



www.virtualbelcar.be

WINTER SERIES RULEBOOK

Versie:

11 november 2020



AUDI RS3 LMS



BMW M4 GT4



PORSCHE CAYMAN GT4



PORSCHE 911 GT3 CUP



RADICAL SR8

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Entry fee

Entry fee per team : 70 EUR

To register: <https://www.virtualbelcar.be/winter>

Payment details will be provided upon registration.

Schedule

Round 1	27 nov 2020	Donington GP
Round 2	18 dec 2020	Spa Endurance
Round 3	08 jan 2021	Road America
Round 4	05 feb 2021	Circuit Zolder GP
Round 5	26 feb 2021	Mosport – Canadian Tire Motorsport Park

Cars & Classes

BELCAR 1	Radical SR8	No fuel limit Open Setup
BELCAR 2	Porsche 911 Cup	No fuel limit Open Setup
BELCAR 3	Porsche Cayman GT4	No fuel limit
	BMW M4 GT4	Open Setup
BELCAR 4	Audi RS3 LMS	No fuel limit – Open Setup

Cars will not be subject to any BOP other than the iracing BOP.

You are allowed to change class during the season, however points scored in class are not interchangeable between classes. This means you can swap cars in same class (Belcar 3) without losing points.

Teams

A team has at least two drivers and maximum five.

Each team should be registered on the iRacing service and the Virtual Belcar website. Make sure team members are identical on iRacing and Virtual Belcar

website. We strongly recommend setting up a dedicated iRacing team for the Virtual Belcar races.

Car liveries and decal layers

You are free to customize your car paint and add personal sponsors. Add your team car, suit and helmet paint on the Virtual Belcar website. The organization will enforce series sponsors decal layers. A decal template per car will be released shortly so you know which areas will be covered by the series sponsors.

The day before each race we will update and handover the paint pack to the broadcaster. To use the paint pack locally, download it from virtualbelcar.be

Decal placeholders: <https://virtualbelcar.be/dashboard/paint/decals>

League overview

Virtual Belcar – Open

This is a public league open to all. Accepting league requests.

<https://members.iracing.com/membersite/member/LeagueView.do?league=4089>

Virtual Belcar

This is a private league open to all teams in Virtual Belcar. Official Race Server. Invitational only.

Zolder Touring Cup

This is a private league open to all teams in Zolder Touring Cup. Official Race Server. Invitational only.

Practice Sessions

Once you have accepted the invite to the Virtual Belcar Endurance league on iRacing, you will be able to join official practice sessions. These sessions will be available in the league sessions tab on the iRacing website.

We will host multiple sessions per week so you have some time to test multiple cars and setups. Practice sessions are open to individuals. Closer to race date we will host some team practice sessions too. That way you can practice driver swaps and get used to login on a server as a team.

Joining the race server

- Make sure your team name on iRacing and the Virtual Belcar site are an exact match
- Make sure all team members of your team on iRacing match exactly all team members on the Virtual Belcar site
- When logging into a team session: select the correct car
- When logging into a team session: select the correct team
- Make sure the team id on the Virtual Belcar site matches the iRacing id of your team (not your personal id)

Please, double check this.

You can only register once for a session on iRacing, if you get it wrong there is no way to correct it and we can not let you start!

On race day with some stress involved a mistake is easily made. Joining a server the correct way is like gridding a car correctly or passing technical control, it is all part of racing.

Train yourself to get familiar with these procedures.

Scoring

Per class:

Position	Points
1	25
2	18
3	15
4	12
5	10
6	8
7	6
8	4
9	2
10	1

Pole in class: 1 point

Fastest lap in class: 1 point (must be a clean lap without incs)

You are allowed to change class during the season, however points scored in class are not interchangeable between classes. This means you can swap cars in same class (Belcar 4) without losing points.

Flags

Yellow

Drivers must make an effort to slow down and avoid wrecked cars, failing to do so can result in a penalty.

Blue

The lapped driver must make a sensible attempt at allowing the lead lap cars to pass. The responsibility for the overtake is shared equally between the lapped driver and the driver on the lead lap.

Penalties

Each round live stewards (Race Control) will monitor the race.

Race control live penalties

Stop and Go 30 sec. In iRacing total time will be 55 sec.

Stop and Go 1 lap. Time is different per track.

Disqualification.

Stop and Go penalties can be combined with a regular pit service.

Automatic penalties

Drive Through: If a team accumulates a certain amount of incident points over the course of the race a drive through penalty will be activated. This limit is set per round. Do NOT stop in your pitbox!

Disqualification : If a team accumulates a certain amount of incident points over the course of the race, the team will be automatically removed from the race. This limit is set per round.

Stop and Go : speeding in pit.

No iRacing penalties will be cleared. It is the driver's responsibility to manage the situation. 'iRacing Bug' penalties are just bad luck.

Anything not mentioned in this rulebook and if an issue is raised by a driver this will be discussed by the admins and stewards and the resulting decision will be published.

Weather and Date

Weather: dynamic, auto generated (see each round for details)

Track State

Track state will be carried over from all sessions.

Gridding and start procedure

Grid

Based on qualifying. Not grouped by class, purely based on qualifying time.

Start

Rolling start.

As of exit second to last corner no more waving or brake checks. All cars remain at correct position. Two by two in a double lane file. We want to see two nice straight lines of cars. Lead cars stays close to pace car.

Lead car goes on green, not before.

No overtaking before start finish. No overtaking before start finish. No overtaking before start finish. No overtaking before start finish.

Left lane will follow left side grid boxes on the track. Right lane will follow right side grid boxes on track. Lead car keeps a steady pace until lights go green. Do not leave large gaps between cars.

Failing to follow correct start procedure will result in a stop and go.

Pit stops and driver changes

Each team will need to perform at least two driver changes per race. Teams who do not follow this rule will receive a stop and go, or a post race time penalty.

Race format

Multiclass team endurance.

Round 1 : Donington GP

Date

27 nov 2020

Timing (CET)

18h00	Session start	Practice
19h00	Start Qualifying	Open / 1 hour
20h00	Race start	Rolling start
00h00	Finish	4 Hour race

Race settings

In-sim date	01 oct 2020
In-sim session start time	12h00
Session type	Team
Weather	Dynamic auto generated
Track state	Carried over
Drive Through inc limit	15
DQ inc limit	50
Cautions	No
Fast repairs	1
Fuel	No limit
Tires	No limit
Driver changes	Min 2

Round 2 : Spa (Endurance)

Date

18 dec 2020

Timing (CET)

18h00	Session start	Practice
19h00	Start Qualifying	Open / 1 hour
20h00	Race start	Rolling start
00h00	Finish	4 Hour race

Race settings

In-sim date	01 oct 2020
In-sim session start time	12h00
Session type	Team
Weather	Dynamic auto generated
Track state	Carried over
Drive Through inc limit	15
DQ inc limit	50
Cautions	No
Fast repairs	1
Fuel	No limit
Tires	No limit
Driver changes	Min 2

Round 3 : Road America (Full)

Date

08 jan 2021

Timing (CET)

18h00	Session start	Practice
19h00	Start Qualifying	Open / 1 hour
20h00	Race start	Rolling start
00h00	Finish	4 Hour race

Race settings

In-sim date	01 oct 2020
In-sim session start time	12h00
Session type	Team
Weather	Dynamic auto generated
Track state	Carried over
Drive Through inc limit	15
DQ inc limit	50
Cautions	No
Fast repairs	1
Fuel	No limit
Tires	No limit
Driver changes	Min 2

Round 4 : Circuit Zolder GP

Date

05 feb 2021

Timing (CET)

18h00	Session start	Practice
19h00	Start Qualifying	Open / 1 hour
20h00	Race start	Rolling start
00h00	Finish	4 Hour race

Race settings

In-sim date	01 oct 2020
In-sim session start time	12h00
Session type	Team
Weather	Dynamic auto generated
Track state	Carried over
Drive Through inc limit	15
DQ inc limit	50
Cautions	No
Fast repairs	1
Fuel	No limit
Tires	No limit
Driver changes	Min 2

Round 5 : Canadian Tire Motorsports Park

Date

26 feb 2021

Timing (CET)

18h00	Session start	Practice
19h00	Start Qualifying	Open / 1 hour
20h00	Race start	Rolling start
00h00	Finish	4 Hour race

Race settings

In-sim date	01 oct 2020
In-sim session start time	12h00
Session type	Team
Weather	Dynamic auto generated
Track state	Carried over
Drive Through inc limit	15
DQ inc limit	50
Cautions	No
Fast repairs	1
Fuel	No limit
Tires	No limit
Driver changes	Min 2

General recommendations

Use your virtual mirror! You also have the option to use the car's mirrors but these require a beefier pc and do not offer a wider field of view. With the virtual mirror you get a better view of what is happening next to you. Even in VR this is a must have. The virtual mirror compensates the reduced peripheral vision.

Use your spotter.

Use the F3 blackbox (relative screen). This will give you info on upcoming traffic. Never ever rejoin the race track without consulting the relative screen.

Don't try to win the race in turn 1. It will end in tears.

Be patient and smart. Sometimes you need to work together to beat the competition. In a battle you will lose time, and your rivals might catch up. Know when to fight and when to go with the flow.

In a slower car: be predictable, stay on the normal racing line. Or if you explicitly want to make room do it in a very clear way.

Defending position? Defend early. Closing the door in the braking zone with a car next to you will not end well. If the other car is next to you you have already lost, take your loss and fight back later, the slipstream is yours on the next straight. Always give room to race.

Attacking? Make sure you are alongside the other car before turn in. If not, bail out, try again later. Especially before a chicane. Dive bombing will end in tears. Always give room to race.

After a spin or crash rejoin the track in a safe way. Yes, you will lose places, but if you just jump on track again without looking at upcoming traffic you will lose a whole lot more.

Turn up the volume of tire sounds. In a virtual car you miss information about what the car is doing, you don't feel it like in a real car. Motion and force feedback can't replace the real deal. Tire sounds will give you extra information about what the tires are doing.

Using a screen or multiple screens? Place your screen as close to your steering wheel base as possible. Use the iracing FOV calculator to set your field of view. (Or google something like “setting fov in simracing iracing”)

Don't use wifi.

Race hard, fair and clean. Have fun! Let's make it a thrilling show to watch!