - Community Cup- Rennen #x
Weather:	Dynamic
Sky:	Dynamic
Time of Day	xxxx
Setup:	free
Fast-Repair:	variable
Start:	rolling
Incident	variable

### 2.1.13 Compulsory pit stop & minimum standing time

A minimum of two (2) mandatory pit stops must be completed in the main race. The minimum standing time for each of the two mandatory pit stops is 30 seconds. There is no obligation to change tires.

### **3 SEVERABILITY CLAUSE**

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