

## Important Information

# Standard – Drivers briefing 2021

Version: 0.1.2

### Collection of links:

- [Deregistration from the race and Driver Line-Up: click here](#)
- [Form for protests and FastRepair: click here](#)
- [Overview race control: click here](#)
- [Catalog of behavior and penalty /DMSB regulation: click here](#)
- [Series regulation: click here](#)
- [SRD Portal: click here](#)

### Officials

#### Serienleitung

- Gunnar Miesen
- Ricardo Edelmann

#### Rennleitung

- Frank Taller
- Simon Ehses
- Remo Zemp
- Frank Taller

## 1. Series Calendar

12. März	Round 00 – Testtag	3 Laps & 3 Stunden	VLN – Variante
19. März	Round 01	3 Laps & 22 Laps	VLN – Variante
16. April	Round 02	3 Laps & 22 Laps	VLN – Variante
28. Mai	Round 03	3 Laps & 22 Laps	VLN – Variante
09. Juli	Round 04	3 Laps & 22 Laps	VLN – Variante
20. August	Round 05	3 Laps & 22 Laps	VLN – Variante
15. Oktober	Round 06	3 Laps & 22 Laps	24h – Variante
30. Oktober	Round 07	8 Stunden	24h – Variante

## 2. The Circuit

Nürburgring Nordschleife – 24h Variante

In combination with the sprint version (Kurzanbindung) of the Grand Prix-Course with Mercedes-Arena and Motorrad-Schikane

Length of track: 24,358 km  
 Direction of track: clockwise  
 Pole Position: iRacing Guidelines

## 3. Standard Schedule

Training (race server)	→ race server with password	13:00 – 13:55 h
Briefing	→ Mandatory/driving ban	14:00 – 14:20 h
Qualifying	→ 35 Min Lone/Quali	14:20 – 14:55 h~
Gridding Time	→ 5 Minutes	14:55 – 15:00 h~
Race	→ 8 Hour	15:00 – 23:10 h~
Victory interviewer	→	23:10 h~

## 4. General

The events of the Virtual Racing School (VRS) | DNLS Community CUP 2021 will be held according to the regulations Virtual Racing School (VRS) | DNLS Community CUP 2021 General Regulations 2021, the Behavior & Penalties Catalogue, the DMSB Circuit Regulations for SimRacing 2021.

All drivers are obliged to familiarize themselves with these regulations and rules and to observe them.

## 5. Driving rules and code of behaviour

**In VRS | DNLS Community CUP vehicles have divergent capacity. This means all participants have to display a fair, considerate and respectful behaviour.**

Please respect other participants and treat each other, as you yourself would like to be treated.

**Drivers with faster cars heed and respect slower cars !**

**Drivers with slower cars heed and respect faster cars !**

Leave enough space for overtaking and do not drive in a gap that is not really a gap.

**Slower cars have to anticipate that faster cars will use this space and drive into a gap.**

**Slower cars should not close the gap for a faster car !**

**Slower cars should not drive into a group of faster cars !**

**Faster cars have to anticipate that slower cars will close free space or a gap.**

**Faster cars should not drive into every gap and hold back from time to time !**

**Save overtaking is the responsibility of the overtaking driver as well as the slower driver !**

**Sportsmanlike behaviour, consideration and fairness apply to all participants of a VRS | DNLS Community CUP event !**

## 6. Flag signals

### 6.1 Yellow Flag

This rule applies to the respective vehicle class. It is allowed, to overtake vehicles from a different class after passing the crash site.

This flag signals a hazard or obstacle next to or on the circuit. The flag is swayed to the drivers. Speed has to be reduced, no overtaking and change of direction is possible. A begun overtaking has to be abort.

A yellow sector is given, if damaged vehicles are next to or on track.

The yellow flag is also valid for the two following turns. Only after passing the second turn the yellow flag is voided and overtaking is allowed. .



### 6.2 Blue Flag

This swayed displayed flag shows the driver, that he will be overtaken or lapped. The flag has different meanings during training / qualifying or race:

#### During Training / Qualifying

The flag signals the a faster car is closing in and planning on overtaking the driver.

#### During a 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.

## 7. Qualifying

**7.1** 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.

**7.2** The qualifying on race day lasts 35 minutes and is completed in the “Lone Quali/4 Laps”.

**7.3** No restrictions on driver selection

**7.4** The ESC button may be pressed during qualifying

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

## 8. Formation lap

**8.1** The formation lap will take place in three (3) starting groups.

### 8.2 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.)

### 8.3 Starting position guidelines

The pole setter of each vehicle class always starts from the right side of the track. The pole setter of the SP9 class is placed on the right start side by the simulation. The iRacing starting grid of the classes CUP2, SP10 and SP3T may differ. In this case, all cars of a car class swap the start page with the beginning of the formation lap.

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



### 8.4 General provisions

All start groups leave at the beginning of the introduction/formation lap!

Cars that are not in their starting group may pull out to the right or left to pass cars that are not in their starting group. The vehicles line up at the end of their respective start group. Hereby the given start page has to be observed!

**PaceCar speed is approx. 70 Km/h until start clearance.**

Overtaking during the introduction/formation lap is only allowed,

- a) until the Bilstein bridge.
- b) if a vehicle was late leaving the starting grid and the vehicles behind - in order not to hinder other vehicles could not avoid passing.

Vehicles, which are passed by the complete starting grid, will remain behind and start from the last position. If this affects more than one car, they have to queue in the same order as leaving the starting grid. A change of position and sudden change of direction is prohibited. In this case, the race director will decide if the start is clear or if another formation lap or penalty is due. Drivers that return to pit lane due to a defect on the car have to fall back on the starting grid.

Cars starting directly from the pit, can leave the pit lane only after their respective class has passed the pit lane exit.

Open starting places cannot be filled with other cars during the formation lap.

Open starting rows however will be filled with moving up other cars.

The distance between two cars must not be more than three (3) vehicle length.

At Bilstein bridge at the end of Döttinger Höhe all cars must be in a closed 2x2 formation at the latest !

## 8.5 The starting group 1

**Start group 1 "SP9" begins the formation with the pace car.** The distance to the pace car must not be more than four (4) car lengths.

Vehicles that are not in their starting group may move out to the right or left to pass vehicles that are not in their starting group. The vehicles line up at the end of their respective start group. Hereby the given start page has to be observed!

## 8.6 The starting group 2

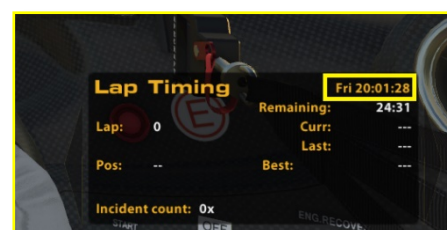
The starting group 2 "CUP2" follows the cars of the SP9 up to the grid position.

The first starting row of the starting group 2 "Cup2" and all cars of the starting group 2 "Cup2" driving behind will stop their cars within the assigned grid position. (See picture) The correct starting position is to be taken up to the grid position!

The lining up of the 2x2 formation up to the grid position is only allowed within the center of the lane.

The left and right side of the lane is reserved for the vehicles that have to join their starting group. It is mandatory to keep the right and left side of the lane free!

The continuation of the formation lap is determined by the virtual sim time. The race management communicates the sim time via the in-game chat.



## 8.6 The starting group 3

The starting group 3 "SP10/SP3T" follows the cars of the Cup2 up to the grid position.

The first starting row of the starting group 3 "SP10/SP3T" and all cars of the starting group 3 "SP10/SP3T" behind will stop their cars within the assigned grid position. (See picture) The correct start position has to be taken up to the grid position!

The lining up of the 2x2 formation up to the grid position is only allowed within the center of the lane.

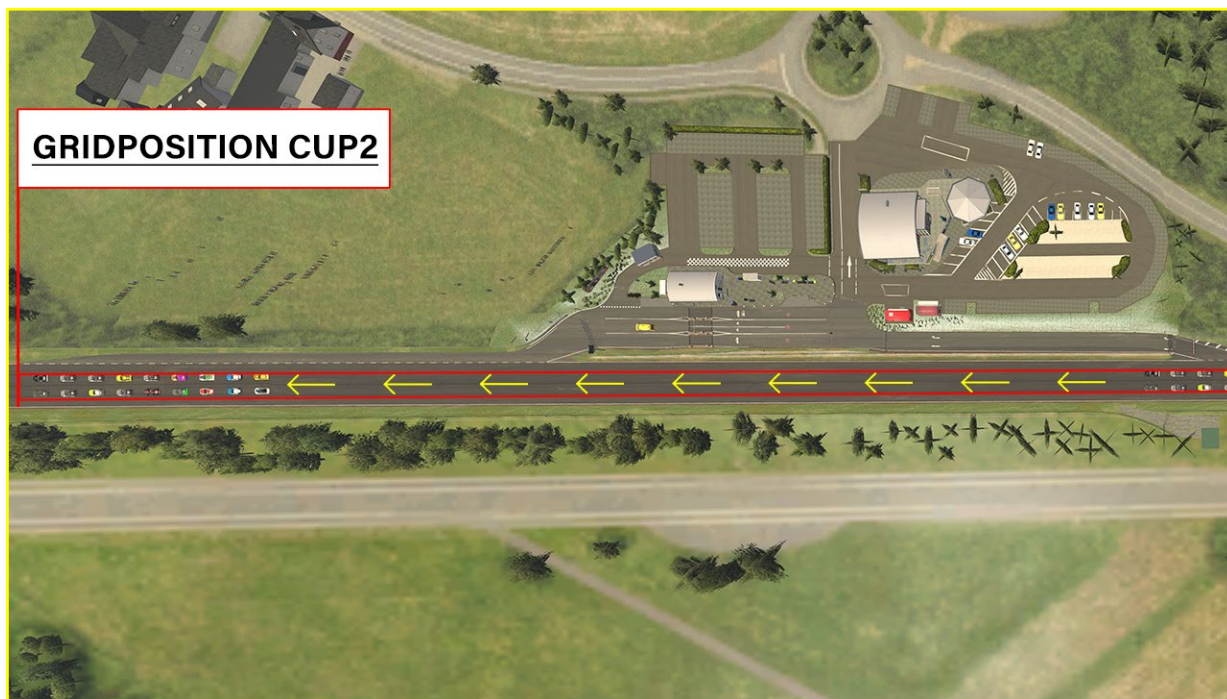
The left and right side of the lane is reserved for the vehicles that have to join their starting group. It is mandatory to keep the right and left side of the lane free!



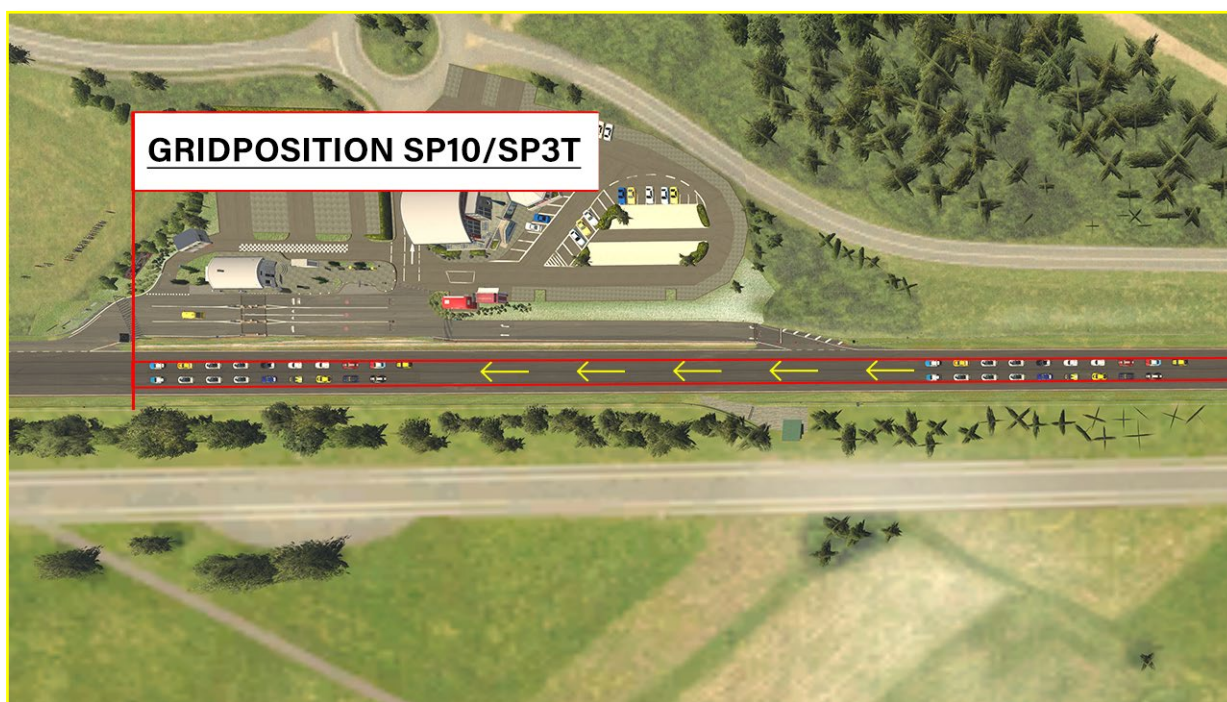
The continuation of the formation lap is determined by the virtual sim time. The race management communicates the sim time via the in-game chat.



### Grid Position CUP2

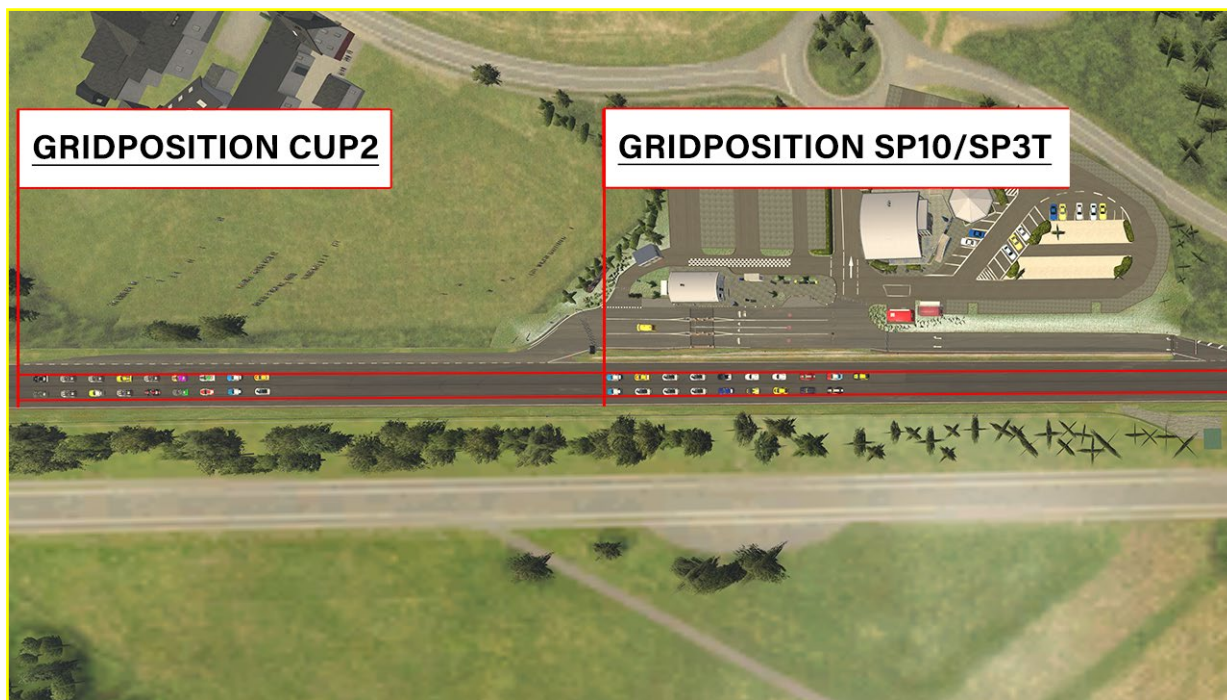


### Grid Position SP10/SP3T





## Grid Position CUP2 und SP10/SP3T



## **9. Start**

**9.1** Start for all three starting groups will be a flying start.

**9.2** All cars have to follow the lead of the car on pole position in their respective group and drive with steady speed in a closed parallel formation in two rows and close in on the start area.

**9.3** Start of race will be within the Start Area.

**9.4** Clearance for start takes place by the leading car of each group. As soon as the leading car starts to speed within the starting area, the race is clear for this class and overtaking is permitted.

**9.5** If you receive a penalty by iRacing during the race, please contact the race control. The race control will check whether the penalty was justified.



## 10. Race

**10.1** After time lapse, the first the leading car will be flagged down and after that all other cars when they pass the finish line.

**10.2** Stopping or driving slowly on the finish line without any given reason will result in no scoring.

**10.3** The finish line is only void on track.

**10.4** Only cars that have passed the finish line into the pit lane with their own motor capacity will get a result. Only laps passed with their own motor capacity are void.

**10.5** Cars, which are located in the pit lane during the flag down of the leading car are without result!

**10.6** Definition no result and disqualification

No result: The position stays, all points from the race will be deleted.

Disqualification: All points from the race will be deleted, the team will be put on the end of their respective class.

**10.7** 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.

## 11. Communication

### 11.1 InGame Chat

After starting with qualifying the chat ban is valid (Text/Voice). Exception is Pass Left / Pass Right in Text Chat.

### 11.2 InGame Voice Chat

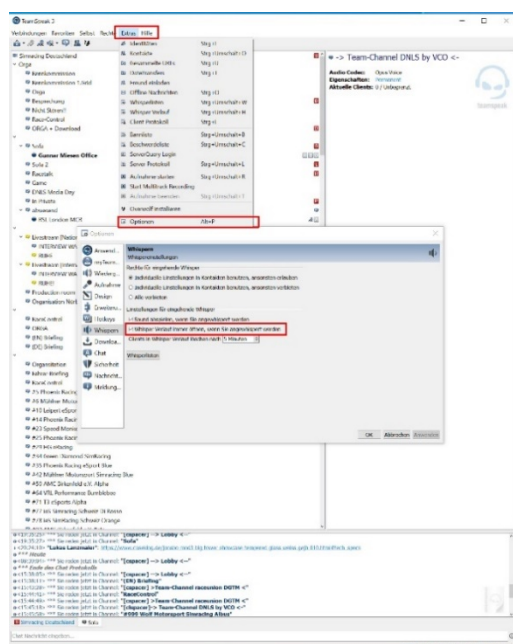
InGame VoiceChat-function must be equipped and active. (Starting driver)

### 11.3 Teamspeak

The VOIP Communications system Teamspeak is mandatory. From the beginning of the drivers briefing the attendance in Teamspeak from Simracing Deutschland is mandatory.

### 11.4 Teamspeak settings (Whisper)

The check mark for "Always open Whisper history when whispered to" should be removed.





**11.5** It is not permitted to enter other Teamspeak channels and disturb the participants during the event.

## **12. Incident-Limit**

The following iRacing conditions and penalties apply.

### → 8 hour race

The first S/H penalty will be declared with 60 INC. The penalty will be declared by the simulation system.

Every other S/H penalty ensues after 5 INC

## **13. Fastrepair and Penalties**

### **13.1 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.

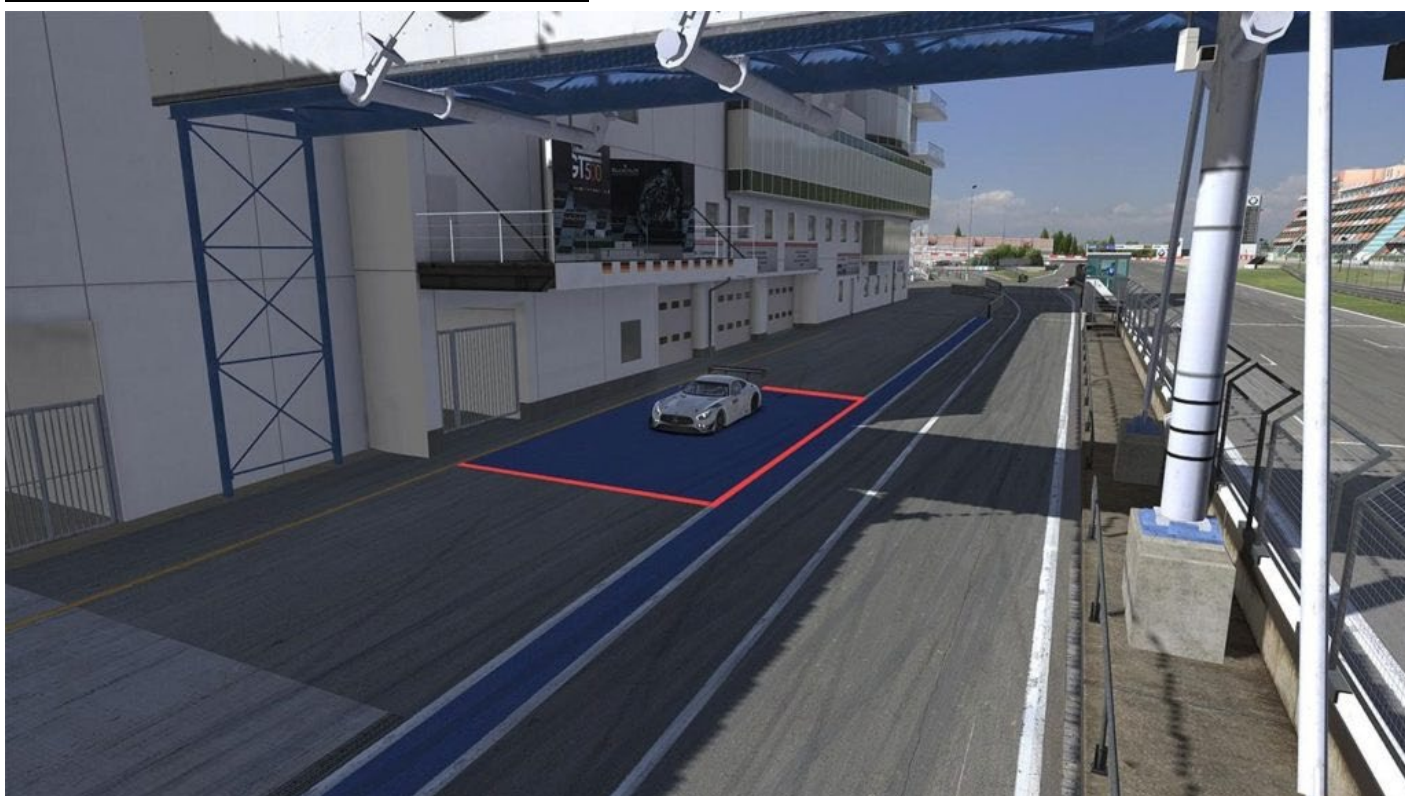
### **13.2 FastRepair Guidelines in the Race**

For each used FastRepair a 2 Minute Stop&Hold Penalty in the marked area (Penalty Pit) within the pit lane is due. If a FastRepair is used by accident or not noticed by the simulation the 2 Minute Stop&Hold Penalty is due nonetheless. Each team is responsible to stick to the 2 Minute Stop&Hold Penalty and to complete it in the following round. A pit stop afterwards is prohibited.

Race commission will check all teams and races sporadically.

**The neglect of the 2 Minute Stop&Hold Penalty during the event will lead to the disqualification of VRS | DNLS CC 2021.**

### **Penalty Pit (FastRepair/2min Penalty)**



### 13.3 Report of FastRepair (FR-Report)

All used FastRepair must be reported to the race commission on time via the according document. FastRepair's can be reported during a race. All used FastRepair's must be reported until one hour after the end of race at the latest.

### 13.4 FastRepair proof (Picture)

A proof of the used FastRepair is not necessary.

## 14. Maximum driving time

~~14.1 After a driving time of 2,5 hours (150 Minutes) the driver must take a break of at least 30 minutes.~~

~~14.2 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.~~

## 15. Pit stops /Pit lane

**15.1** Within the pit lane the driver has to keep on the Fast Lane, until he is two vehicle length away from his pit. It is prohibited to block the driver behind or to park apart from the respective place of the pit. A violation is punished by the race commission.

**15.2** Moving the car against the driving direction with the own motor force is only allowed for a distance of one vehicle length.

**15.3** After leaving the pit every driver has to get on the fast lane immediately and follows this lane until it is allowed to merge on track again. If other cars are coming up from behind when joining the race track, a driver is only allowed to drive on the racing line if he has enough speed to race and is not a hindrance to other cars.

**15.4** The changing of tyres during a pit stop is optional and not mandatory.

**15.5** The heat up of tyres with a burnout is prohibited. Exception is the start from the own pit.

**15.6** 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.

## 16. Race commission & Protests

**16. 1** The race commission consists of the clerk of the course and a permanent Steward. There will be a review of incidents during the races (Live Reko).

**16.2** Protests can be submitted during the race or **15 minutes** after finish at the latest via the online form on [www.simracing-deutschland.de](http://www.simracing-deutschland.de). Protests, which are submitted after this time are illegitimate.

Please keep the following in mind:

- The form has to be filled out correctly and completely
- Protests from non-involved drivers are not permitted
- Protests need to be filled from a driver/team directly involved in the incident
- The protest has to include the exact Current Time (CT)

## 17. Full-Course Yellow (Virtuelles Safety-Car)

The call of a Full-Course Yellow (FCY) is the responsibility of the race director.

A Full-Course Yellow (FCY) may be called under the following situations.

- In accidents with more than four vehicles involved

A Full-Course Yellow (FCY) will be called by the race director via TeamSpeak (Whispern) with "Yellow Flag Yellow Flag Full-Course Yellow".

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

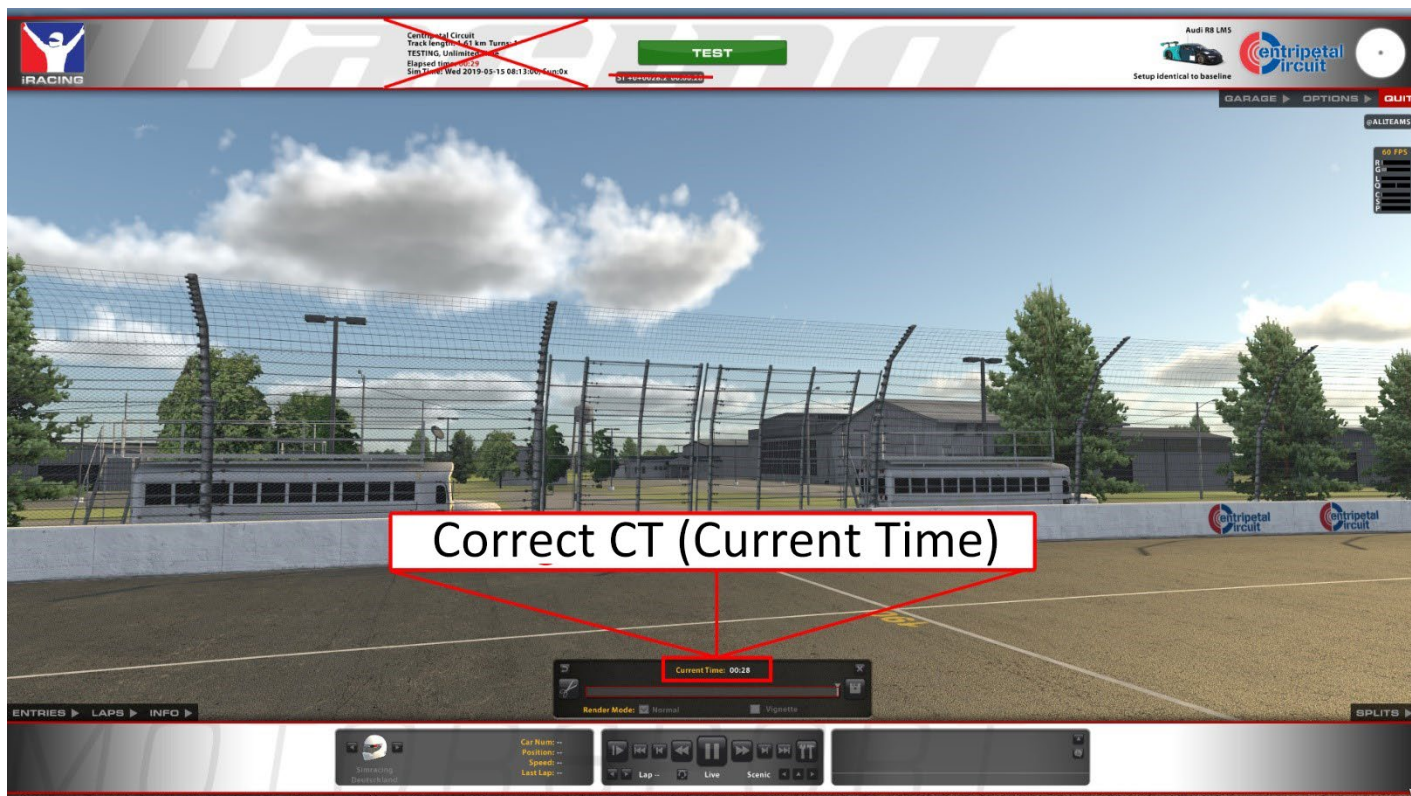
- Teams are instructed to slow the pace appropriately.
- There is an absolute no overtaking and you have to drive in single file behind the leader of the class.
- The leader of each car class must take a maximum speed of 120 Km/h +/- 5 Km/h at the latest 20 seconds after the call of a FCY phase. The leader of each car class may not exceed the specified maximum speed until the end of an FCY phase. All cars behind the leading car are allowed to catch up.
- For car classes that have not started the race after the start, please note the following.
  - o The regular start in a 2x2 formation is canceled
  - o A single-file formation must be adopted
- During a FCY phase, "wagging" to warm up the tires is allowed, heavy braking or acceleration is not allowed.
- Cars that are not in their vehicle class at the time may pass cars that are not in their car class at a reasonable speed.

The following must be observed.

- o Before each overtaking maneuver, Flashlight must be operated at least once before overtaking is allowed.
- o The speed difference during an overtaking maneuver must not be higher than 15 km/h.
- During a FCY phase, the pit lane is always open. Pit stops and FastRepair penalties may be completed during an FCY phase. It is not allowed to complete open penalties of the race control during a FCY phase.
- Before the end of a FCY phase, the race control will call a "CODE 60" via TS-Whisper. The leaders of each vehicle class must reduce their speed to 60 km/h, all vehicles behind must adapt their speed to the vehicle in front.
- The end of a Full-Course Yellow will be announced via TeamSpeak (Whispern) with "Green Flag - Track Clear" by the race control.
- The restart will be in single file behind the lead car. After the announcement "Green Flag - Track Clear" it is the responsibility of 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 following curve has been passed at race speed.

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





## Penalties

Penalties can take place from the first lap, but must have taken place until the end of third lap. Refueling and changing of tyres is not permitted.

Team	Penalty	What

## Keep Simracing