2016 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.

Content PRO Rules Supplement

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   All races are held online. Aids allowed are: Clutch Assistance, Traction Control (low) and Anti-Lock Brakes (low)
1.3   The 2016 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: 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 2015 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 2015 overall standings may participate in the same division (ACE/PRO) again in 2015. 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 2016.
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. Exceptions may be made at the discretion of the Race Director.

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 a 75% Race

4.2   **Formula SimRacing PRO 2016 time table:**

Sunday, 12:30 GMT: Server opens for Pre-Qualifying *
Sunday, 12:40 GMT: Pre-Qualifying (Multi Session, 2 groups) *
Sunday, 13:00 GMT: Practice
Sunday, 13:25 GMT: Qualifying 1
Sunday, 13:45 GMT: Qualifying 2
Sunday, 13:50 GMT: Warmup
Sunday, 14:00 GMT: Race Start

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

4.3   A race weekend consists of a 25 minute practice session, 20 minute Qualifying 1 session, 5 minute Qualifying 2 session (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 start.

4.4   Qualifying 2 will be a limited 3 lap (1 outlap, 1 hotlap, 1 inlap) session.

4.5   FSR Administration holds the right to make small changes to the above time table.

5. Grid Formation

5.1   The 30 most successful drivers will race. 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 15 drivers in the PRO Championship, who have automatic rights to participate in the race.

5.3   Pre-Qualifying will be split into two groups (10+10 minutes) when deemed necessary.

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:

5.8   If the number of allocated drivers is less than 31, a pre-qualifying session is not organized.

5.9   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 30 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)**.

6.2   Late Allocations will result in a *Start from Pits* Penalty.

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 **Tuesday** 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   For 2016, PRO Drivers may use the Court of Appeals as described in the *Safety Rating Guide*.

8. Point System

8.1   Points are awarded for each event.

8.2   Drivers are eligible for PRO Points on this basis:

Finishing Position	Race Points
1	25
2	20
3	17
4	15
5	13
6	11
7	9
8	8
9	7
10	6
11	5
12	4
13	3
14	2
15	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 Race. Tires to be used will be posted on the forum before the race.

9.2   **DRS –** DRS will be allowed and is governed by the simulation.

10. Game settings

10.1   The simulation settings are as follows:

Difficulty	Server setting	Rules	Server setting
Steering Help	OFF	Fuel usage	Normal
Opposite lock	OFF	Tire wear	Normal
Braking Help	OFF	Mechanical failures	Normal
Stability control	OFF	Race length type	% Track default
Spin recovery	OFF	Race laps	**Race:** 75%
Invulnerability	OFF	Realroad Rate	1x
Auto shifting	OFF	**Replay Fridge**	**Optional**
Traction control	ON	Record replays	Optional
Anti-Lock brakes	ON	Replay fidelity	Optional
Auto pit lane	OFF	Record hotlaps	Optional
Auto clutch	ON	**Player.json Setting**	**Setting**
Auto reverse	OFF	Save All Replay Sessions	Optional
Damage multiplier	100%	Virtual Rearview	ON
Display	**Required setting**	Rearview	ON
Message center	ON	**Multiplayer.json setting**	**Setting**
Default view	Cockpit	Net Connection Type	6
Flag rules	Full	Upstream Rated KBPS	256
		Downstream Rated KBPS	256
		New_Prediction_Algorithm	0

Note: It is recommended to have replays ON, but not required. Incidents may require your own replay for accurate resolution. If you cannot provide a replay the incident may be resolved in a less than desired manner.

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