

24H SERIES E-SPORTS

OFFICIAL RULES & REGULATIONS 2026





Introduction

24H SERIES ESPORTS is an Esports Sim Racing series organised by World Sim Racing (WSR), promoted by the Virtual Competition Organisation (VCO).

The purpose of these regulations is to supplement, and not replace, the rules defined by the sporting code on iRacing [HERE](#). By entering the championship, all members of a participating entry (drivers, team managers and other supporting members) are expected to have fully read and understood both these regulations as a condition of using the iRacing Service.

The regulations apply to any regularly scheduled session related to the championship, which are hosted by WSR.

Members of Race Control may participate in one or multiple events of the championship. When racing, they act as a driver and not as a member of Race Control. When working for Race Control, they act as a member of Race Control. Any member of Race Control whose team participates in an event will not be involved as a member of Race Control in investigations which involve an entry of their team during that same event.

This guide, together with the [Official Sporting Code](#), the [VCO Code of Conduct](#), [Terms of Use and End User License Agreement](#), [iRacing.com Motorsport Simulations, LLC Privacy Policy](#), and [Online Competitions and Contests Official Contest Rules](#) form the body of rules and procedures applicable to all iRacing members and all iRacing events,

Each member must read, understand and agree to all iRacing Rules before participating in any 24H Series Esports event. The iRacing Rules form a contract between each iRacing member and iRacing.com Motorsport Simulations, LLC. An iRacing member may accept the iRacing Rules by accepting the click-through terms on iRacing.com, or registering to participate (or participating) in any 24H Series Esports event.

Privacy policy

1. By registering for the Championship, the team, the entry, and its drivers have read and agreed with the [privacy policy](#) (opens new window).
2. The organisation will only use the information gathered from the entry forms for the championship and for communication with team managers and drivers.
3. The entry and its drivers agree the organisation can publish the following information on its website and social media channels:
4. Nationality of entry and drivers



5. Team website, and social media
6. Driver social media

All information in this document is subject to change.

Document V2.1 17/04/2026

CHAMPIONSHIP SERIES OVERVIEW

Definitions

Car: The vehicle of an entry.

Championship: 24H SERIES ESPORTS.

Season: The 2026 season of 24H SERIES ESPORTS running from June 2026 until November 2026.

Entry: A group of drivers racing together in a car is called an entry.

Organisation and promoters: The organisers of the championship. In this case, World Sim Racing the organizer, abbreviated to WSR and Virtual Competition Organisation, the promoter, abbreviated to VCO.

Team: The managerial entity controlling one or more entries in the season.

Entry fee: Entry fee of **€185 per entry** is payable once entry has been confirmed after Pre-Qualification.

Time Zone: GMT will be the Timezone in operation for the series.

Schedule	Date
Pre-Qualification Entries Signups Open	Monday April 6 th 18:00 GMT
Pre-Qualification Entries Signups Close	Monday April 20 th 23:59 GMT
Pre-Qualification Sessions	Friday April 25 th & Sunday, April 26 th
Car Change Deadline	Sunday, May 17th, 23:59 GMT
Season Starts (Meeting 1)	Sunday, 7 th June
Season Ends (Meeting 6)	Saturday, October 31 st

Discord: <https://discord.gg/rvTwBUw68s>

2025 CHAMPIONSHIP SCHEDULE

#	Date	Format	Track
PQ	25 th & 26 th April	8 x 2H 40m Sessions	Nurburgring GP BES/WEC
1	7 th June	6 Hour Endurance	Motegi GP
2	5 th July	6 Hour Endurance	Aragon Outer
3	9 th August	6 Hour Endurance	COTA
4	6 th September	6 Hour Endurance	Portimao
5	4 th October	6 Hour Endurance	Adelaide
6	31 st October	12 Hour Endurance	Silverstone GP

1. Entries

1. Entries are confirmed in 2 stages, Pre and Post Qualifying:
2. Stage 1, An entry for Pre-Qualification will be confirmed by the organisation once the entry form is submitted
3. Stage 2, Teams advancing from Pre-Qualification will be notified within 5 Days of the final Pre-Qualifying session.
4. An entry for the championship is for the whole season, which means all events on the schedule.
5. No refunds are given once payment is made. Payments will be pro-rata if you join during the season.
6. Entry acceptance is at the discretion of the administration team and final lineup will be published once entries have been reviewed
7. If entry numbers are low in a particular Class, the organisers reserve the right to re-distribute grid space to one or more class.
8. In case of less than 50 confirmed entries for the championship 7 days before the first race, the championship will be cancelled.
9. Reserve list position is not indicative of priority. We will always seek to have a balanced grid between

the classes and invitations from the reserve list may reflect this.

10. Past season champions will be eligible to submit an entry without being required to pre-qualify. Additional entries submitted by the same team will be required to pre-qualify.
 - i. Upon close of entries, those teams eligible should they enter will be contacted to determine which class they are applying their pass to. Not submitting an entry will forfeit their pass.

2. Entry Fees

1. Teams register entries, and not drivers, for the championship. There is an entry fee per entry.
2. The entry fee is **€185 per entry**, which is one car in one of the three classes.
3. The entry fee is required promptly after entry is confirmed by the organisers.
4. The team manager will receive information and instruction for payment, after their entry has been approved by the organisation.
5. If the championship is cancelled, according to article 1.8, the organisation will reimburse all entry fees.
6. Any entry fee received by the organisation, within 14 days of the season starting remains acquired and will not be refunded for any reason whatsoever.
7. Entries joining the grid after the start of the season, will be charged an entry fee on a Pro Rata basis dependent on the round joined.

3. Team Requirements

1. A team may have a **maximum** of two entries in each class
2. At any point during the season, the driver roster of an entry must have a **minimum of two (2) and a maximum of 8 drivers. No additional Drivers will be added once the 8-driver cap has been reached.**
3. Registered drivers may not swap to a different class team entry until after round 3.
4. Registered drivers who have scored for the team are not eligible to move teams or classes
5. Teams will at times be asked to help with BOP data.

4. Driver Requirements

1. All drivers must meet the following minimum requirements at the time of registration: **3500 iRating** or higher & **D 4.00** or higher road license.
2. If a driver is added to an entry within 48 hours of the scheduled race start time, **the entry will not be permitted to qualify** and will start at the back of the class grid.

5. Car Selection

1. Teams have the ability to switch cars (within the same class) until the deadline.

2. The deadline for switching cars is between pre-qualifying and **Friday, 29th May 23:59 GMT**.
3. The final choice of car is locked for the entire season.

6. Registering Entries

1. An entry will be confirmed by the organisation once:
 - i. The entry form is submitted
 - ii. The entry fee is fully paid. (Payment not required until Pre Qualifying has been concluded)
2. Entry applications must be submitted through the official entry forms [HERE](#).
3. All accepted entries will be confirmed in writing.
4. Required entry information; the organisation requires the following information from all entries:
 - i. Team name,
 - ii. Nationality of the entry
 - iii. Name of the team manager
 - iv. Email address of the team manager
 - v. Discord username of the team manager
 - vi. Team ID
 - vii. Class of the entry
 - viii. Car of the entry
 - ix. Car number 1st, 2nd, 3rd choice
 - x. Optional: Team Twitter handle
 - xi. Optional: Team website
 - xii. Optional: Team Twitch channel
 - xiii. Optional: Team Instagram page
5. Entry fees will be taken by Card Payment of Bank Transfer only.
6. Refunds when applicable will be back to the original payment method
7. Prize winnings will be paid at the conclusion of the Championship once Championship Standings have been finalized. Payouts will be by Bank Transfer only upon receipt of an invoice.

7. Pre Qualifying

1. The goal of pre-qualifying is to allow a fair process to determine the grid for the 2026 Season.
2. After the entries have been selected as a result of pre-qualifying, they will have to complete the registration by paying the entry fee. If they do not complete the registration within the deadline, the

spot will go to the next entry in line.

3. The organisation can, upon request, give more detailed reasoning on decisions from the Pre-Qualification either verbally or written. This should be regarded as a statement, and no further correspondence will be provided regarding the decision.
4. Pre-Qualifying will commence on Friday 17th April and conclude on Sunday 19th April

8. Pre Qualifying Procedure

1. Multiple sessions will be available throughout the day. Start times of the sessions:
 - **Session 1: 07:00 GMT**
 - **Session 2: 12:00 GMT**
 - **Session 3: 17:00 GMT**
 - **Session 4: 22:00 GMT**
1. All sessions have the same settings:
 - Track: Nurburgring GP BES/WEC
 - Warmup practice session duration: 20 minutes
 - Qualifying session duration: 160 minutes
 - A non-mandatory 5 minute race will follow to classify the results..
 - Time of day: 25th April, 09:30
 - Track state: 100%
 - Leave marbles on the track: Off
 - Weather: iRacing default:
 - Temperature: 78°F/26°C
 - Humidity: 55
 - Wind speed: 2 MPH/3 KPH
 - Wind direction: N
 - Sky: Clear skies
 - Dynamic Sky: OFF
 - Dynamic weather: OFF
2. At least two drivers from each entry must record a fastest lap. The average of the combined times of those laps will be used to determine that entry's ranking against other teams in the class.
3. Only drivers on the roster of the entry may participate. Times from non-registered drivers are



disregarded.

4. Both drivers do not need to participate in the same session.
5. Entries are allowed to field more drivers as long as they are registered on their rosta, only the two fastest drivers' times are counted.
6. Drivers may participate in multiple sessions, in an attempt to improve their time. There is no restriction on attempts to improve

9. Updating Driver Roster

1. To update the driver roster for an entry (both adding and removing drivers), the Driver Registration Form must be used [HERE](#).
2. The following information is required:
3. iRacing Customer ID
4. TeamID
5. Nationality of the driver

10. No Shows and withdrawals

1. Entries may miss up to two races in the season, if they give prior notice.
2. When an entry misses a third race, the entry will be withdrawn for the remainder of the season.
3. The notification must be submitted in writing (via email) to: admin@24hseriesesports.com
4. The deadline for submitting the notice is one week prior to the race
5. If an entry does not attend two races without notice, the entry will be withdrawn for the remainder of the season.
6. The first team on the reserve list, of the same class, will be invited to take the spot made available by the withdrawal.
7. The entry fee will not be refunded in case of withdrawal by the team.

RACE FORMATS AND REQUIREMENTS

11. Series Format

1. 6x rounds total, 5x 6 hour and 1x 12 hour race.
2. **One (1) drop score will be allowed during the season, except for Round 6.**
3. Race winners/podium finishers are required to join the Racespot interview room in the 24H Discord.
4. The championship points will go to the entry and not the drivers.
5. All races are dynamic weather/sky and rolling starts.



6. The Championship will be capped to 60 team entries with a provisional split of;
 - 25 GT3 entries, 15 992 entries, 20 GT4 entries
 - Exact class split will be confirmed post signup close depending on volume of class entries.
 - We reserve the right to drop a class in the event there are insufficient entries
7. The organisation may adjust the BOP in all classes manually with ballast, power adjustments, and/or fuel restrictions. The BOP will be published a minimum of 7days prior to Race Day.
8. The cars eligible for the Championship are:
 - GT3: Acura NSX GT3 Evo 22, BMW M4 GT3, Chevrolet Corvette Z06 GT3.R, Ferrari 296 GT3, Ford Mustang GT3, McLaren 720S GT3 EVO, Mercedes-AMG GT3 EVO, Porsche 911 GT3 R (992), Aston Martin Evo GT3
 - 992: Porsche 911 GT3 Cup (992)
 - GT4: Aston Martin Vantage GT4, BMW M4 G82 GT4 Evo, Mercedes-AMG GT4, McLaren 570S GT4, Porsche 718 Cayman GT4 Clubsport MR, Ford Mustang GT4
9. The following championship titles will be awarded at the conclusion of the season:
 - GT3 class championship
 - PCUP class championship
 - GT4 class championship
10. The entry with the highest number of championship points in each class at the end of the season will be declared champion of their class. If two or more teams finish the season with the same number of points, the higher place in the championship shall be awarded to:
 - i. The team with the highest number of wins unless:
 - ii. If the number of first places is the same, the team with the highest number of podiums and so on until a winner emerges.
 - iii. In case of a further tie the quickest race lap time in all races is combined for both entries. The entry with the lowest total time when all fastest race lap times are combined, wins.

12. Car Numbers

1. Each class will have a range of numbers which teams may choose from.
2. Numbers are given on a 'first come, first served' basis. The team that completes its registration first, gets priority.
3. Number 1 in each category will be reserved for the reigning champion for the following season

Class	Car number range
GT3	1 - 99
PCUP	901 - 999
GT4	401 - 499

CHAMPIONSHIP PRIZES

13. Class Prize Payout

1. The prize money in EUROS (€) as shown below are based on a full grid.
2. The prize money will be proportionally lowered if the number of registrations is lower than 60 entries.
3. For each class the following prize money is available:

#	GT3	PCUP	GT4
1	€700	€700	€700
2	€500	€500	€500
3	€300	€300	€300
4	€200	€200	€200
5	€150	€150	-

4. The **top 3 Teams** in each class will be invited back next season without the requirement to pre-qualify.
 - i. Teams that finish on the podium will have the option to utilize their invitation to compete in a different class the following season.

RACE FORMATS AND REQUIREMENTS

14. Point Structure

1. Entries need to complete 50% race distance to score Championship Points.

2. Points will be awarded on overall finishing position
3. Points for the championship are awarded at each race according to the following scale:

Position	Points	Position	Points
1st	20	9 th	7
2nd	18	10 th	6
3rd	16	11 th	5
4th	14	12 th	4
5th	12	13 th	3
6th	10	14 th	2
7th	9	15 th	1
8th	8	16 th and beyond	0

RACE DAY TIMETABLE

15. Event Schedule

1. The event timing schedule is subject to change, when necessary.
2. 6 Hour races will start around 14:00GMT and the 12 Hour race will start around 10:00GMT.

6 Hour Race

Fuel Limited: GT3, 992, GT4 75%.

- **11:00** - 2hr 00m Practice (Drivers Meeting will be during this session)
- **13:00** - GT4 Qualifying 15m
- **13:20** - PCUP Qualifying 15m
- **13:40** - GT3 Qualifying 15m
- **14:00** - Race Start
- **20:00** - Race End
- **20:05** - Race winners/podium finishers to join Racespot interview Room in Discord



12 Hour Race

Fuel Limited: GT3, 992, GT4 75%.

- **07:00** - 2hr 00m Practice (Drivers Meeting will be during this session)
- **09:00** - GT4 Qualifying 15m
- **09:20** - PCUP Qualifying 15m
- **09:40** - GT3 Qualifying 15m
- **10:00** - Race Start
- **22:00** - Race End
- **22:05** - Race winners/podium finishers to join Racespot interview Room in Discord

16. Event Sessions

1. All sessions hosted by the organisation are team sessions.
2. Teams must connect to the server with the correct team, with the right team ID, car, and car number.
3. The sessions for round 6 of the championship will have a different schedule to the other rounds.
4. All race starts are rolling starts.
5. The weather of each series event is set to dynamic weather.
6. Grid size is limited to 60 cars.
7. Track state will be set at 0% at the start of the first session. Marbles are cleaned between sessions.

Important

It is critical every entry connects with the correct team ID, car, and car number on race day. If a team fails to connect with the correct team ID and/or car number, a penalty may go as far as exclusion of the car.

The team ID is linked to the car livery, live timing, and Broadcast graphics. When the team ID is incorrect, the car livery, live timing and TV graphics will not work for said car. Any driver who joins the session with the incorrect entry, is not able to drive in the race.

This is a limitation of the iRacing software, as it does not allow a driver to be registered to multiple entries in the same server.

Teams registering the entry with the wrong car number or team ID, will receive a penalty.

Teams registering the entry with the wrong car, will be disqualified from the event.

17. Official Practice Sessions

1. The practice sessions are team sessions and will be on the Thursday and Saturday prior to race day.
2. Teams are encouraged to join at least one of the practice sessions with the correct team ID to check if their livery and car number work.
3. There are no live stewards present for the full duration of the practice sessions.
4. Incidents during practice sessions may be reported. In this case, iRacing replay files or screen recordings of the incident must be provided by the team.

18. Pre-race Briefing

1. 1-2 weeks (depending on scheduling) prior to race day, a pre-race briefing document will be posted highlighting pertinent information relating to the race proper, e.g track limits, start zone etc.
2. On race day, a Drivers Briefing will be held. Race Control will be available to answer any questions on an ad-hoc basis in the Drivers Briefing Channel.
3. Please do not wait until race day to ask a question if an earlier opportunity exists.
4. In places where the Regulations and Race Day Briefing overlap, the Race Day briefing supersedes the regulations

19. Qualifying

1. The qualifying session, that will determine the starting grid, is a multi car session divided in four parts:
 - One 15 minute session reserved for GT3 class.
 - One 15 minute session reserved for 992 class.
 - One 15 minute session reserved for GT4 class.
2. The qualifying sessions are separated by a 5 minute break.
3. Cars that cross the finish line before their allotted time is over, are allowed to finish their lap.
4. It is forbidden to stop the car on track and tow back to the pits from outside of the pit lane in the qualifying session before the time has elapsed. When stopping in the pit lane, cars may not obstruct the fast lane.
5. Entries may swap drivers during the qualifying session.
6. During each qualifying session it is prohibited to be on track except during the qualifying session for a car's own class. Race Control notifies the teams when their respective sessions are open through



iRacing chat.

7. Cars which are not on a timed lap must be driven in a predictable manner and not obstruct cars who are on a timed lap.
8. When preparing for a timed lap, cars must be driven in a regular manner. Continuous dragging of brakes, burnouts (except when leaving the pit box), driving off track, or other unregular operation may be penalized at the discretion of the stewards.
9. Cars which do not set a time start at the back of their class. This will be handled by the iRacing software.
10. You are NOT allowed to reset during Qualification once you have left the pitlane. You are however permitted to drive into the pits to take tires and/or fuel.
11. The driver who sets the fastest time during qualifying is required to start the race

20. Race Start Procedure

1. Starting grid will be determined by qualifying, sorted by class and then by time. GT3 Pole sitter determines race start. 992, GT4, you will be assigned a start zone.
2. During the formation lap drivers should follow the car in front, or the pace car, at a steady speed and distance.
3. If deemed necessary, the Race Director will inform the 992 and GT4 classes to switch sides on the grid.
4. Excessive weaving to warm up tires is prohibited.
5. 992 and GT4 class pole sitters are expected to maintain a gap of **10 seconds** to the next class in front during the formation lap. This gap must be maintained when approaching the start of the race but will terminate once the car class ahead is Green Flag
6. When the pace car has pulled away, the pole position car in each class will be responsible for maintaining a constant speed towards the starting area.
7. The class pole sitter starts the race by accelerating in the designated starting area.
8. Once the class leaders are in control of the field, they must ensure that their actions do not cause issues of safety for those behind them. Any penalty for causing dangerous situations is at the discretion of the stewards.
9. A class is racing under green flag when the class pole sitter accelerates. From this point on, cars are allowed to overtake once they have crossed the start finish line.

21. Pit Stops

1. Any driver intending to leave the track to enter the pit lane must make sure that it is safe to do so.
2. The beginning and end of the pit lane will be defined precisely on each circuit by two sets of cones, one at each end of the pit lane.

3. The pit lane speed limit is set by iRacing and enforcing of the speed limit is done automatically by iRacing. It is a mandatory requirement that Drivers engage the pitlane speed limiter while traversing the pitlane.
4. Pit lane is divided into two areas:
 - i. “Fast lane”: this is the lane closest to the pit wall.
 - ii. “Working area”: this is the part closest to the garages where the pit stop is performed.
5. When in pit lane, drivers must remain in the fast lane until reaching their designated pit box. A maximum of five seconds is allowed for transitioning between the fast lane and pit boxes. If released alongside another car, drivers may utilize the slower lane for safe merging. Digital spotter software can be configured with a 50m setting to provide timely pit box entry notifications, helping drivers comply with the five-second requirement. Cars traveling in the fast lane always maintain right-of-way over vehicles exiting the working area.
6. When exiting pit lane drivers are required to follow the marked pit exit lane if present, and join the track in a safe manner after the pit exit merges with the main track. Unsafe pit exits are enforced by iRacing, however the stewards reserve the right to penalise incidents resulting from an unsafe pit exit.

22. Driving Time

1. The maximum driving time for each driver is determined by iRacings ‘fair share’ rule.

23. Safety Car

1. Only under very special circumstances may the Safety Car be deployed. This is at discretion of the Race Director.
2. When the Safety Car is deployed, no overtaking is allowed, including when iRacing instructs the driver to do so. Exceptions to this rule are described in this article.
3. During the Safety Car period, cars who are behind the Safety Car but ahead of their class leader when the Safety Car is deployed will be allowed to pass the Safety Car. Race Control will advise which cars are waved by.
4. When the Safety Car is deployed, the pit lane will be closed until Race Control notifies the teams that the pit lane is open. Once the pit lane is open, drivers may enter for service.
5. Cars exiting pit lane are required to wait until all cars who are part of the line behind the Safety Car have passed pit exit.
6. Restarts are single file, with any lapped cars remaining in position.

24. Red Flag

1. When the iRacing session crashes and the majority of the competitors and Race Control lose



connection, a red flag will be called by Race Control through the communications channel which remain available to Race Control.

2. The full red flag procedure can be found in Appendix 1.
3. Driver changes are allowed during a red flag.

25. Finish of the race

1. The checkered flag will be given to the lead car the first time it crosses the line after the total race time has elapsed.
2. After each driver takes the checkered flag, they should exit their car in a manner that does not impede the other drivers. Drivers are encouraged to complete the cooldown lap and stop in their pit stall.
3. At no point on the cooldown lap may drivers cause contact with others with the intention of retaliation. Any driver found doing so will be penalized in the final results, at the discretion of the stewards.

26. Race Results

1. All results are provisional until they are confirmed by the organization.

Driving Conduct

27. General

1. It is expected that all drivers within the series race in a fair, honest manner, paying consideration to other drivers on the race track. They shall not commit any action that may bring the series into disrepute.
2. All drivers, and team members, should treat other drivers, team members, and Race Control with respect at all times, not just on track, but also outside the race sessions. Any driver failing to observe this may be penalised at the discretion of the stewards or the organisation, which may go as far as exclusion of the driver.
3. Any person using insulting, threatening, racist, sexist, homophobic, or any other form of derogatory language, either in written or spoken format, in the series Discord server, iRacing session or elsewhere will face severe penalties, up to and including exclusion from the series.

28. Passing

1. It is the responsibility of both the overtaking driver and the driver being overtaken to ensure a safe overtake. Guidelines are published [HERE](#)

29. Blocking/Weaving

1. Drivers are permitted to move once to defend their position prior to arriving at the braking zone

2. A driver may not move in reaction, altering their line based on the actions of the pursuing car, or select a defensive line and move back to the racing line in the braking zone.

30. Incidents and Towing

1. Any driver who, in the opinion of the stewards, is responsible for an incident may be warned or penalised.
2. In the event of an incident, it is a driver's, and their team's, responsibility to assess if it is safe for them to resume racing or not.
3. A car which has sustained damage may be driven back to pit lane under its own power if able to do so. The following rules apply when driving back to the pit lane with damage:
 - a. The driver must be able to steer the car in both directions.
 - b. The driver must be able to control the car in such a way that they would not create a further incident.
 - c. The driver must be able to maintain a speed of at least 50% of the normal racing speed.
4. When the driver's speed is above 80% of normal racing speed, the driver may follow the iRacing procedure for dealing with a black flag with an orange disc. However, if the driver's speed is below 80% of normal racing speed, the driver must pit at the first possible opportunity.
5. If a driver is unable to drive their car back to the pits under its own power, it is their responsibility to tow as quickly as possible from a safe location so as not to impede the racing surface.
6. If a car on a consistent basis runs lap times slower than 110% of the class leader's fastest lap time, the car may be forced to pit for repairs by Race Control.

31. Track Limits

1. The racing surface is defined by iRacing.
2. Race Control monitors off-tracks (1x) of all cars.
3. All cars must stay in contact with the racing surface. Drivers may not leave the racing surface on a consistent basis.
4. When a car exceeds a predefined limit of off-tracks, the car shall be warned or penalised.
 - First time exceeding the limit: warning
 - Second (and third, fourth etc.) time exceeding the limit: post race time penalty
 - Limit will be published in the Race Briefing
5. All 1x incidents, direct (1x) or indirect (0x -> 1x), are counted towards the limit.
6. Leaving the racing surface is only allowed when entering or leaving pit lane or to avoid contact or an incident.

7. Drivers leaving the racing surface may not improve their position at any time over other cars or pass slower class or lapped traffic. Drivers must concede position if leaving the racing surface prevented another car from overtaking them into the following section of the track. This includes overtakes on cars from other classes.
8. Cars on the track may use any portion of the pit exit that is part of the racing surface.
9. While a portion of pit exit may be part of the track surface, cars on the track must be aware of cars rejoining while exiting the pits. Any contact that occurs as a result of a car exiting the pit may be penalised at the discretion of the stewards.

32. Blue/Yellow Flags

1. **Blue Flag** indicates faster cars are approaching. This flag is informational only. Please refer to the Passing Rules document
2. **Yellow Flag** warns drivers of a dangerous situation ahead.
 - Drivers must be prepared to take action, including but not limited to: slowing down, stopping, taking evading action, etc.
 - An unclear situation is not an opportunity for advantage and any apparent disregard for an unsafe situation may be penalized at the discretion of the stewards. A penalty may be avoided by giving back any positions or time gained.

33. Rejoining the track

1. Drivers leaving the track must re-join the race in a safe manner. This must be done parallel to the racing line and not directly onto the racing line. Drivers are allowed to drive off the racing surface if it results in a safer rejoin.
2. Drivers who lose control are expected to hold there brakes promptly to reduce rolling into oncoming traffic. Failure to do so may result in a penalty being issued.
3. Should the car be stationary on track, it is expected that the driver remains stationary until safe to do so to allow cars in the immediate vicinity to pass without hindrance. Drivers displaying a disregard to others on track in this circumstance are subject to being penalized
4. Taking a short cut depending on the circumstances may result in a penalty at discretion of the stewards.

34. Communications in Race Session

1. Official in-race announcements from Race Control concerning race procedures will be done via iRacing over the **@RACECONTROL** radio channel or the in-sim text channel.
2. Using text or voice chat on any public channels in the iRacing server is prohibited during the race or qualifying session. This includes preset messages such as Pass Right, Thanks, Pitting In. Penalty for using chat during race sessions is at the discretion of the Race Director.



3. Sending private in-sim messages to a driver who is out on track is prohibited during the race or qualifying.

35. Discord

1. 24H SERIES ESPORTS has a Discord server available for teams, drivers, broadcasters, as well as fans.
2. The 24H SERIES ESPORTS server can be found at the following link: [24H SERIES ESPORTS](#)
3. A representative from each team is **Required** to be available on the 24H SERIES ESPORTS Discord server during the race.
4. Race Control uses text messages to contact teams directly through Discord.
5. Race Control may summon a team member to meet them in the voice channel on Discord.
6. Teams are expected to read and reply to messages, questions, or requests from Race Control.

36. Race Control/Penalties

1. All race sessions will have live Race Control, consisting of multiple members monitoring on-track activity.
2. Race Control will award penalties to drivers who fail to drive in a clean, fair manner, act recklessly, or otherwise affect the spirit of competition within the series.
3. Race Control may remove drivers off the track if they feel that their speed/lap times are too slow, or if they pose a risk to other drivers due to their driving, internet connection, or equipment. In this case, a driver will first be warned and given time to correct this. In the event the issue persists, the driver shall be ordered to retire from the race and be replaced by another driver from the team in the car.

37. Incident Review Procedure

1. Race Control may review incidents when:
 - its members witness an incident live or are made aware of an incident;
 - iRacing registers a car contact or loss of control (2x or 4x);
 - a team reports an incident.
2. The stewards may require a member of a team to be available for an interview regarding an incident.
3. The Race Director informs the entry of the infringement and penalty. The decision is also published on the digital notice board

38. Incident Reporting

1. Teams may report incidents to Race Control.
2. Official reports may only be made by entries who are directly involved in the incident.

3. The report must be submitted within 30 minutes of the incident occurring on track.
4. Teams are encouraged to review the digital notice board before reporting an incident. Race Control may already have noted the incident.
5. The report should be submitted in writing and must contain the following information:
 - car(s) involved
 - the nature of the incident
 - timestamp for the incident (timestamps can be found in the replay toolbar)
6. The Discord BOT must be used to submit the report

Note: Incomplete or incorrect reports are discarded without notice.

39. Penalties

1. The following penalties may be imposed by Race Control:
 - Disqualification from qualifying
 - Starting from the pits
 - Time penalty
 - Lap penalty
 - Drop of positions in the classification
 - Warnings
 - Any other penalties at discretion of the stewards
2. Penalties are awarded to the car number, meaning the penalty is awarded to the entry and not to individual drivers. The Race Director can make exceptions to this (e.g. regarding driving behaviour).
3. All penalties must be served under green flag conditions.
 4. Time penalties must be served within 100 minutes after the entry is informed about the penalty. If a team does not respect the time frame, the penalty time will be doubled.
5. Penalties given in the last 100 minutes and not served before the end of the race are assessed as a post race penalty.
6. Race Control shall not reverse penalties generated by iRacing itself (e.g. cutting the course or speeding in the pits), except for force majeure.
7. A time penalty may be combined with a regular pit stop (taking fuel, tires, driver change, or repairs).
8. Dangerous Driving; Cars may be noted for dangerous driving, a car noted for dangerous driving is no longer eligible to receive a warning for on track infringements

40. Penalty Procedure

1. After being informed about a penalty, the entry must acknowledge receiving the notification from Race Control.
2. To serve the penalty, the car stops in the designated penalty area. The penalty time starts the moment the car comes to a complete stop and stops when the powered wheels are no longer stationary. Only after the completion of the time penalty may the car leave the penalty area and continue on to the pit box for regular service.
3. It is the responsibility of the team to see that the time penalty is carried out correctly: within the time limit, in the correct place and for the correct time. Race Control will only check if the penalty has been served correctly after it has been served.
4. After serving the penalty, the entry must notify Race Control through the served command using the Discord BOT.
5. Race Control will check if the penalty is served completely.
6. Race Control uses the iRacing video timer to time the penalty.
7. Teams are allowed a tolerance of 0.1 seconds
8. Time penalties served incorrectly, will be treated as not having been served.
9. The designated penalty area will be pointed out in the drivers briefing document.
10. Multiple time penalties may be served at once, as long as they are served within the timeframe defined in article 42
 - The penalty that was issued first will be served first.
11. Penalties given by iRacing (e.g S&G or S&H) must be served within three laps after receiving the black flag. The team must make sure to follow the instructions from iRacing, otherwise the car will be disqualified.

41. Post Race Protest

1. A post race protest for an incident not previously reviewed can be filed after the chequered flag has been waved at each event and up to 30 minutes after.
 - i. In this circumstance, Teams will be required to provide an iRacing replay file that contains the lap of the Incident, as well as one lap before and after
2. The stewards will review the incident and their decision will be published on the digital notice board. The Race Director will notify the penalised team.



Appendix 1 - Red flag procedure

#Procedure A - iRacing server and/or race information gets lost

1. "Red Flag for this session" is announced on the 24H SERIES ESPORTS Discord server.
2. Race Control save available information on current standings.
3. Race Control give a ten minute warning before the session is launched again on Discord. Teams must reconnect within the first 10 minutes of practice. Session info: Practice 10 minutes, Qualifying: 5 minutes, Race: 360 minutes (minus time already passed and 20 minutes for Red Flag period) Standing start.
4. Practice starts and teams join.
5. Qualifying starts, no one sets a time.
6. Gridding starts. Except for overall leader, no one starts on the grid but start from the pits. Only car on grid is overall leader.
7. Race begins, no one exit pits before Go from Race Control.
8. Overall leader goes around the track and stops just before the S/F line and waits for the rest of the field to park in a single line behind.
9. Race Control announces the car numbers of the teams who must exit pits, by overall position, starting with the leader, 2nd place, 3rd place and so on including cars laps down. Cars exiting pit must park in a single line behind next car just before S/F line.
10. When the last car is back on the track and parked in the right order, Race Control announce "One more lap" under pace speed. The field starts moving at pace car speed.
11. During this lap, Race Control will penalise the cars in each class who were laps down to their class leader. Those cars will be black flagged and held in the pits for the number of laps they were down to their class leader. Cars who are 15 or more laps down to their class leader will be held for maximum of 15 laps.
12. At the end of the last pace lap, everyone must form a single line. Then lapped cars (ones with the black flags) have to move to the left or right side of the road (depending on which side pit entry is). After the final corner, the overall leader can restart the race. No overtaking until after S/F line. Lapped cars drive single file into the pits to serve the penalties.



13. Green flag, back to racing.

#Procedure B - iRacing server and race data is intact, but cars disconnect

1. Red flag is announced on iRacing @RACECONTROL voice and text channels
2. Race Control save race information and standings
3. All cars slowly go to their pit stall, without overtaking others. Turn off your engine in the pit stall.
4. All teams are allowed to take tires, fuel, repairs etc., and those connecting back in are as well
5. Team managers need to go to the Briefing Room channel in Discord to get the latest information
6. Once all teams have re-joined the server, Race Control will be announcing the cars to get out of pits at pit speed in the order that they are supposed to run. This means that gaps will be essentially erased, but cars that are still a lap down will be, with the appropriate laps down.
7. The overall leader has to have pit speed limiter enabled all the time. When other cars catch up, they too apply pit speed limiter. Please keep a good amount of space for the restart.
8. First, GT3 cars go out grouped together, then 992 and lastly GT4. Race Control call out the order of each class, which you are allowed to restore out on track.
9. If there are cars that are a lap down further from where they are supposed to be, Race Control will wave them around and ask them to slot back in the same spot once they make it around.
10. Once everyone is out on the track, we announce to the teams to go back to green in two steps:
11. Race Control announce "15 seconds to green flag"
12. "Green flag, green flag". Restart must be single-file.



Appendix 2 - Penalty guidelines

#Guidelines

1. The penalties listed below are the most common reasons for which penalties are given.
2. The Race Director is empowered to enforce or overturn penalties as they see fit to do so.
3. The length of the penalty may be altered at the discretion of the stewards, as different situations may result in a different time penalty than stated below.
4. The stewards assess the penalties in this table. Repeat infractions may result in greater or cumulative penalties at the discretion of the stewards.

#List of penalties

These can be found listed [HERE](#)

Liveries

#General

1. The 24H SERIES ESPORTS uses a custom livery pack throughout the season of which will be communicated 24 hours prior to the race.
2. Trading Paints is not used. To avoid conflicts or flashing of skins, we recommend not to run Trading Paints when running in the series' sessions.
3. All cars are required to have a custom livery for the season.
4. It is possible to change livery during the season.
5. Team livery files must be submitted at least 7 days before each race.
6. All liveries must be approved by the organization.
7. An entry cannot participate without an approved livery.

#Compulsory decals

1. The championship uses custom championship decals. These decals will be provided by the organization.
2. The series decals contain (but not limited to):



- i. Car number panel on the front doors
 - ii. Windscreen banner
 - iii. Any other advertising, published separately
3. The positions of the decal stickers will be the same for all cars in its class.
4. The background of the car numbers of each class will have its own color:
 - i. Green for GT3,
 - ii. Blue for 992
 - iii. Orange for GT4

#Livery requirements

All custom paint schemes that are received by the series administration will be reviewed and must be in compliance with the 5 key principles listed below.

1. Teams must have written consent from the companies involved, to be allowed to run sponsors' logos on their car. The written consent must be made available upon request from the organization.
2. Logos of products that compete with iRacing (e.g. Forza Motorsport or Gran Turismo) are not allowed. The same goes for logos of automotive brands that compete with the brand of car that is being driven.
3. It will be strictly forbidden to use any logo which:
 - i. directly or indirectly promotes tobacco.
 - ii. promotes any other product restricted by law to minors (e.g. knives, alcohol, etc).
 - iii. shows any political message.
4. No 'parodies' of logos / intellectual property are permitted. This includes any or all attempts to use the likeness or inspiration of a logo, and also includes other race car designs as an example.
5. Any logo already available in the iRacing Paint Shop may be used, without written consent.
6. Any stickers and logos referencing other (real-life) series are forbidden.
7. Logos of any tyre manufacturers must match those of the tyre manufacturer of the car model in iRacing.



8. Exceptions to the above may be granted by the organisation.

#Spec maps

1. Teams may use custom spec maps to complement their livery.
2. Spec maps must be submitted as a **.MIP** file type.
3. Teams must make sure the spec map file does not interfere with the compulsory decals.
4. Download the template
 - i. Download the templates from our website
 - ii. Add the decals for your car to your paint.

Attention

Make sure to remove iRacing's default car number panels, as well as any other series branding!

#Submitting the livery

1. The livery must be submitted through the Paint Submission Form. Please read the instructions carefully!
2. Paint Submission [Form](#) (opens new window)
3. If there are any issues with the paint, the team manager will be contacted.



SERIES RULES ACKNOWLEDGEMENT

By participating in this series, you agree and have understood that you consent to the following rules, entry requires and fees outlined within this document.

As a participant, you hereby acknowledge and consent that, if any pertinent information, is submitted or collected in connection with 24H Series Esports league/event and includes without limitation the participant's name, image, photograph, likeness, animation, autograph, voice, audiovisual recording, all such information may be used and processed by WSR, their streaming partners, sponsors and associates to administer and promote the series.

Without limitation of the above, you further hereby grant to WSR a non-exclusive, perpetual, royalty-free, worldwide, irrevocable, fully paid, sub-licensable (through multiple tiers) and transferable right, license, and permission (but not the obligation), in all forms and media, whether now known or not currently known, to use, adapt, reproduce, distribute, edit, exhibit, publicly display, publicly perform, and publish photographs, videotaped images and recordings, illustrations, reproductions or otherwise, including without limitation all intellectual property rights therein and thereto, of the participant's likeness, image or appearance, with or without the participant's name or voice (collectively, the »User's Likeness«) for any lawful purposes whatsoever, including without limitation for promotional purposes, now or at any time in the future. By submitting an entry, you agree to these terms and conditions.

In the event of a conflict between any of the policies, terms of use, codes or rules listed above, the one that is the most protective of WSR shall govern and control.

GENERAL TERMS & CONDITIONS

- We reserve the right to make amendments to the rulebook before the season start or during to cater for any unforeseen circumstances.
- If iRacing is down and we have to postpone a meeting(s), we may or may not be able to reschedule due to broadcaster commitments. If a round is cancelled, no pro-rata refund will be issued.
- By entering this series, you permit the 24H Series Esports to use your name, team name and associated images for advertisement for the series. This includes all media content submitted by participants within the 24H Series Discord and on the series Social Media pages. By publishing within these channels you acknowledge and accept these terms and conditions. We will endeavor where possible/appropriate to acknowledge any media creation which is utilised
- By paying your entry fee, you accept and acknowledge the rules and regulations of the series.



- DO NOT sign up if you do not intend to race.

Suggestions and ideas are welcome throughout the season. We always like to hear your thoughts so please let us know if you have any feedback you'd like to share! Please send to admin@24seriesesports.com