



VIRTUAL BELCAR 2022

RULEBOOK

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Registration

Entry fee per team : 100 EUR

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

We will evaluate every registration, if we feel your car and class choice does not match your skill level we will suggest another car and class.

Once we approve and confirm your registration you will receive all payment details. Only after payment your team will receive league invites for the official Virtual Belcar league (league id = 2715).

Only a user with admin rights within the team on iRacing can register a team.

Managing your team on our website

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

Every admin should set the drivers for a team. Every driver that is set as a driver will automatically get an invite for the league on iRacing. If you uncheck a driver, the driver will automatically be removed from the league on iRacing. It can take up to one hour before the team member receives the invite.

A team has at least two drivers and maximum six.

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.

Managing your team 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

Cars & Classes

Class	Car
BELCAR 1	Lamborghini Huracán GT3 EVO Audi R8 LMS
BELCAR 2	Porsche 911 Cup (992)
BELCAR 3	Porsche Cayman GT4 BMW M4 GT4
BELCAR 4	Audi RS3 LMS Hyundai Elantra N TC Honda Civic Type R

Open setup and iRacing BOP

Changing car or class is only possible after approval by race control. For a car change 5 championship points will be deducted. If you change class your championship points will be reset to zero.

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.

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 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 (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!

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)

24 Hours of Zolder

50% of points at 6 hours of racing

50% of points at 12 hours of racing

100% of points at finish

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 and on track behaviour

Each round live stewards (Race Control) will monitor the race. All Race Control decisions will be posted in the race control channel on Discord.

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.

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 by sending a pm on discord. Make sure to mention your car number, the protested driver car number, lap number, location on track and a short description of the incident.

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.

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.

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.

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. 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.

Functional flashing of headlights is allowed. For example to get noticed by a lapped car. However don't expect it to be a "open the door for me now" button and don't go full bee-gees-mode (for the youngsters: don't flash your headlights so often turning the track into a disco).

Bad connection ('blinking')

If we feel your connection is heavily disturbing the server session we might remove you from the running session. We will always first consult your team to see if resolving the connection issue is possible.

One really bad connection can create strange effects like "ghost contact", damage model bugs, ...

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.

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.

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

No gaps between classes!

Lead car goes on green, not before.

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 will result in a stop and go.

The whole grid should get up to speed without generating a “jojo”-effect, to prevent turn 1 pile ups.

Pit stops and driver changes

Each team will need to perform at least two driver changes per race.

These swaps must be completed no later than 15 mins before the end of the race. For every missed driver change a team will get a full lap stop and go penalty.

Race format

Multiclass team endurance.

Open set up.

3 hours race (except 24H of Zolder)

Open Qualifying 30 mins.

Rolling start.

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 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!

Round 1 : Spa GP

Date

08 April 2022

Timing (CET)

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

Race settings

In-sim date	08 April 2022
In-sim session start time	13h00
Session type	Team
Weather	Dynamic auto generated
Track state	Carried over
Drive Through inc limit	15
DQ inc limit	35
Cautions	No
Fast repairs	1
Fuel	No limit
Tires	No limit
Driver changes	Min 2
Race length	180 mins
Start	Rolling

Round 2 : Watkins Glen (Boot)

Date

06 May 2022

Timing (CET)

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

Race settings

In-sim date	06 May 2022
In-sim session start time	13h00
Session type	Team
Weather	Dynamic auto generated
Track state	Carried over
Drive Through inc limit	15
DQ inc limit	35
Cautions	No
Fast repairs	1
Fuel	No limit
Tires	No limit
Driver changes	Min 2
Race length	180 mins
Start	Rolling

Round 3 : Le Mans

Date

08 July 2022

Timing (CET)

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

Race settings

In-sim date	08 July 2022
In-sim session start time	13h00
Session type	Team
Weather	Dynamic auto generated
Track state	Carried over
Drive Through inc limit	15
DQ inc limit	35
Cautions	No
Fast repairs	1
Fuel	No limit
Tires	No limit
Driver changes	Min 2
Race length	180 mins
Start	Rolling

Round 4 : Circuit de Barcelona Catalunya (Historic)

Date

26 August 2022

Timing (CET)

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

Race settings

In-sim date	26 August 2022
In-sim session start time	13h00
Session type	Team
Weather	Dynamic auto generated
Track state	Carried over
Drive Through inc limit	15
DQ inc limit	35
Cautions	No
Fast repairs	1
Fuel	No limit
Tires	No limit
Driver changes	Min 2
Race length	180 mins
Start	Rolling

Round 5 : Nürburgring GP

Date

14 October 2022

Timing (CET)

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

Race settings

In-sim date	14 October 2022
In-sim session start time	13h00
Session type	Team
Weather	Dynamic auto generated
Track state	Carried over
Drive Through inc limit	15
DQ inc limit	35
Cautions	No
Fast repairs	1
Fuel	No limit
Tires	No limit
Driver changes	Min 2
Race length	180 mins
Start	Rolling

Round 6 : 24 Hours of Zolder GP

Date

10 December 2022

11 December 2022

Timing (CET)

13H57	Open Practice
14H30	Open Qualifying (30 mins)
15H00	Race Start (24 hours)

Briefing in Discord 14h15

Race settings

In-sim date	03 july 2022
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
Cautions	No
Fast repairs	1
Fuel	No limit
Tires	No limit
Driver changes	Min 2
Race length	24 hours
Start	Rolling

Points

50% of points at 6 hours of racing

50% of points at 12 hours of racing

100% of points at finish