



VIRTUAL BELCAR 2023

RULEBOOK

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Intro

Intro

Virtual Belcar aims to promote simracing as an eSport. Each participant can be sure the organization, race control, and stewards are independent and uphold professionalism. We are all ambassadors of our sport and should act accordingly. The best way to promote simracing is by broadcasting clean and exciting races.

The purpose of this rulebook is to provide a framework to ensure fair racing and great sportsmanship. Looking for loopholes or starting discussions based on subjective interpretations and nuances will not be tolerated. If something is not covered in this rulebook Virtual Belcar can fall back to the iRacing Sporting Regulations, Belcar Endurance Series Rulebook and real life experience to enforce a ruling. Virtual Belcar reserves the right to evaluate potential problems on a contextual basis. We humbly request that drivers and teams respect the decisions made by race control, which we are always happy to explain, and remember that Virtual Belcar exists to facilitate a fair contest.

Virtual Belcar reserves the right to update this rulebook during the season. In case of an update we will communicate this clearly. If the update might have an impact on the championship we will first consult drivers/teams before updating the rulebook.

Code of conduct

By participating in Virtual Belcar, you promise to abide by the following code of conduct.

- No cheating.
- Respect other drivers and teams.
- Respect the organisation and stewards.
- Be polite, be cool.
- Be helpful.
- Be openminded and open to dialogue.
- Read the rulebook and play by the rules.
- Prepare yourself for each race.
- Embrace fair play.
- Behave honorably and honestly.
- Never give up.
- Master the software.

Administration

Registration and entry fee

To register: visit www.virtualbelcar.be

Only a user that has admin rights within the team on the iRacing platform can register a team.

The entry fee for a full season is: 100 EUR

Any entry fee paid is non-refundable.

In case of less than 30 confirmed entries the season will be cancelled.

Only after payment your team will receive league invites for the official Virtual Belcar league (league id = 2715).

Entry fee breakdown for entries after season start

Round 1	Round 2	Round 3	Round 4	Round 5	Round 6
100 EUR	95 EUR	85 EUR	75 EUR	65 EUR	50 EUR

Cars and classes

Maximum cars per class: 20

Minimum cars per class: 8

If less than 8 teams register for a class Virtual Belcar reserves the right to cancel the class.

Class requirements and cars

CLASS	MIN IRATING	MIN LICENSE	CARS
BELCAR 1	2500	B	Lamborghini Huracan GT3 Audi R8 LMS GT3
BELCAR 2	2200	B	Porsche 911 GT3 Cup (992)
BELCAR 3	1900	C	BMW M4 GT4 Porsche Cayman GT4 Mercedes AMG GT4

If a driver has proven experience in Virtual Belcar or Virtual Belcar Skylimit Sprint Cup (or other series) we could still accept the registration even if the above requirements are not met.

Virtual Belcar will evaluate every registration, if we feel your class choice does not match your skill level we will suggest another class.

Open car setup and iRacing BOP.

Teams

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.

A team can use maximum 6 different drivers during the season, 24 Hours of Zolder included. Teams that use more than 6 different drivers will receive a 25 points penalty at the end of the season.

All drivers that join the team for the 24 Hours of Zolder must have participated in at least one other Virtual Belcar or Virtual Belcar Skylimit Sprint Cup race during the current season or one of the previous seasons.

Before every race a team admin should confirm the drivers. This can be done on our website. Drivers must be confirmed before: **see race details**.

Paint pack

The admin of a team can manage the paint pack for the team on our website.

You can upload a car, helmet, suit and specmap paint.

Car, helmet and suit need to be .tga files and the specmap should be a .mip file. We rename the files automatically so you don't need to worry about that.

The organization will enforce series sponsors decal layers.

Do not paint number boards on your car!

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

League overview

Virtual Belcar – Open (id 4089)

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

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

Virtual Belcar (id 2715)

This is a private league open to all teams in Virtual Belcar.

Official Race Server. Invitational only.

Discord

Please join our discord. This is our main communication platform.

Please use your real name in our server.

<https://discord.gg/4Swng8J>

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 (about 40 sessions before every race). 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 (correct team id on iRacing!)

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).

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!

We strongly recommend having more than 1 admin in your iRacing Team.

Have a driver in stand by as a backup (and make sure this person is set as a driver for the race, even if this team member probably will not need to actually race).

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

Scoring per class

Finishing position	Points	24H of Zolder at 6 hours & 12 hours mark
1	25	12.5
2	18	9
3	15	7.5
4	12	6
5	10	5
6	8	4
7	6	3
8	4	2
9	2	1
10	1	0.5

Pole in class: 1 point

Fastest lap during the race in class: 1 point

(during 24 Hours of Zolder at 6 hours and 12 hours mark: 0.5 point)

To score points for finishing position and fastest lap a team/car must have:

- completed at least two driver swaps during the race (not at 24 Hours of Zolder at 6 and 12 hours mark)
- completed 50% of the laps completed by the overall winner

Race Control

Live Race Control

All race sessions will have live Race Control, consisting of multiple stewards monitoring race activity.

Race Control will hand out penalties to drivers who fail to drive in a clean, fair manner, who act recklessly, or otherwise affect the spirit of competition within the series.

Race Control may remove drivers from the track if they feel that their speed/lap times are too slow, or if they pose a risk to other drivers due to their driving, car condition, internet connection or equipment condition. In this case, a driver will first be warned and given time to correct this. In the event the issue persists, the driver shall be ordered to pit the car until the issues are resolved (repairs, driver swap for a bad connection, etc.). If the issues persist, the car will be black flagged for the remainder of the race.

Race Control will not clear iRacing penalties. These penalties must be served according the set procedure by iRacing, in most cases penalties must be served within 3 laps.

We use software to follow up on incidents but not all incidents or unfair driving will show up in our race control dashboard. You can file a protest during the race (see "Filing a protest").

All decisions made by Race Control will be publicly published in the race control channel in our Discord server (rc-messageboard).

Live Race Control can issue these penalties
Final warning (message via iRacing text chat and Race Control channel in Discord server)
Stop and go 30 sec (will appear in iRacing as 55 sec including pitlane time)
Stop and go 1 lap
DQ

It is allowed to combine a stop and go with a pitstop.

Incident limits

Each round will have a maximum incident count (DQ limit).

Each round will have a drive through incident limit. During a drive through you are not allowed to enter your pitbox.

Filing a protest

You can file a protest in #vb-protest channel in our Discord server.

Make sure to use the correct format (see #how-to-protest channel).

All protests are publicly available and so will be all decisions by Race Control.

You are not allowed to react to protests in the #protest channel.

Keep in mind: if you file a protest all involved cars/teams can receive a penalty. The team that files a protest is also subject of inquiry and can receive a penalty too. This means there is no need to counter protest when your team is being protested by another team.

Race Control and Virtual Belcar Organisation will not react or respond to private messages during the race. Race Control will only handle protests that are in the #protest channel and have the correct format. Race Control will publish all decisions in #rc-messageboard.

If you need more information about a Race Control decision you can consult Race Control 24 hours after the race.

Penalty points

Penalty	Penalty Points
Final Warning =	1
Stop and Go 30 secs =	3
Stop and Go 1 lap =	5
DQ =	8

If a car/team accumulates 7 or more penalty points during the season they will be excluded from qualifying the next race. After serving a pitlane start the penalty points of the car/team will be reset. Race Control can also hand out penalty points after the race (post race penalty points will have no direct effect on the result of the race).

An overview of the penalty points will be available in Discord.

Fast Repair

Every race we offer 1 fast repair. ~~During the season each team/car has one free (intentional or unintentional) fast repair. As of the second time a team/car uses (intentional or unintentional) a fast repair during the season, the team/car will be excluded from qualifying the next race and can start at the back of the grid.~~

Since we can't be 100% sure about the use of the fast repair (unclear data) we can't enforce this rule.

Pitstops and driver swaps

Each car/team will need to perform at least two driver swaps per race. (see also "Scoring"!)

Gridding and Start Procedure (Important!)

Grid

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

Start Procedure

Rolling start.

As of exit second to last corner no more waving or brake checks.

Two by two in a double lane file.

We want to see two nice straight lines of cars.

Left lane will follow left side grid boxes on the track and right lane will follow right side grid boxes on track.

Do not leave large gaps between cars.

No gaps between classes!

Lead car stays close to pace car and controls the field. Lead car goes on green, not before.

The car in P2 is not allowed to overtake the lead car before start/finish line!

You are not allowed to overtake the car in front of you that is in the same lane as you. You have to stay in your lane until start finish line!

Failing to follow correct start procedure be penalized.

Flags

Blue flag

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 leading lap.

Yellow flag

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

Behaviour

Race hard but fair and clean.

Behave on track.

Behave in discord. You can talk about incidents as long as it is not a blaming game, if you talk about an incident in a public Discord channel do it respectfully and make sure all parties can learn from it.

Keep an open mind, have a Zen-moment and think about what you yourself could have done differently to prevent an incident, even if you feel you are not at fault. If you find yourself entangled in incidents often, you are doing something wrong. No, it is not always bad luck and no it is not always the other drivers.

Misbehaviour, on or off track will lead to removal of the league with no refund.

No incident is exactly the same and we expect drivers to have some common sense about the dynamics of multiclass racing. Every incident will be reviewed by at least 3 live stewards. We will publish all decisions publicly in our Discord server. We don't mind explaining our decisions, but during the race we don't have time to have an elaborated dialog, so we might get back to you the days after the race.

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.

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.

We will not tolerate any name calling, foul language, ... Being a dick will get you kicked.

When you contact another team privately to discuss an incident: behave and be polite. You can have a discussion, disagree and stand your ground while remaining professional and correct.

Race hard but fair, and always leave room to race.

Misbehaviour on and off track can be penalized (penalty points).

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.

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 wheelbase 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.

Round 1: Sebring International Raceway

Date

07 april 2023

Final team confirmation date: 05 april 2023 - 23:59 cet

Timing (CET)

19H30	Open Practice
20H15	Briefing in Discord
20H30	Open Qualifying (30 mins)
21H00	Race Start (180 mins)
00H00	Race End

Race details

In-sim date	07 April 2023
In-sim session start time	14h00
Session type	Team
Weather	Dynamic auto generated
Track state	Carried over
Drive Through inc limit	15
DQ inc limit	35
Fast repairs	1
Fuel	No limit
Tires	No limit
Driver changes	Min 2
Race length	180 mins
Start	Rolling
Track config	International

Round 2: Spa-Francorchamps GP

Date

05 may 2023

Final team confirmation date: 03 may 2023 - 23:59 cet

Timing (CET)

18H30	Open Practice
19H15	Briefing in Discord
19H30	Open Qualifying (30 mins)
20H00	Race Start (360 mins)
02H00	Race End

Race details

In-sim date	05 May 2023
In-sim session start time	14h00
Session type	Team
Weather	Dynamic auto generated
Track state	Carried over
Drive Through inc limit	15
DQ inc limit	55
Fast repairs	1
Fuel	No limit
Tires	No limit
Driver changes	Min 2
Race length	360 mins
Start	Rolling
Track config	GP

Round 3: Magny-Cours

Date

16 june 2023

Final team confirmation date: 14 june 2023 - 23:59 cet

Timing (CET)

19H30	Open Practice
20H15	Briefing in Discord
20H30	Open Qualifying (30 mins)
21H00	Race Start (180 mins)
00H00	Race End

Race details

In-sim date	16 june 2023
In-sim session start time	14h00
Session type	Team
Weather	Dynamic auto generated
Track state	Carried over
Drive Through inc limit	15
DQ inc limit	35
Fast repairs	1
Fuel	No limit
Tires	No limit
Driver changes	Min 2
Race length	180 mins
Start	Rolling
Track config	Grand Prix

Round 4: Motorsport Arena Oschersleben

Date

01 sept 2023

Final team confirmation date: 30 august 2023 - 23:59 cet

Timing (CET)

19H30	Open Practice
20H15	Briefing in Discord
20H30	Open Qualifying (30 mins)
21H00	Race Start (180 mins)
00H00	Race End

Race details

In-sim date	01 sept 2023
In-sim session start time	14h00
Session type	Team
Weather	Dynamic auto generated
Track state	Carried over
Drive Through inc limit	15
DQ inc limit	35
Fast repairs	1
Fuel	No limit
Tires	No limit
Driver changes	Min 2
Race length	180 mins
Start	Rolling
Track config	Grand Prix

Round 5: Bathurst Mount Panorama

Date

20 oct 2023

Final team confirmation date: 18 october 2023 - 23:59 cet

Timing (CET)

19H30	Open Practice
20H15	Briefing in Discord
20H30	Open Qualifying (30 mins)
21H00	Race Start (240 mins)
01H00	Race End

Race details

In-sim date	20 oct 2023
In-sim session start time	14h00
Session type	Team
Weather	Dynamic auto generated
Track state	Carried over
Drive Through inc limit	15
DQ inc limit	35
Fast repairs	1
Fuel	No limit
Tires	No limit
Driver changes	Min 2
Race length	240 mins
Start	Rolling
Track config	-

Round 6: 24 Hours of Zolder 2023

Date

09 dec 2023 – 10 dec 2023

Final team confirmation date: 06 dec 2023 – 23:59 cet

Timing (CET)

13h30	Briefing in Discord
13h57	Open Practice
14h30	Open Qualifying (30 mins)
15h00	Race Start (24 hours) – 09 dec 2023
15h00	Race End – 10 dec 2023

Race details

In-sim date	02 july 2023
In-sim session start time	14h00
Session type	Team
Weather	Dynamic auto generated
Track state	Carried over
Drive Through inc limit	20
DQ inc limit	130
Fast repairs	1
Fuel	No limit
Tires	No limit
Driver changes	Min 2
Race length	24 hours
Start	Rolling
Track config	GP