



## **2014 Formula SimRacing Pro Rules Supplement**

The **Pro Rules Supplement** governs the operation and competition of the FSR Pro together with the **General Rules, Online Rules Supplement** and the **Penalty Guidelines Supplement**, and therefore must be strictly adhered to at all times.

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#### **1. Overview**

- 1.1 Pro is a category devised for the advanced sim racers who either want to improve their skills in order to get ready for stepping up to the Ace series, or for those who just want to race with other high-level drivers from the entire world.
- 1.2 Pro is optionally split into two grids, allowing at most 52 sim racers of the category to race (refer to section 5). All races are held online. Aids allowed are: Clutch Assistance, Traction Control (low) and Anti-Lock Brakes (low)
- 1.3 The 2014 Pro will be organized and run by the FSR Pro Director.

#### **2. Registration**

- 2.1 Participation in The Pro Category is open for anyone but requires a license fee to be paid. Every driver and team must acquire a license in order to take part in the Pro. For registration instructions and pricing, refer to:  
<http://www.formula-simracing.net/component/content/article/358-registrations-instructions>  
  
**Note:** The teams must make a single payment, with the total amount of the team license plus the driver licenses, to FSR. A change of leagues from Pro to Ace by a team or a driver will require the acquisition of a license upgrade, by the team or driver.
- 2.2 Driver licenses may be revoked at any time by the Pro Director if they reach the Safety Rating limits described in section **2.12-2.14** of the Penalty Guidelines Supplement.
- 2.3 Main team drivers will be assigned ascending numbers based on the 2013 World Series Constructors' Championship standings. New teams will acquire numbers in registration order.

#### **3. Teams and Drivers**

- 3.1 Each driver is only allowed to participate in one Ace/Pro event of the same circuit.
- 3.2 No driver who finished top 3 in the 2013 overall standings may participate in the same division (Ace/Pro) again in 2014. The driver may only participate in a higher division.
- 3.3 A driver with more than 10 career races in higher division(s) must obtain special permission from the Race Director to participate in the lower division for 2014.
- 3.4 Drivers are not allowed to move down from WC to Ace or Ace to Pro without providing reasonable evidence of their relative pace to the series Race Director.
- 3.5 No driver may compete in more than three races in a series above their primary series.
- 3.6 No driver may compete in a series below their primary series.

- 3.7 Failure to comply with above rules will lead to penalties imposed by the Ace/Pro Director, including disqualification and limiting participation rights.
- 3.8 Any drivers who change teams during a season will keep their driver points scored in the previous team(s). All team points won whilst racing for the existing team will not be transferred under any circumstances.

#### **4. General Event Information**

- 4.1 An Pro weekend will consist of two races for Grid 1 and an optional Grid 2.
- 4.2 Grid 1 Race length will be a 60%
- 4.3 The weekend will optionally include a "Grid 2 race", thus allowing at most 52 drivers to race. Only if there are more than 35 drivers allocated will there be a Grid 2.

#### **4.4 Formula SimRacing Pro 2014 time table:**

Sunday, 12:35 GMT: Server opens for PQ 1 \*  
Sunday, 12:45 GMT: Pre-Qualifying Group 1 \*  
Sunday, 13:00 GMT: Server opens for PQ 2 \*  
Sunday, 13:05 GMT: Pre-Qualifying Group 2 \*  
Sunday, 13:20 GMT: G1 Practice  
Sunday, 13:35 GMT: G1 Qualifying 1  
Sunday, 13:45 GMT: G1 Qualifying 2  
Sunday, 13:50 GMT: G1 Warmup  
Sunday, 14:00 GMT: G1 Race Start  
Sunday, 15:10 GMT: G2 Warmup \*\*  
Sunday, 15:20 GMT: G2 Race Start \*\*

\*) Optional, according to rules **5.2**, **5.3** and **5.7**

\*\*) Optional, according to rule **5.6**

- 4.5 A race weekend consists of a 10 minute pre-qualifying session, practice session, 10 minute Qualifying 1 session (Grid 1), 5 minute Qualifying 2 session (Grid 1, parc fermé), 5-10 minute warm-up where drivers are allowed to drive (in order to get a feeling for the heavy fuel load) and then the Race 1 start.
- 4.6 FSR Administration holds the right to make small changes to the above time table.

#### **5. Grid Formation**

- 5.1 The 26 most successful drivers will race in Grid 1. Drivers participating in the pre-qualifying session are ranked based on their fastest lap time.
- 5.2 Pre-qualifying is mandatory for everyone, except for the current **top 10** drivers in the Pro Championship, who have automatic rights to participate in the Grid 1 race.
- 5.3 Pre-Qualifying will run in private mode and is split into two groups (10+10 minutes) when deemed necessary.
- 5.4 Pre-Qualifying will decide the Grid 2 grid starting order. Grid 2 drivers not participating in pre-qualifying will be placed on back of the grid in order of championship points scored.
- 5.5 The Race Director will announce the exact pre-qualifying groups and timetable on the dedicated forum prior to the event start.

#### ***Note the following special cases:***

- 5.6 If the number of allocated drivers at deadline is less than **36**, a Grid 2 race will not be organized.
- 5.7 If the number of allocated drivers is less than **27**, a pre-qualifying session is not organized.
- 5.8 In special cases that do not fulfill the above articles unambiguously, the grid placement of the driver will be determined on the Director's discretion.

#### **6. Allocation**

- 6.1 Drivers who haven't submitted their allocation within the *specified time frame* will only be allowed to take part in the event if **1)** there are free spots left on the grid (less than 26 drivers allocated), or **2)** a pre-qualifying session is arranged. If the grid is full and a pre-qualifying is not arranged, a late

allocated driver *may not take part in the event* under any circumstances. If several drivers allocate late, the one(s) with the earlier allocation timestamp have preference with regards to **1)** and **2)**.

## 7. Protesting Race Incidents

- 7.1** Any protests have to be made to the Pro Director through the Incident Submission form on the GPCOS website <http://gpcos.formula-simracing.net/protest-submission.php?protestopt=1> before **23:59 GMT** on the **Monday** following the race. Incident reports can only be made by Team Representatives / Owners whose drivers have been involved in the incident in question, any reports originating from Team Representatives / Owners who are not involved in the incident will be rejected. The reports must contain a full explanation of the nature of the protest, including an accurate timestamp on the server replay. Be aware, that due to the time required to locate incidents, precise information is required to locate the incidents to be judged.
- 7.2** Decisions made by the Pro Director are **final** and are not subject to be taken to a higher authority. The highest Appeal authority in Pro is the Pro Director and the last word stops with him.

## 8. Point System

- 8.1** Points are awarded for each event.
- 8.2** Drivers are eligible for Pro Points on this basis:

Grid 1	
Position	Points
1 <sup>st</sup>	50
2 <sup>nd</sup>	40
3 <sup>rd</sup>	32
4 <sup>th</sup>	26
5 <sup>th</sup>	22
6 <sup>th</sup>	18
7 <sup>th</sup>	16
8 <sup>th</sup>	14
9 <sup>th</sup>	12
10 <sup>th</sup>	11
Classified*	10
DNF	0

Grid 2	
Position	Points
1 <sup>st</sup>	10
2 <sup>nd</sup>	8
3 <sup>rd</sup>	6
4 <sup>th</sup>	5
5 <sup>th</sup>	4
6 <sup>th</sup>	3
7 <sup>th</sup>	2
8 <sup>th</sup>	1
Classified*	0
DNF	0

\* Cars having covered more than 90% of the number of laps covered by the race winner

## 9. Gameplay Rules

- 9.1 Tires** – Drivers are required to use both option and prime tire sets during the Grid 1 race. Grid 2 Races will have free tire selection from the 2 sets available each race weekend.
- 9.2 DRS** – DRS will be allowed and is governed by the simulation.

## 10. Game settings

10.1 The simulation settings are as follows (G1=Grid 1, G2=Grid 2):

### Difficulty

Steering Help  
Opposite lock  
Braking Help  
Stability control  
Spin recovery  
Invulnerability  
Auto shifting  
Traction control  
Anti-Lock brakes  
Auto pit lane  
Auto clutch  
Auto reverse  
Damage multiplier

### Display

Message center  
Default view  
Flag rules

### Server setting

OFF  
OFF  
OFF  
OFF  
OFF  
OFF  
OFF  
LOW  
LOW  
OFF  
ON  
OFF  
75%

### Required setting

ON  
Cockpit  
Full

### Rules

Fuel usage  
Tire wear  
Mechanical failures  
Race length type  
Race laps, Grid 1  
Race laps, Grid 2

### Replay Fridge

Record replays  
Replay fidelity  
Record hotlaps

### PLR Settings

Save All Replay Sessions  
Virtual Rearview

Rearview

### Multiplayer.ini setting

Net Connection Type  
Upstream Rated KBPS  
Downstream Rated KBPS  
New\_Prediction\_Algorithm

### Server setting

**G1:** Normal **G2:** 2x  
**G1:** Normal **G2:** 2x  
**G1:** Normal **G2:** Normal  
% Track default  
60%  
30%

### Required setting

ON  
FULL

ON

### Required setting

ON

ON

ON

### Required setting

6  
256  
256  
0