



# 1000KM SERIES SEASON 4 RULES

Version 1.0 ENG



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# 1- Introducing

The championship is hosted by the Racingfr.net (RFRO) league. This is an open championship that does not require league membership.

Season 4 of the 1000km series will feature 7 races from September 2023 to June 2024.

The HyperCar, LMP2 and GT3 categories have been selected for this season.

Find all the details on the championship discord and dedicated website.

RFRO-1000KM-SERIES

DISCORD-1000KM-SERIES



## 2- Registration

- 2.1 Register your team on the discord channel [entry-list-season-4](#).
- 2.1.1 Each driver must be on the championship discord. He will be given a specific role.
- 2.2 Use of pseudonyms and team TAGs is forbidden on qualification and race servers, Surname/First name mandatory.  
~~{RFR0} Jacquette Damien~~  
~~Jack\_7~~  
Jacquette Damien
- 2.3 To register, please follow this format :  
Team Name :  
Team Main Country :  
Car Number :  
Car Class :  
Car :  
Team Manager : Surname/First name / @ID discord  
Driver 1 : Surname/First name / @ID discord  
Driver 2 : Surname/First name @ID discord  
Driver 3 : Surname/First name @ID discord  
Team Logo : (Mandatory)
- 2.4 The Team Managers are free to build up their teams as they wish over the course of the season. They can add several drivers to their team.
- 2.5 The car choice is definitive for the whole season.
- 2.5.1 Any change of car will result in the full loss of championship points.



2.5.2 Car changes will only be permitted where a new car replaces an old one. For example, if S397 releases the Mercedes AMG GT3 EVO, teams registered with the Mercedes AMG GT3 will be able to take the Mercedes AMG GT3 EVO without loss of points.

2.6 Drivers may not be exchanged between teams, except on a permanent basis.

For example, a Team Manager with 3 teams, RFRO HyperCar / RFRO LMP2 / RFRO GT, is free to build his crews from all the drivers registered under the RFRO structure.

If one of the registered drivers is going to drive for another team in the championship, he won't be able to come back under the RFRO structure afterwards.

2.7 Minimum number of drivers per car for a race is 2, maximum 3.

2.8 A driver cannot race in 2 teams at the same time, even if they belong to the same structure.

2.9 As the championship is open, you can join at any time.

However, to take part in the race, you must register at least 15 days before the race. Any registration made after this deadline will result in an entry for the following race.

## 3- Cars

3.1 Selected cars for Season 4 include :

- Hypercar = Vanwall Vandervell 680

- LMP2 = Oreca 07

- GT3 = Aston Martin Vantage GT3 2019 / Audi R8LMS GT3 2019 Bentley Continental GT3 2020 / BMW M4 GT3 2020 / Callaway Corvette GT3 2017 / Ferrari 488 GT3 2020 / McLaren 720S GT3 2018 / Mercedes AMG GT3 2017 / Porsche 911 GT3R 2018

3.2 Cars will have set configurations :

Vanwall Vandervell 680 : BOP Power = 520 KW

BOP Weight = 1030 KG

Oreca 07 : Aero Package = Le Mans

GT3 : not affected

3.3 A performance update of the Hypercar category is very likely before the qualification server opening.



## 4- Before Race

- 4.1 Before each race, an entry-list will be drawn up so that you can manage your race participation. (entry-list-rd1-portimao ; for exemple).

In this way, you can state whether or not you will be present and indicate your team's composition.

If you take part :

```
#33 RFRO GT ✓  
1- Damien Jacquette / @[RFRO]Jack_7  
2- Lionel Pal / @[RFRO] Lionel Pal {toto2b}  
3-
```

If you don't :

```
#33 RFRO GT ✗
```

You must register 7 days before the race. If you do not manage your participation, we cannot guarantee your slot for the race.

# 5- TeamSpeak Server

- 5-1 On race day, we'll be using our Teamspeak servers for team audio communication. Each team has its own dedicated room.
- 5-2 Drivers must be in their team's TeamSpeak room throughout their stint.
- 5-3 Any team failing to be present on Teamspeak during qualifying will be disqualified. A check will be made during the session.
- 5-4 Login details for our Teamspeak servers are available on the #race-info discord channel (#race-info-Portimao ; for example).





# 6- Points allocation

## 6.1 Division 1

HYPERCAR / LMP2 / GT3

| POSITION | POINTS |
|----------|--------|
| 1        | 100    |
| 2        | 90     |
| 3        | 82     |
| 4        | 75     |
| 5        | 70     |
| 6        | 65     |
| 7        | 60     |
| 8        | 55     |
| 9        | 50     |
| 10       | 45     |
| 11       | 40     |
| 12       | 35     |
| 13       | 30     |
| 14       | 26     |
| 15       | 22     |
| 16       | 19     |
| 17       | 16     |
| 18       | 14     |
| 19       | 12     |
| 20       | 10     |



## 6.2 Division 2

### LMP2 / GT3

| POSITION      | POINTS |
|---------------|--------|
| 1             | 70     |
| 2             | 65     |
| 3             | 60     |
| 4             | 55     |
| 5             | 50     |
| 6             | 45     |
| 7             | 40     |
| 8             | 36     |
| 9             | 32     |
| 10            | 28     |
| 11            | 24     |
| 12            | 20     |
| 13            | 16     |
| 14            | 14     |
| 15            | 12     |
| 16            | 10     |
| 17            | 9      |
| 18            | 8      |
| 19            | 7      |
| 20            | 6      |
| 21            | 5      |
| 22            | 4      |
| 23            | 3      |
| 24            | 2      |
| 25 et au-delà | 1      |

6.3 Taking part in the race gives 10 bonus points.



# 7- Car skin

- 7.1 Car skin is mandatory.
- 7.2 The corresponding template for your car is available for download in the "[skins-season-4](#)" channel of our Discord.
- 7.3 The number plate is already in place and no modifications are allowed. (Position / size / font / colors) Any modifications will result in the skin being refused.  
  
Only your car number can be changed.
- 7.4 The "green region" layer is dedicated to the organization and cannot be modified/moved by teams.
- 7.5 Chrome is not allowed on the front or rear of the car.
- 7.7 The window file is dedicated to the organization, but background and text colors can be freely customized.

7.8 The following files are required for your skin :

- .psd
- .mas including (.json / .dds)

7.8.1 Files should be named as follows :

- 1000KM\_
- Car Class : HY / P2 / GT
- First 3 letters of the car brand
- Vanwall = VAN
- Oreca = ORE
- Ferrari = FER
- Car number
- Example for a GT car : 1000KM\_GT\_FER\_50.dds



- 7.9 Skins are to be uploaded in the channel : [skin depot season 4](#) on our Discord server. You can drop them via a drive, wetransfer link...
- 7.10 Skins must be supplied to the organization 15 days before race day (except for the first race, for which the deadline is 08/31/2023). Any skins supplied after that deadline will not be accepted in the race and will send you automatically to Division 2.
- 7.11 Skins will be packaged in a skinpack to be downloaded from the Steam Workshop.



# 8- Servers Settings

8.1 Training servers (dry / rain / night) will be available on the day after the race for the next one.

8.2 Training servers settings :

Fuel consumption = x1

Tires wear = x1

Damages = 80%

Railroad = static / heavy

8.3 Qualification servers settings :

Fuel consumption = x1

Tires wear = x1

Damages = 80%

Railroad = static / saturated

8.4 Race Servers Settings :

Fuel consumption = x1

Tires wear = x1

Damages = 80%

Railroad = naturally progressing



# 9- Race Schedule

9.1 Information can be found in the #race-info channel of our discord server.



# 10- Weather

10.1 The weather is set manually by the organization into 5 separate stages.

Each stage covers 20% of the race.

10.2 The weather stages will be set at H-4 from the start of the race by taking the data from the [accuweather.com](http://accuweather.com) website.

10.3 All 5 stages will reflect race schedules.

Stage 1 = Race Start Time

Stage 2 = Race Start Time +1h

Stage 3 = Race Start Time +2h

Stage 4 = Race Start Time +3h

Stage 5 = Race Start Time +4h

10.4 The following weather forecast are used :

- The forecast (sunny, light rain...)

- Humidity levels

- Percentage of possible rainfall

10.5 Weather for the qualifying sessions will be H-1 from the start of the race.



# 11- Qualifications

- 11.1 The qualifying session takes place in public mode.
- 11.2 One qualifying session for HyperCar / LMP2 and one qualifying session for GT3.
- 11.3 Each car must be present at the start of qualifying and remain on the server until the end of the session.
- 11.4 The qualifying session for each category will run for 20 minutes.
- 11.5 Only one driver takes part in the qualifying session, swap driver forbidden.
- 11.6 Procedure :

13h00 (CEST/CET) = Opening of qualification server ( 5 minutes delay for all cars entering the server)

13h05 (CEST/CET) = GT3 Green Flag.

13h25 (CEST/CET) = GT3 Session End.

The end of the GT3 qualifying session will be indicated by a text message in the game chat. Lap in progress can be completed.

13h30 (CEST/CET) = Hypercar / LMP2 Green Flag.

13h50 (CEST/CET) = Hypercar / LMP2 Session End.

- 11.6.1 Race at Le Mans will have a modified schedule.
- 11.7 Failure to respect the schedules will result in a penalty for the race.
- 11.8 Escape key can be used in qualifying.

**Note for non-EU participants :** *CEST times are used in summer, CET in winter. They will be specified on the #race-info channel of each race. Only one of the 2 will be used, obviously, depending on where the race is in the calendar. To find out the exact time in YOUR time zone, take into account only the time zone indicated in the #race-info channel of the corresponding race and convert it into your own. (Use Google, Yandex, Yahoo or whatever to convert it.)*





# 12- Race

- 12.1 The race start will be delayed for the HyperCar/LMP2 and GT3 classes.
- 12.2 The formation lap will be driven by the driver in Pole Position in each class.

Lap speed will be 160 km/h for prototypes and 120 km/h for GT3s.  
Formation lap will be run on a single line. Straight line braking test is forbidden.

Poleman in the GT3 class will ensure that he leaves a gap of about 10 seconds between himself and the last car of the previous class.

As they approach the start zone, the cars pass in double columns. The Poleman in each class is free to choose when to launch the race, but this must happen in the "start zone", which is available in the #race-info channel.

Starting before this zone will be penalized.

It is forbidden to overtake cars in your column before the starting line.

- 12.3 During pit stops, it is strictly forbidden to push other cars in order to get into the pits trigger.
- 12.4 At the end of the race, you must complete a deceleration lap to return to the pit lane.

It is therefore forbidden to throw your car into another car or a wall.

All this to ensure that the end of the race can be broadcast by the race broadcasters.

- 12.5 A maximum of one spotter per team is allowed on the server.



# 13- Race chat

- 13.1 Any use of in-game text chat is forbidden during the race and qualifying session.
- 13.2 The use of chat is strictly restricted to the organization.
- 13.3 Failure to comply with the race chat rules will result in a penalty at the discretion of the race directors.



# 14- Code 80

- 14.1 Code 80 is a procedure which allows the organizers to impose a "Pit Limiter" of 80km/h on all cars on track. It is triggered in case of a serious accident, to avoid an over-accident by allowing the damaged cars to return safely to the pits for repairs.
- 14.2 Code 80 is released and ended on TeamSpeak at the initiative of the race marshals via a voice message. (Extract available in the #race-info channel)
- 14.3 When the code 80 is introduced, there is a 10 second countdown to the speed limit. During this time, each competitor is responsible for slowing down safely, so as not to cause an accident with the other cars around him. Overtaking during the 10s countdown is strictly forbidden, regardless of the class.
- 14.4 At the end of the countdown, Code 80 comes into effect. It is forbidden to release the "Pit Limiter" and it is forbidden to overtake another driver, except for the car(s) involved in the accident.
- 14.5 Failure to comply with the procedure will result in a penalty.
- 14.6 If your team's car is involved in a serious enough accident that returning to the pits is not possible without risk to your own car or to the other cars, you are allowed to come to the stewards' channel and ask for a code 80 to be immediately issued. After a quick analysis, Code 80 will be issued. Typically, the kind of accident concerned by this procedure involves any collision that results in loss of most of the vehicle's control, such as the loss of a wheel or rear wing.
- 14.7 The pits remain open throughout the Code 80 period. Except contrary indication from the Race Direction.



# 15- Incidents and complaints

- 15.1 Any driver who feels that he has suffered prejudice from another driver is strongly encouraged to file a complaint to the Race Direction.
- 15.2 Any driver wishing to file a protest must provide the following information to Race Direction:
- Car number.
  - The lap number in which the incident occurred.
  - The number of the opposing team against which he wishes to claim.
- 15.3 For each complaint, a decision will be taken by the organization, which is final and without possibility of appeal.
- 15.4 Within 48 hours after the end of the race, you can file a protest to the Race Organizers via the ticket channel on the Discord. You will be asked to provide the same information. The complaint will be processed and you will be notified of the stewards' decision.
- 15.5 Complaints should be made either by voice in the stewards' channel on your division's Teamspeak, or via the ticket tool on the discord server.
- 15.6 Complaints sent by private message to a steward will not be examined by Race Organizers.



# 16- Server split

16.1 Teams will be allocated to each server via a qualifying hotlap.

From 18/09/23 to 23/09/23 (23h59 CEST) a qualifying server will be open. The best time of the 2 fastest drivers per car will be taken and the average of these 2 times will give the qualifying time.

Exemple :

Car #01 :

Driver 1 = 1.40.00

Driver 2 = 1.41.00

The qualifying time for car #01 will be 1.40.50.

16.2 The chosen car and team line-up must be announced before the qualifying server opens. (Minimum 2 drivers, maximum 3).

16.3 Car used on the qualifying server will be used for the rest of the season.

16.4 If one of the 2 drivers fails to set a time, the team will be sent directly to Division 2.



# 17- Promotions- Demotions

- 17.1 Promotions and demotions will be carried out during the season to balance divisions.
- 17.2 Promotions and demotions will take place after races 2, 4 and 6.
- 17.3 Promotions and demotions will be based on the results of previous races.
- 17.4 The leading cars in the 2 classes (LMP2 / GT) of Division 2 are promoted to Division 1. The last cars in the LMP2 and GT classes are demoted to Division 2.  
  
LMH is not concerned, as it's only represented in Division 1.
- 17.5 Demotions for on-track behavior may be made at any time during the season at the discretion of the organizers.



# 18- Broadcast

- 18.1 The qualifying session and race will be broadcast live by our partners.
- 18.2 An interview session will be set up at the end of the race.
- 18.3 Interviews will focus on the class winners and the race's outstanding crews.
- 18.4 Interviews will take place in the broadcaster's Teamspeak room.
- 18.5 During the race, interviews with spotters can be carried out to inform spectators.





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