



Porsche Cup

Season 1 Rulebook

Change history

Version	Date	Contents
1.0	11.01.2024	First publication

Table of contents

1. General	3
2. Simulation used	3
3. Main responsible community / organizer	3
4. Enrollment / Enrollment deadline / Qualification	3
5. Entry fee	4
5.1. Use of the entry fees	4
6. Start numbers	4
7. License and iRating	4
8. Participants per team	4
9. Race calendar / Weather conditions	5
9.1. Race calendar	5
9.2. Weather conditions	5
10. Vehicles and classes	5
10.1. Pre-qualification	5
10.2. New content	6
11. Race day schedule	6
11.1. Timetable on race day	6
11.2. Start phase procedure	6
12. Scoring and tables	7
13. General settings and regulations	7
13.1. Fast Repair	7
13.2. ESC / Towing use	7
13.2.1. Qualification	8
13.2.2. Race	8
13.3. Utilization of game mechanics	8
13.4. Behavior with voice and text chat	8
13.4.1. Voice chat	8
13.4.2. Text chat	8
14. Protests and live decisions of the race commission	9
15. Templates and advertising	9
16. Race day briefing	9
17. Gentleman Agreement	10
18. Severability clause	10

1. General

The PWA Porsche Cup is held in accordance with the iRacing Sporting Code.

Regulations laid down there may be overridden by subsequent regulations or by provisions announced in the official briefing.

2. Used Simulation

iRacing.com

3. Main responsible community / organizer

PWA Simracing e.V.

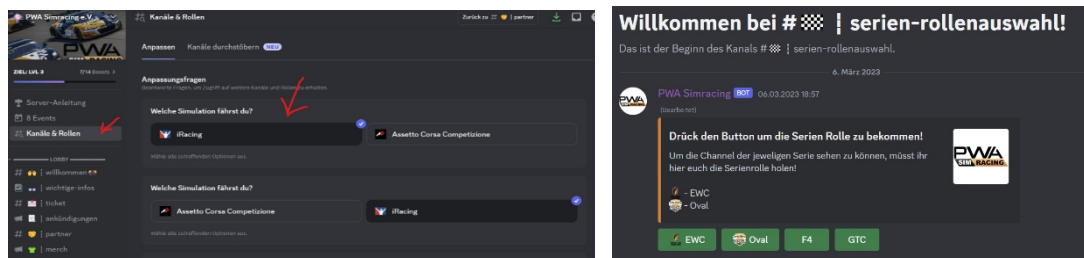
Lessingstraße 5

74360 Ilsfeld

Information about the PC can be found at <https://www.pwa-simracing.de/pwa-porsche-cup/>.

Communication takes place in the [Community Discord](#).

There you can select iRacing as a simulation and then get the PC role.



4. Enrollment / Enrollment deadline / Qualification

Registration takes place via the registration form on the PWA-Simracing homepage. Registration

starts on 12.01.2024 and ends on 30.01.2024 23:59.

There is a maximum limit of 35 participants. If this limit is reached, registration can be stopped or participants who are still registering can be placed on a waiting list. The series will take place with a minimum number of participants of 20 vehicles. So-called "invites" can be issued by the organizers.

5. Entry fee

An entry fee of **€ 5.00 per driver per season** is due for all 6 dates of the PWA PC. This must be received by **04.02.2024 23:59 at the latest** on the following PayPal account, stating the "start number" and "name of the team".

PayPal account: https://paypal.me/pwasimracing?country.x=DE&locale.x=de_DE

Otherwise, the team loses its starting authorization with immediate effect and a waiting team moves up in the list of participants.

5.1. Use of the entry fees

The entry fee is used transparently by the organizers for all participants, for the provision of servers, for race or training days, as well as for the time allowance of the participants of the race commission. Every driver can view the accounts and the use of the entry fees at any time.

6. Start numbers

The starting numbers can be freely selected between 1 - 999 when registering. The rule is "first come - first serve".

7. License and iRating

Each driver must have at least a **C-License Road** in iRacing to participate. If no C-license has been obtained, the driver cannot join the server.

There is no rating limit.

8. Participants per vehicle

A vehicle may consist of a maximum of 1 driver per race. Substitute drivers may be designated directly at the time of registration. The rule here is that a registered driver must drive at least 50% of the races. A change must be reported to the Event Orga via iRacing Ticket in the Discord of the PWA Simracing e.V.

9. Race calendar / Weather conditions

9.1. Race calendar

- 06.02.2024 Hockenheimring GP
- 20.02.2024 Long Beach
- 12.03.2024 Imola GP
- 26.03.2024 Belle Isle
- 09.04.2024 Okayama
- 23.04.2024 Nordschleife VLN (1 race 45 min)

9.2. Weather conditions

The in-game data, weather conditions and track conditions will be announced at least 14 days before the 1st race for all 6 events. The "Generated Weather" setting will be used for the weather. However, the organizer reserves the right to change the conditions in case of relevant changes on the part of iRacing.

10. Minimum participants

The minimum number of participants for the championship to take place is **20 drivers**.

11. Schedule Race day

At least one driver per vehicle (who is also taking part in the race) must be present at the briefing, provided that a verbal briefing takes place in the Discord before the race. If no driver is able to attend, this must be excused in advance to the league management/race management.

11.1. Timetable for the race day

18:30 - Server start - Training 19:20 -
Warmup (briefing)
19:30 - Start Lone Qualification - 4 laps 19:45 -
Start Heat 20min
20:05 - Start Feature 25min 20:35 -
approx. end

North Loop

18:30 - Server start - Training 19:20 -
Warmup (briefing)
19:30 - Start Lone Qualification - 15 min. 19:45 -
Start Race 45 min.
20:35 - approx. end

11.2. Procedure Start phase

The start of the race is standing.

12. Scoring and tables

Points are only awarded for a race distance of 80% or more (compared to the race winner in the respective class).

The evaluation and is evaluated according to the following points table. This is listed below.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	...	35
Porsche Cup	30	23	20	17	15	13	11	9	7	6	5	4	3	2	1	0	0	0

In the event of a server crash or shortened race duration, the race will be scored as follows:

- with a race duration of over 75% -> full points
- with a completed race duration between 75% - 50% -> half points
- if the race duration is less than 50%, the race will be repeated at a later date

In the event of a tie at the end of the season, the individual results achieved will count; if this is not sufficient, the qualification results achieved by the drivers will be taken into account for the final result.

13. General settings and regulations

13.1. Fast Repair

Each driver has **one** Fast Repair per race, made possible by iRacing will.

13.2. ESC / Towing Use

13.2.1. Qualification

ESC / Towing may be used during qualifying. If a team has to use the ESC / Towing during qualifying, it may not leave the pit lane again.

Exception is the use of ESC / Towing at the own pit area +/- 2 vehicle lengths. ESC / Towing is permitted after the end of the qualification in the respective class.

13.2.2. Race

The use of ESC / Towing is permitted during the race. After completing the tow time and a possible repair time, independent exit is permitted.

13.3. Utilization of game mechanics

Exploiting or manipulating the simulation/software to your own advantage will be punished with a disqualification from the race up to a league ban, depending on the type of offense.

13.4. Behavior with voice and text chat

13.4.1. Voice chat

The use of the voice chat is reserved exclusively for the race management / race commission and is prohibited for drivers / teams. If this is violated, this will result in a penalty.

13.4.2. Text- Chat

The use of the public text chat is reserved exclusively for the race management / race commission and is prohibited for drivers / teams. If this is violated, the team for which the driver concerned is driving will be penalized in accordance with the catalog of penalties.

The use of private messages is permitted and can be used to facilitate communication between the teams. However, should

Insults, verbal abuse or constant unnecessary messages from race control / Race Commission, this can be penalized.

14. Protests and decisions of the race commission

During the races there is no live race commission available to process the reports during the race. Protests can be submitted 24 hours after the end of the race for 24 hours. A protest form will be activated for each race, which will be announced in the briefing.

The decision of the race commission is final and unappealable. An appeal can only be submitted in writing via a ticket in the PWA Discord and it must be clearly demonstrated that the penalty was wrongly imposed.

15. Templates and Advertising

All templates that can be provided by the Trading Paints software are permitted. All teams are responsible for adhering to the template guidelines prescribed by iRacing (<https://www.iracing.com/paint-policy/>) and Trading Paints (<https://www.tradingpaints.com/page/Handbook>).

Sponsors and partners of the series will be announced no later than 14 days before the first event. It would be nice, but not obligatory, if they can be recognized on the vehicles.

The logos of the series as well as the logos of the organizers are released for advertising purposes. The organizer reserves the right to randomly check templates.

16. Gentleman Agreement

We ask all participants to show consideration for each other. Every rider is riding for their own position in the championship.

17. Severability clause

If one or more regulations are not compatible with each other or if a regulation does not apply in the event of an offense, the race management has the option of changing the regulation at any time.

and/or formulated accordingly.

Changes to the regulations will be added and announced below.
