



Rulebook

Arbaz 2,4h Of Vintage Spa

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1. Sign-ups

- 1.1. To participate in the Arbaz 2,4 hours of Vintage Spa race, you must join the Arbaz Motorsport Discord and fill out the registration form located on the ac.arbazmotorsport.pl website.
- 1.2. The entry list can have a maximum of 50 drivers: 20 in the Group C class and 30 in the Touring class.
- 1.3. The split of drivers will be determined by the times achieved on the time attack server between 24th February and 2nd March. Drivers with the 20 best times achieved in the Group C cars during pre-qualifying will be racing in the Group C class, and the rest in the Touring class.
- 1.4. A reserve list will be created if needed.
- 1.5. Participants of our previous events have priority in sign-ups.

2. Cars

- 2.1. Cars participating in the event:
 - a. Group C:
 - Mercedes-Benz C9 LM (1989)
 - Porsche 962 C (1989)
 - b. Touring:
 - Alfa Romeo 155 TI V6 (1996)
 - BMW M3 Group A (1986)
 - Mercedes-Benz 190E EVO II (1990)
- 2.2. Balance of Performance:
 - a. BMW M3 Group A: Ballast 10 kg; Restrictor 10%
- 2.3. BoP may change if there is a clear need for that.

3. Schedule

- 3.1. Saturday (08/03):
 - a. Practice (17:00 CET): 60 minutes for both classes.
 - b. Touring class qualifying (18:00 CET): 30 minutes.
 - c. Group C qualifying (18:30 CET): 30 minutes.
- 3.2. Sunday (09/03):
 - a. Practice (17:00 CET): 60 minutes for both classes.
 - b. Race (18:00 CET): 2 hours and 24 minutes (session: 2.5 hours).

4. Game and server settings

- 4.1. Assists:
 - a. TCS – factory
 - b. ABS – factory
 - c. Stability control – off
 - d. Auto clutch– allowed

- e. Tyre blankets – on
- 4.2. Realism and weather:
 - a. Fuel rate – 100%
 - b. Damage – 60%
 - c. Tyre wear rate – 100%
 - d. Time of day multiplier – x5
 - e. Custom Shaders Patch – 0.2.6.
 - f. WeatherFX & SOL/Pure – on
 - g. LightingFX – on

5. Game and mods issues

- 5.1. Deliberately exploiting game bugs/modifications or exploits (such as wallriding, going through textures, etc.) is prohibited.
- 5.2. In case of disconnection from the server during the race, it is possible to rejoin the session.
- 5.3. In case of a server crash or any problems with the game:
 - a. Qualifying: the session will be resumed with the time remaining to the end of the session the same as before the crash occurred.
 - b. Race: restart from a rolling start. The starting order is determined based on the positions before the crash occurred.
 - c. Session time is rounded up to the nearest minute.

6. Rules

- 6.1. General rules:
 - a. The speed limit in the pit lane is 80 km/h.
 - b. Track limits are determined by Real Penalty mod.
 - c. The driver is obligated to be aware of flags displayed during the qualifying session and race and react accordingly to them.
 - d. Abusing text chat on the server may result in a penalty.
 - e. Drivers must avoid contact with other cars on the track. All collisions, dangerous overtaking maneuvers, blocking, brake testing, etc. may be considered as unsportsmanlike behavior and lead to the imposition of a penalty.
 - f. Flags:
 - The checkered flag signals the end of the qualifying session or race.
 - The blue flag has a different meaning in the qualifying session and during the race. During the qualifying session, it means: yield to a faster car that is on a timed lap. During the race, the flag is displayed when one car is being overtaken by another car with at least one lap advantage. When the flag is displayed, the driver must allow the car behind to overtake at the next safe opportunity.
 - The yellow flag signals danger on the track. Overtaking is prohibited in the area where it appears.

- The white flag is displayed to the driver when he is on the last lap of the race.
- The green flag is used to indicate that the track is free of obstacles or to inform of the start of the qualifying session.
- The black-and-white flag is displayed to the driver when a penalty is given to him.

6.2. Qualifying:

- a. The driver may use the "Back to pits" option at any time if their car is stopped outside the track.
- b. During the out lap, leaving the track limits to gain an advantage is prohibited.
- c. Cars that are on the out or in lap must not interfere with drivers on a timed lap.

6.3. Race:

- a. The race start takes place with a rolling start preceded by a formation lap.
- b. The gap between the last car in the Group C class and the first in the Touring class on the starting grid must be 10 seconds.
- c. Virtual Safety Car (VSC):
 - The race director, if deemed necessary for safety reasons, may deploy a virtual safety car.
 - All cars must slow down and maintain the delta displayed on the interface.
 - Overtaking under VSC procedure is strictly prohibited unless the car slows down due to an obvious technical problem.
 - A driver who loses a position due to an incident during the VSC is prohibited from regaining the position.
 - Cars entering the pit lane may overtake cars on the track.
- d. The only allowed way to teleport back to the pit lane is by using the "Back to pits" button in the game menu. Other ways are prohibited (such as using a hotkey to teleport to the pit lane, intentionally disconnecting from the session and rejoining it, etc.).

7. Penalties

7.1. Types of penalties:

- a. Time penalty (2 to 90 seconds). The severity of the penalty depends on the severity of the offense and the circumstances in which it occurred.
- b. Drive-through penalty.
- c. Stop&Go penalty.
- d. Disqualification.
- e. Stewards may award penalties not listed in the above subpoints if needed.

7.2. The following table shows time penalties for individual offenses during races:

No.	Offence	Penalty
1.	Blocking an opponent on a timed lap (during a qualifying session)	5 seconds added after the race
2.	Exceeding the pit lane entry/exit line (during a race)	
3.	Exceeding the track limits (10 cuts)	Drive-through penalty
4.	Jump start	
5.	Overtaking under the yellow flag	Time penalty added after the race (the severity of the penalty depends on the circumstances of the incident)
6.	Overtaking off-track	
7.	Unsafe re-join	
8.	Unsportsmanlike behavior on the track, including: a. Pushing an opponent off the track b. Intentionally hitting an opponent c. Causing a collision	
9.	Exceeding speed limit in the pit Lane	- up to 20 km/h – Drivethrough - 20-70 km/h – Stop&Go - over 70 km/h – DSQ
10.	Ignoring blue flags (race)	Warning. If the situation repeats after the warning, the penalty can even be disqualification from the race

8. Reporting to stewards

- 8.1. Drivers can report any incidents that they believe deserve a penalty after the race has ended.
- 8.2. The report should clearly indicate:
 - a. The session during which the incident took place.
 - b. The nicknames of the drivers who were involved in the incident.
 - c. The timestamp of the replay provided by the organizers.
 - d. A description of the incident from the perspective of the person reporting.
- 8.3. The report should be submitted by filling out the form found on the Arbaz Motorsport app.

9. Guidelines for liveries

- 9.1. The liveries must include the starting number plate template available on the Arbaz Motorsport Discord.
- 9.2. The number plate must be located in a clearly visible place on the front and sides of the car.
- 9.3. The car liveries must be approved by the organizers.
- 9.4. It is prohibited to place additional light sources on the liveries (illuminated text, logos, graphics, etc.) and to modify the color of the cars' lights.
- 9.5. It is prohibited to include any NSFW content (e.g., pornographic content, commonly recognized symbols of hate, violent content).

- 9.6. The organizers are not responsible for the presence of logos, brand names, organizations, etc. on the car liveries participating in the races.
- 9.7. The liveries must be sent by 6th March.