

## **BMW Virtual Racing Cup 2017 Regulations**

### Art 1 : General

By participating in the BMW Virtual Racing Cup 2017, each driver accepts the rules listed below and will respect them at all times. Every driver needs to login under his own name on the server. Passwords cannot be passed on to people who are not participating in the championship. Your internet connection needs to be good and consistent, wireless internet causes for delays and is therefore not recommended. Make sure you don't have any programmes running in the background which can influence the network traffic. When your ping is not good enough (200ms or above), you may be removed from the server. You need to be logged in to the server before the start of the qualifying, otherwise you cannot participate in the race.

Each driver will respect his opponents on the racetrack as well as beside the racetrack. Fairplay above all. Drivers need to be fully prepared for the race. Unacceptable or reckless driving can result in a sanction or the driver can be removed from the championship. Please be careful during the start: give each other space, the race is not won in the first turn. Leave some room and be patient...

Respect your opponent and avoid contact. If you went off track or spun, the drivers need to clear the racetrack as soon as possible on the safest possible way. If you can continue the race, do not hinder your opponents when rejoining the track.

### Art 2 : Cars

The cars that will be used are the laser-scanned BMW M235i Cup cars in Assetto Corsa. It's possible to make a set-up on the car. Each driver will have to use the obligatory skinpack which will be made available by the organisation before the start of the first official training.

### Art 3 : Calendar & Tracks

The championship consists of 6 races, of which 1 result can be used as scrap. This means your 5 best results will count. When a driver did not start a race, this will automatically count as his worst result. We have introduced this rule to give every driver the opportunity to go for the championship title, even when he/she has to miss one of the races due to several circumstances. The calendar including the racetracks can be found on the official website <http://www.bmwracingcups.be>.

## Art 4 : 2017 Tracks

1. Spa-Francorchamps (België) **18 May (Thursday)**
2. Zandvoort (Nederland) **15 June (Thursday)**
3. Spa-Francorchamps (Belgie) **24 August (Thursday)**
4. Nurburgring GP (Duitsland) **7 September (Thursday)**
5. Silverstone Silverstone International (Engeland) **21 September (Thursday)**
6. Zandvoort (Nederland) **5 October (Thursday)**

## Art 5 : Points attribution

The points attribution is as follows:

- 1<sup>st</sup> place : 50 Points
- 2<sup>nd</sup> place : 45 Points
- 3<sup>rd</sup> place : 40 Points
- 4<sup>th</sup> place : 35 Points
- 5<sup>th</sup> place : 30 Points
- 6<sup>th</sup> place : 25 Points
- 7<sup>th</sup> place : 20 Points
- 8<sup>th</sup> place : 15 Points
- 9<sup>th</sup> place : 10 Points
- 10<sup>th</sup> place : 5 Points

When a driver does not end the race on a regular way, no points will be attributed.

## Art 6 : Race course

The race time is set at 60 minutes. Prior to each race, drivers can enter the qualifying session which takes 20 minutes.

19:00 – 19:20 hr

**Free practice (logging in on the server).**

19:25 – 19:45 hr

**Qualifying : 20 minutes.**

19:55 hr

**Pre-grid.**

20:00 hr

**Race : 60 minutes.**

## Art 7 : Simulation mode

The game mode needs to be set in simulation, which means: no assists, full damage enabled. ABS and TC are allowed.

## Art 8 : Driving code of conduct

1. Purposedly blocking is not allowed.
2. Avoid unnecessary contact.
3. After the start your tyres and brakes are not warmed up, so be careful in the first few corners.
4. Respect the flags that are being shown.
5. If you get lapped, you stay on the racing line and let the faster car pass without bringing yourself or the other car in problems.
6. Flashing lights to show a lapped car you're coming is allowed.
7. When exiting the pitlane, you do NOT cross the white line and you respect the lights at the end of the pitlane.
8. When overtaking, you need to have a half car length advantage when hitting the apex, leaving the room for the other car at the outside. When you can not do so, you need to slow down and give the other car space on the inside of the corner. When you're head to head driving next to each other, you also leave space. Make sure you are ahead of the car you are trying to overtake before entering the corner.
9. When somebody is trying to overtake you for position you are allowed to go off your line only once. Weaving is NOT allowed.
10. Try to keep it sporting at all times.

## Art 9 : Race regulations

1. The race time is set at 60 minutes.
2. The race will be started with a standing start, without a warm-up lap.
3. Each race the drivers need to make 1 obligatory pitstop. All for tyres need to be changed mandatory, refueling is not necessary.
4. There is a speed limit in the pitlane, please avoid driving faster. Overspeeding in pitlane will be sanctioned.
5. When leaving the pitlane, you do not cross the white line and you pay attention to the oncoming traffic which have priority.
6. Respect the flags.
7. After crossing the finish line drivers are obliged to return to the pitlane by completing the lap and DRIVING to the pitlane.

## Art 10 : Sanctions

Unsporting behaviour will be sanctioned by a removal of points for that race in the championship. This sanction will be attributed by the jury, which will judge by watching the replay after each race.

When you have any complaints about unsporting or irregular behaviour by one of your competitors, you need to notify the judges at [dynamixx\\_sim@telenet.be](mailto:dynamixx_sim@telenet.be) with your complaint and the exact time of when this happened, within 24 hours after the race. All complaints will be treated discreetly.

## Art 11 : Chatten

Chatting during races is not allowed, this to avoid distraction during the race. Chatting will be tolerated during training sessions, but not during qualifying or race.

# BMW *Virtual* Racing Cup

## Art 12 : Participation

The price for participation is 25 EUR to pay on the account of JJ Motorsport vzw, promotor of the BMW Racing Cups and settled in Belgium, 1830 Machelen, Pieter Schroonsstraat 82, VAT BE0479 787 932, with number 068-2400184-43 – IBAN BE66 0682 4001 8443 - BIC GKCCBEBB, indicating « BMW Virtual Racing Cup » + name of the driver.

Your registration is only valid after reception of the registration form and the participation fee on the above-mentioned account number.

We hope everybody will enjoy themselves by participating in this cup. Let's make it a nice battle!

**Yours in sporting,  
BMW Virtual Racing Cup crew**