

Supercar 500 Challenge Operations Manual 2009

Division D - Sporting Rules

Still Under Review

1. Qualifying

1. General

1. A Driver whose best time achieved in a Qualifying session exceeds the qualifying time cut-off (expressed as a percentage of the fastest Car qualifying time achieved in the relevant session) as detailed in Schedule A4 for the Supercar 500 Challenge, and in Supplementary/Further Supplementary Regulations will not be permitted to further compete at the Meeting, save for exceptional circumstances accepted by the Stewards.
2. Any such exceptional circumstances accepted by the Stewards must not operate as to displace any Driver who has met the qualifying criteria; and should more than one (1) Driver be accepted in this manner, the Stewards will determine their order on the grid.
3. All laps of qualifying sessions will be timed.
4. Shift-P and Shift-S may not be used in qualifying except to end one's session. For new tires or additional fuel, drivers must enter the pit lane and make a pit stop. No setup changes can be made aside from those in the F11 and F12 menus. Drivers may Shift-P or Shift-S and return to pit lane, but must not exit the pit lane.
 1. Drivers who run out of fuel on-track should spectate immediately and remain in spectator mode until qualifying has finished.
 2. Teams using Shift-P or Shift-S and subsequently exit the pit lane will be placed at the rear of the starting grid of the respective sprint race for that driver.

2. Grid Determination

At the end of qualifying, barring any needed time for protests, the times achieved by each Driver will be officially published.

3. Starts, Races, Drivers

1. Starts

1. Unless otherwise ordered by the Stewards, starts for all Competitions will be standing starts.
2. A "standing start" is defined as occurring when the Car is stationary at the moment when the order to start is given.
3. Starting Position
 1. A Driver starting in a Car in which the Driver has not qualified for that race will start from the rear of the grid.
4. Positioning of Car
Cars must be placed on the starting grid with their front tire contact patches on or behind the grid line, and correctly aligned laterally in their grid box.
5. Movement of Car
A Car must be stationary in its position at the time of the starting signal, otherwise a false start will have occurred.
6. Starter's Orders
 1. Drivers and Cars are under the orders of the starter when five seconds is indicated before the red light is switched on (Rule D 4.1.4).
 2. Subject to Rule D 4.1.5, any Driver not coming under starter's orders with the Car in time will be deemed to be a non-starter.

4. Starting Procedure

1. Unless advised in Supplementary or Further Supplementary Regulations or Bulletins the following Starting procedure will be followed at all Meetings.
 1. Ten (10) Minutes: When ten (10) minutes remain before the formation lap, Pit Exit will open and the Cars will leave their Pit Bay for one (1) reconnaissance lap, at the end of which each Car must stop on their allocated grid positions. Drivers are urged to not rush out of the garages, as there's no need for risk.
 2. One Minute: When one (1) minute remains before the formation lap, Stewards will notify all Drivers.
 3. Formation Lap: When the starter displays the green flag, all Cars may then proceed on a formation lap led by the Car on pole position. During the formation lap Cars will maintain their starting order. Passing is only allowed in order to maintain formation. If a Car does not start or stalls, the Driver must wait for the entire field to pass the car before starting and will join the back of the procession. The stalled car may only take their normal starting position once every other Driver has positioned themselves on their respective grid spot.
 4. Five second indication: When the starter is satisfied that all Cars are correctly positioned, the starter will indicate that there are approximately five (5) seconds before the red light is to be switched on; at this time all Cars that took their correct place on the grid prior to the start of the formation lap, or are, at or approaching the Pit Lane exit in Pit Lane, are deemed to have come under the starter's orders.
 5. Red Lights: At any time not less than three (3) seconds and not more than five (5) seconds after the red lights are shown, the start of the race will be indicated by the extinguishing of the red lights.
 6. Starting from Pit Lane: Any Car that is unable to take its place on the grid at the end of its reconnaissance lap or that encounters a problem during the formation lap or is unable to keep up may be driven into Pit Lane instead of proceeding to the grid. If any Car is driven to the Grid instead of to the Pit Lane, it must start the race from the rear of the grid. Cars that have entered Pit Lane may start the race from the Pit Lane exit (having come under Starter's Orders - Rule D 4.1.4), but only on the direction of an official, and after the rest of the field has passed the Pit Lane exit. If more than one (1) Car is affected in this way, they will line up at Pit Exit in the order that they arrived. Any Car, not having come under stater's orders (Rule D 4.1.4), will be deemed to be a non-starter and will receive a black flag and excluded from the race.

5. Stopping & Restarting Races

1. Stopping - Red Flag

1. The Race Director, in consultation with the Clerk of Course, has the right to order a race to be stopped at any time, whereupon the Clerk of Course or the Race Director will order the red flag to be displayed to all Drivers via a RCM Message in the format **RED FLAG**. When the red flag is displayed, all Drivers must immediately reduce the speed of their Cars in the knowledge that:
 1. the race classification will be that at the end of the penultimate lap before the lap in which the signal to stop the race was given;
 2. race and service vehicles may be on the Race Track;

3. the circuit may be totally block because of an accident;
 4. the primary race server's connection crashes and the race must be restarted;
 5. the Pit Lane will be open; and
 6. any overtaking is strictly prohibited and
 7. all Cars will proceed to Pit Lane.
2. If a race can be restarted, the procedure to be followed after a race has been stopped will vary according to the number of laps completed by the leading Car before the signal to stop the race was given. The relevant procedures are set out in this Rule.
2. Restart - Case A
 1. This Rule D 5.2 will apply if the race was stopped after less than two (2) full laps had been completed by the lead Car.
 2. Other than any investigations, Penalties that have been imposed but not served, Penalties that may be assessed and imposed as a result of any Investigation and Hearing, the original start will be deemed null and void.
 3. The length of the restarted race will be the full original race length unless the Stewards direct a shorter length or time.
 3. Restart - Case B
 1. This rule D 5.3 will apply if the race is stopped after two (2) or more full laps, but less than 90 percent of the race distance/duration (rounded up to the next lap/minute) has been completed by the leading Car.
 2. The length of the restarted race will be three (3) laps less than the original race distance less the number of laps completed by the leading Car before the signal to stop was given unless the Stewards approve a shorter length or time.
 3. The grid for the restarted race will be arranged in the race order at the end of the penultimate lap before the lap in which the signal to stop the race was given; the grid positions will not be closed up should any Cars be unable to start.
 4. Any decisions made by the Race Director in regard to the above will be final and are not subject to Protest.
 4. No Restart
 1. After 90% distance/duration has been completed at an Endurance Round.
 1. This Rule D 5.4.1 will apply if the race was stopped after 90% or more of the original race distance/duration (rounded up to the next lap/minute) had been completed by the lead Car.
 2. The Cars will be sent directly to the Parc Ferme and the race will be deemed to have finished, and the race classification will be the race order at the end of the penultimate lap before the lap in which the signal to stop the race was given.
6. Safety Car ("SC") Procedures
 1. Intervention

The Race Director has the right to order the intervention of the Safety Car ("SC") at any time.
 2. Identification
 1. The SC will be marked SAFETY CAR as the player name and on the rear in letters of similar dimensions to those of the race numbers and on the side in suitable dimentionts.
 3. Commencement of a race

Prior to the formation lap the SC will take up position at the front of the grid and remain there until the two (2) minute signal. At this signal the SC will cover a whole lap of the Race Track and enter the Pit Lane or the place determined by the Race Director.
 4. Deployment of SC During a Race
 1. The SC will be deployed to neutralize a race upon the decision of the Race Director. It will normally be used if Competitors or officials are in immediate physical danger but the circumstances are not such to necessitate stopping the race.
 2. When the order is given to deploy the SC during the race, the Race Director will order the Yellow Flag to be displayed to all Drivers via a RCM Message in the format **Safety Car Deployed** which will be displayed until the intervention is over.
 3. When notified of the SC intervention, all Cars will reduce speed and line up behind the SC maintaining the same speed as the SC. Overtaking of the SC is forbidden unless signaled to do so by the observer in the SC, at which time the Car may overtake the SC and continue at reduced speed until the Car reaches the line of Cars behind the SC. The SC will be used at least until the leader or other relevant Car is behind the SC.
 4. During the race, the SC with its flashing lights on, will start from the Pit Lane and will join the race track regardless of where the race leader may be.
 5. When ordered to do so by the Race Director, the observer in the SC will use other signal to signal individual Cars between it and the race leader (or other relevant Car; e.g. should the leader stop, the next Car in the line will take that position this Car may not necessarily be the second place Car) that it should pass, and such Cars will continue at reduced speed and without overtaking until they reach the line of Cars behind the SC.
 6. The SC will be used at least until the race leader (or other relevant Car) is behind it and generally when all remaining Cars are lined up behind it.
 7. All Cars must maintain the same speed as the SC whilst in convoy and the same speed as the Car in front. All Drivers must maintain a maximum distance of five (5) Car lengths from the Car in front. The Stewards may impose a penalty upon any Driver who is considered to have gained an unfair advantage (inadvertently or not) from a breach of this Rule; and should a Driver breach this Rule for the benefit of another, both may be penalized.
 8. While the SC is in operation, Drivers may stop at their Pit Bay, but may only rejoin the Race Track when the Pit Lane exit is open. Pit Lane exit will be open at all times except when the SC and the line of Cars following it are about to pass, or are passing, the Pit Lane exit; and also after a restart. A Car rejoining the Race Track must proceed at reduced speed until it reaches the end of the line of Cars behind the SC.
 9. When the yellow flags are displayed and the Pit Lane Exit is open, the position of Cars exiting the Pit Lane relative to those on the Race Track will be determined by the order of the Cars as they cross the painted line that crosses the Race Track and the Pit Lane Exit.
 10. When the yellow flags are displayed, Drivers intending to enter Pit Lane must maintain track position until they cross the painted line that crosses the Race Track at the Pit Lane Entry.
 5. End of SC Deployment
 1. When the Race Director calls in the SC, it will extinguish all the flashing lights and enter the Pit Lane at the end of that lap.
 2. When the SC has pulled off the Race Track and the Cars are approaching the control line, the Race Director will order the Green Flag to be displayed to all Drivers via a RCM Message in the format **GREEN FLAG**.
 2. Drivers are not to start accelerating, maintaining SC speed, until the green flag is given.

3. Drivers are not to start accelerating, maintaining 50 speed, until the green flag is given.
 4. Overtaking is permitted at the time of the green flag.
7. Markings on Cars
Subject to this Rule, all Car markings must comply with the provisions of Schedule D 2.
1. Competition Numbers
 1. On the roof of all Cars must be displayed their competition number which must be positioned with the bottom of the numerals toward driver's left.
 2. The numerals must be:
 1. The negative color of the skin to which you are adding to. E.g. black skin, white numerals; and
 2. printed in Impact font; and
 3. must fill the entire height or width of the roof section by adjusting the font size.
 2. Supercar 500 Challenge and Event Logos
 1. Teams are required to display the Supercar 500 Challenge and respective Event logos on their skins.
 2. There are no requirements as to the positions and sizes of the logos, but respectfully request that teams leave the logos large enough and in a spot so broadcast viewers will be able to see them on their cars.
 3. Said logos are found in Schedule D2.

Schedule D 1 Pointscore System for Grid Determination Only

1. 100
2. 92
3. 86
4. 80
5. 74
6. 68
7. 64
8. 60
9. 56
10. 52
11. 48
12. 46
13. 44
14. 42
15. 40
16. 38
17. 36
18. 34
19. 32
20. 30
21. 28
22. 26
23. 24
24. 22
25. 20
26. 18
27. 16
28. 14
29. 12
30. 10

Schedule D 2 Markings on Cars (Rule D 7)

Roof

