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1. Introduction

Masters of Endurance is a team-based endurance racing series with two car classes, GT1 and GT2.

2. Application

If a team is interested in racing in the series, it needs to send an application to applications 'at' mastersofendurance.eu. Teams will be selected and invited to race from a pool of applicants. Applications must contain a list of the drivers the teams are planning to employ, the team's name, and the racing history of the drivers. Teams must also state in which class and with which car they are planning to enter the series.

Teams that have not previously raced in MoE need to prove their racing experience in order to receive an invitation. The organizers can ask the teams or single drivers for proof of their racing capabilities--whether via replays, a private test session, or some other method--before inviting a team.

3. Cars

The GT1 class consists of the GTR class, with the FZR restricted by 35kg to achieve proper balance with the XRR.

The GT2 class consists of the GTR class, with the following intake restrictions: FZR 20%, FXR 23%, XRR 25%.

4. Drivers

Teams may freely substitute team members on their official application list. Only drivers from this list may drive in any given race. When a team wants to change their list, they should send an email in which they announce this change. This email should be sent to applications 'at' mastersofendurance.eu and moeapps 'at' gmail.com.

Using drivers not listed on a team's official application list will result in an immediate disqualification from the given event.

5. Name format

Driver names must show the driver's car class, team number, and real name. Classes are distinguished using specific colors for team numbers. GT1 uses blue and GT2 uses red. The name and the dash between the number and name must be white.

Example:

GT1: **10** – P. Kempermann
GT2: **10** – P. Kempermann



6. Skins

Teams must produce a distinct car skin for each round of the season, as well as a single qualifying skin that will be used in every qualifying session of the season. If a team has a car in each class, these cars should be distinct in appearance from one another.

A skinning kit will be provided for each car model by the series admins in advance of the season start.

Race skins must include the provided number plate with the correct number (placed on each side of the car as well as the hood/bonnet), the Masters of Endurance series logo, the names of the drivers on the team's race entry list, their national flags, and the event logo.

Qualifying skins must include the provided number plate with the correct number (placed on each side of the car as well as the hood/bonnet), and the Masters of Endurance series logo. They should NOT include the drivers' names/flags or any event logos.

GT2 skins for both race and qualifying must include the provided GT2 "bumper bar" on the rear bumper of the car.

Race skins must be posted in the appropriate round's skin thread by the time of the driver confirmation deadline for a given race weekend. Skins should be posted at 2048x2048 pixel resolution.

The license plate is regarded as part of your skin and must contain your team's tag

If you have a car in both classes you MUST include the class on your plate as well.

Example:
MoE GT1

7. Race Weekend

7.1. Qualification

Qualifying sessions will be held during the week leading up to each race, on Sunday and Friday nights starting at 19:00 UTC.

Each car may run an unlimited amount of laps during these sessions, but may only have one driver on the track at all times. Multiple drivers may be used per car per session, and the fastest lap from the entire team over both sessions will count toward their starting position (barring any penalties).



All drivers taking part in the qualification must be included on the drivers list for that event.

GT1 qualifying will begin at 19:00 UTC and end at 19:30 UTC. After a 10-minute break, GT2 qualifying will begin at 19:40 UTC and end at 20:10 UTC.

GT1 drivers should not be present on the server during GT2 qualifying, and vice versa.

When exiting the pits, drivers should be sure to respect cars already on-track, and should not exit into their path. While on an out-lap or in-lap, drivers should also be aware of other cars on hotlaps. Blocking another car during qualifying, if protested, may result in a loss of the fastest lap from a given session.

7.2. Race

7.2.1. General

Races in Masters of Endurance will be of a duration of either 6, 12, or 24 hours. 6-hour races will begin at 14:00 UTC, 12-hour races will begin at 12:00 UTC, and 24-hour races will begin at 16:00 UTC.

Each team's starting driver must be present in the server within 10 minutes of the scheduled start time. Drivers who fail to meet this deadline will start from the rear of their class's grid.

Races will begin with a rolling start including one formation lap behind a safety car, except in the case of South City Long, where the polesitting GT1 car will act as the safety car.

7.2.2. Warmup lap

Drivers will remain in single-file until the final sector of the formation lap, when they will form up in a double-file line.

The leader controls the pace of the field on the restart, but should gradually accelerate until the green flag is displayed.

Passing is not allowed before the green flag is displayed.

A car that loses its grid position during the formation lap because of a spin or any other situation, regardless of the cause, cannot regain its grid position. It must start from the back.

Warming up your tires during the single-line format is allowed when the driver in question leaves enough space and makes sure not to crash into other cars when closing the gap again.



The GT2 class leader should keep a large gap to the last GT1 car, in order to prevent an inter-class incident at the start. The admins will direct the GT2 class leader as to how large of a gap to leave, depending on the configuration of the track in question.

7.2.3. Race

During any race, a minimum of 3 drivers must race for a team. In the 6-hour races, a maximum of 4 drivers may race. In the 12-hour race, a maximum of 5 drivers may race. In the 24-hour race, a maximum of 6 drivers may race. No driver may race for two different cars—whether for individual teams or two cars entered by the same team—during a race weekend. Qualifying sessions are considered part of a race weekend.

No driver may drive more than 45% of the race. This number is calculated using the number of laps completed by the winning team. Any fractional amount of laps will be rounded up to a full number of laps. The admins will provide a “45% estimate” before the race.

All laps driven by a driver that exceed the actual 45% figure or the estimate, whichever is higher, will be deducted from the team's lap total.

Any laps driven by a driver who has already driven for another team/car in a given race weekend will be deducted from the team's lap total.

Driver swaps may be made at any time. However, a driver should only join the server when the car he wants to swap into is on its in-lap. The driver leaving the car should leave the server immediately after giving up his seat.

Drivers should give respect to all other cars around them, even those laps down, or from a different class. Rough driving will not be tolerated.

Any cases of rough driving observed by the admins, as well as any protested incidents, will be judged by the marshals on duty, and an appropriate penalty will be delivered if necessary.

Blue flags must be respected in a timely manner.

A driver under a blue flag SHOULD NOT behave erratically, or in any way that would confuse the lapping car.

A driver under a blue flag SHOULD keep to his line and give way when the lapping car presents an overtaking maneuver.

Repeated blocking under blue flag may result in a DT penalty.



In order to be scored, a team must cross the line after the full time has expired and the leader has finished.

After finishing, drivers should continue around the track on a cool-down lap before returning to the pit lane and parking in a garage stall. The podium finishers in each class should report to the start/finish line for a podium photo.

8. Points

Points will be given as follows for both classes, in order of finishing position:

40, 34, 29, 25, 22, 19, 16, 14, 12, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1

A car must finish the race in order to be awarded points.

Points will be multiplied by 1.5x for the 12-hour race, and 2x for the 24-hour race. Any tie in the points standings at the end of the season will be broken by number of wins. If number of wins is the same between two or more teams with the same number of points, number of runner-up finishes will be used, and so on.

9. Penalties

9.1. General

Penalties will be given during the race in form of a drive-through (DT) or stop-and-go (SG) penalty.

Penalties given during the race must be served within 10 minutes. If not served within this time frame, the next highest penalty will be given.

Driver changes during a SG penalty are not allowed.

Penalties given after the race will come in the form of time penalties: 30 seconds for a DT, 45 seconds for a SG.

Incidents involving gross negligence or misbehavior between car classes may result in more severe punishments, including loss of points, loss of laps, or disqualification, at the admins' discretion.

Repeated violations of the same rule in a given session may result in an increase in severity of the penalty imposed.

9.2. Name format

Failure to properly format one's name during a qualifying session will result in loss of that session's fastest lap. Failure to properly format one's name in a race will result in a drive-through (DT) penalty.



9.3. Skins

Teams who have not posted their race skin by the time of the driver confirmation deadline will receive a 3-point penalty.

All drivers must use the appropriate skin during a qualifying or race session. Use of an inappropriate skin or lack of a skin will result in a loss of fastest session lap in qualifying, or a DT penalty in the race.

9.4. Protests

Teams may protest on-track incidents in which they feel they have been wronged by another car. An appropriate protest thread will be available in the Masters of Endurance forum for each round, with a format specified for lodging protests.

Protests may not be made regarding incidents in which your team is not directly involved.

Protests lodged more than one hour after the end of the stint of the affected driver will not be accepted.

Protests lodged within the last hour of the event will be ruled upon after the race has been completed.

Admins may request a replay of the incident, cut to show the lead-up to and aftermath of the incident.

9.5. Summary of Penalties:

9.5.1. Inability to qualify:

- Skin not provided 24hr before a given qualifying session

9.5.2. DT:

- Inappropriate general driving conduct
- Failure to fall to the rear after spinning on the warmup lap
- Failure to use proper driver naming in race
- Failure to follow server entry/exit guidelines
- Chat during race
- Excessive honking/harassment
- Use of inappropriate skin in race
- Cutting the course to gain an advantage

9.5.3. SG:

- Inappropriate general driving conduct



9.5.4. Time penalties:

- Inappropriate general driving conduct (protested incidents decided after race)—30 or 45s

9.5.5. Loss of laps (qualifying):

- Failure to use proper driver naming in qualifying
- Use of inappropriate skin in qualifying
- Chat during qualifying

9.5.6. Loss of laps (race):

- Driving with a driver who has driven for another team during the same race weekend
- Single driver driving more than 45% of race distance
- Gross negligence/inter-class misbehavior
- Use of shift-p or shift-s during a race session (-1L per instance)

9.5.7. Points penalties:

- Failure to have a representative on IRC
- Failure to provide race skin within 24 hours of race start

9.5.8. DQ:

- Driving with a driver not on the official team roster
- Driving with fewer than the minimum number of drivers per race
- Driving with more than the maximum number of drivers per race

10. Server Failure

If the server or master server fails, or a significant number of drivers are unable to join the server, or if the admins judge there to be sufficient reason, the race may be stopped.

Positions will be recorded according to the running order on the last completed lap.

The race will be re-started when the situation has been rectified, or the teams have been instructed to move to a designated backup server.

The race will be re-started according to the rules in section 7.2.2, with the exception that cars will remain in single file. Cars will be divided by class, with the GT2 cars starting behind the GT1 cars.

Gaps at the end of the last completed lap before the race stoppage will not be preserved. The completed laps from the first segment of the race will simply be added to the results from the second segment.



11. Miscellaneous

- All cars should keep at least two wheels on the racing surface (here defined as the paved areas not including raised bump strips) at all times. Putting more than two wheels off of the racing surface to gain an advantage may be protested, or may be addressed independently by the admins. If the admins deem that an advantage has been gained in the act of leaving the racing surface, the incident will be punished with a DT penalty.
- Drivers must not block messages during qualifying and race sessions, as admins may need to direct them regarding an on-track situation.
- Chatting is strictly forbidden during qualifying and race sessions.
- Chatting includes intentional messages, binds, and blocking/unblocking messages. Blocking/unblocking chat will count as one chat line, as admins require chat to be unblocked during the race.
- Teams who chat during a qualifying session will lose their fastest lap of the session. Teams who chat during a race session will receive an immediate DT penalty.
- Suspicious disconnections will be investigated and may result in severe penalties.
- Drivers are encouraged to create a driver profile specifically for MoE. This driver profile should have the proper driver name, number plate, and skin set. All chat binds should be deleted. Doing so will help prevent any unintended errors leading to penalties.
- Chat penalties may be assessed due to messages sent by drivers who are not currently in the car, and team members who may not even be on the race roster.
- The race marshals will announce when chat is allowed, following the completion of a qualifying or race session.
- Excessive honking is not allowed, and a DT penalty may be assessed in extreme cases.
- All teams must have a representative present at all times on the Masters of Endurance IRC channel: #moe @ gamesurge.
- Common sense is to be used regarding the rules. Teams who discover an unforeseen loophole should bring it up prior to an event, so that the event organizers can make a ruling on it.
- Participants in the series are asked to respect the admins' decisions and accept their rulings.
- Team leaders should ensure that all of the members of their team have read and fully understood the rules.
- Rules are subject to change throughout the season--all drivers are asked to re-read the rules prior to each event.