



ENDURANCE WORLD CHALLENGE

Season 3

Rulebook

Change history

Version	Date	Content
1.0	16.08.2023	First published
1.1	06.09.2023	Add and switch new Car Content from Season 4/23 Update
1.2	14.02.2024	Add on Point 8 “must ride in the race on race day”

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1. Allowance

The Endurance World Challenge 2023/24 Season 3 (short: EWC S3) will be run according to the Sporting Code of iRacing.

2. Simulation used

iRacing.com

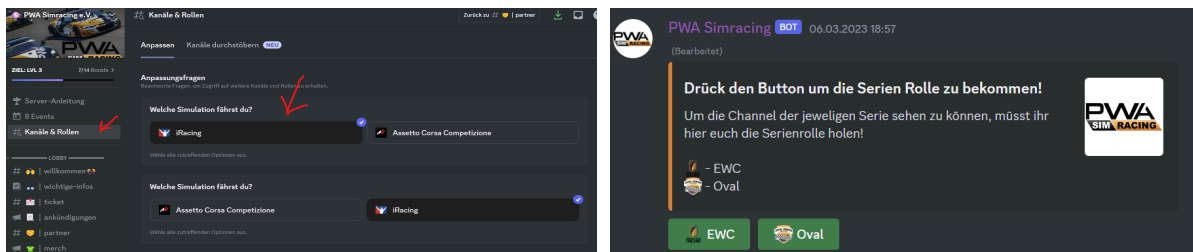
3. Main responsible community / organisator

PWA Simracing e.V.
Lessingstraße 5
74360 Ilsfeld

Information about the EWC League can be found at
<https://pwa-simracing.de/pwa-endurance-world-challenge/>

The communication takes place in the Community Discord.

There you can select iRacing as simulation and then the EWC role.



4. enrollment / deadline / qualification

The enrollment takes place on the homepage <https://pwa-simracing.de>. Link can be found under 3. The enrollment starts on 28.06.2023 for participants of Season 2, from 09.07.2023 for all others and ends on 06.08.2023.

The EWC is a multi-class league with 3 car classes (GTP, LMP2 & GTD). There is a limited number of starting places per class. Should this limited number be exceeded in the respective class, the organizer may conduct a pre-qualification in the affected classes. The regulations for this will be communicated separately. The series will take place with a minimum number of participants of 30 vehicles. So-called "Invites" or "Wildcards" can be assigned by the organizers.

5. Entry fee

An entry fee of 20,00 € per team per season is due for all 8 dates of the EWC S3.

This must be received no later than 26.08.2023 23:59 hrs on the following PayPal account, specifying the "start number" and "name of the team".

PayPal account: <https://paypal.me/pwasimracing>

Otherwise, the team will lose its eligibility with immediate effect and a waiting team will move up in the list of participants.

5.1. Use of Entry fee

The entry fee is used by the organizers transparently for each participant, for the provision of servers, for race or practice days, as well as for the time allowance of the participants of the race commission. An insight into the accounts and the use of the entry fees is open to every team manager at any time.

6. Startnumbers

GTP Klasse: **104 - 199**

LMP2 Klasse: **204 - 299**

GTD Klasse: **404 - 499**

Startnumbers #01 - #03 are only available to the top 3 per class from Season 2 and are blocked for the rest of the field.

7. License and iRating

There must be at least a C-License Road in iRacing for each driver to participate. If no C-License is achieved, the driver cannot join the server.

A rating limitation does not exist.

8. Driver per Team

A team requires a maximum of 5 riders on race day and must consist of at least 2 riders for all races including 12 hours, all of whom must ride in the race on race day.

9. Schedule / Conditions

9.1. Schedule

- 02.09.2023 – Hockenheimring - Grand Prix – 8H
- 21.10.2023 – Twin Ring Motegi - Grand Prix – 12H
- 25.11.2023 – Monza - Grand Prix – 8H
— Christmas Break —
- 06.01.2024 – Daytona - Road Course – 12H
- 03.02.2024 – Magny Cours – 8H
- 02.03.2024 – Sebring - International – 10H
- 13.04.2024 – "Strecken Voting der Teams" – 10H
- 25.05.2024 – Le Mans – 12H

9.2. Weather and Track Conditions

The inGame data, weather conditions and track conditions will be announced in a separate written briefing at least 14 days before the respective race.

10. Cars and Classes

Die Mindestteilnehmerzahl für ein Zustandekommen der Meisterschaft beträgt **30 Teams**.

Class	Number	Car
GTP	15*	BMW M Hybrid V8, Cadillac V-Series.R GTP Posche 963 GTP, Acura ARX-06 GTP
LMP2	10*	Dallara P217
GTD	30*	Audi R8 LMS, BMW M4 GT3, Ferrari 488 GT3 Evo 2020, Lamborghini Huracán GT3 EVO, Mercedes-AMG GT3 2020, Porsche 911 R GT3 (992), Ferrari 296

* = in this class up to two teams can be added via wildcard

10.1. Pre-qualification

If the number of registrations is higher than the number of available places, the league management reserves the right to hold a qualification in the run-up to the start of the league. Further information will be announced in the PWA Discord..

10.2. New Content

The organization reserves the right to include newly appearing vehicles in the season. This, however, only if:

- a replacement of a vehicle is introduced and the current vehicle therefore does not receive any new updates from iRacing (e.g. Mercedes-AMG GT3 to Mercedes-AMG GT3 2020).
- the allowed number of cars is increased, e.g. to 9 different cars per server.

A change of vehicle is possible for a team, but the affected team will be reset to 0 points in the championship. A change from one class to another is not possible..

11. Race day schedule

At least one driver per team (who also participates in the race) must be present at the briefing. If no driver can attend, this must be excused in advance to the league management/race management. If there is no excuse, a drive-through penalty will be given to the team by the race commissioners.

The qualifying practice will be released for the respective class by the race management. Should a vehicle start in a qualifying session that is not eligible, an "End of Line" penalty will be issued by the race officials..

11.1. Timetable Raceday

10:00 Uhr – Serverstart – Practice
 10:30 Uhr – Briefing
 11:00 Uhr – Start Qualification
 11:00 Uhr – GTD Qualification
 11:20 Uhr – LMP2 Qualification
 11:40 Uhr – GTP Qualification
 12:00 Uhr – Starting Grid and Formation Lap

11.2. Starting Phase

The start of the race is flying after a manual introduction lap, which is not controlled by iRacing. Here, all vehicle classes are already sorted by iRacing.

The pole setter of the respective class may release the start in the given start zone. However, from the end of the start zone the race is released for all cars of the respective class and overtaking is allowed from this line on. More details about the time intervals, maximum speed, start zone or similar will be communicated in the separate event briefings.

12. Scoring

Points will only be awarded if the race distance achieved is 80% or more (compared to the race winner of the respective class).

Each class will race in its own classification and will be scored under the following points table. This is listed below.

Klasse \ Platzierung	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
GTP	25	19	15	11	9	7	5	3	2	1										
LMP2	15	11	8	6	4	2	1													
GTD	50	44	38	34	31	28	25	22	19	16	14	12	10	8	6	5	4	3	2	1

Should there be a server crash or shortened race duration, scoring will be as follows:

- with a completed race duration 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 in points at the end of the season, the individual results achieved will count; if this is not sufficient, the qualification results achieved by the teams will be added for the final result..

13. General settings and regulations

13.1. Fast Repair

Each team has one Fast Repair per race, made possible by iRacing.

13.2. ESC / Towing

13.2.1. Qualification

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

Exception is the use of ESC / Towing at the own pit lane +/- 2 car lengths. After the end of the qualifying in the respective class ESC / Towing is allowed..

13.2.2. Race

During the race the use of ESC / Towing is allowed. After serving the tow time and a possible repair time, an independent drive out is allowed.

13.3. Exploiting game mechanics

Exploitation or manipulation of the simulation/software for personal gain will be punished by disqualification from the race up to league suspension depending on the nature of the offense..

13.4. Conduct in Voice- and Text-Chat

13.4.1. Voice-Chat

The use of the voice chat is exclusively reserved for the race management / race commission and forbidden for drivers / teams. Should this be 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. Should this be violated, the team for which the driver concerned is driving will be penalized according to the penalty catalog.

The use of private messages among each other is allowed and can be used for easier communication between the teams. However, if insults, abuse or constant unnecessary messages are reported to the race management / race commission, this can be punished.

14. Protests and live decisions of the Racecontrol

During the races, a race committee of about 3 people is available to process the reports during the race. The protests will be processed after their receipt. For each race a protest form will be released, which will be announced in the briefing.

The decision of the race commission is inviolable and stands. An appeal can only be submitted in writing via a ticket in the PWA Discord and it must be clearly proven that the penalty was wrongly imposed. If the protest can only be carried out after the race has finished and the penalty remains, the severity of the penalty will be converted into a point deduction.

Protests will be processed by the live race committee up to 30 minutes before the finish. After the finish, incoming protests will not be processed by the live race committee, but will be decided by the race committee afterwards.

15. Templates and advertisement

All templates that can be provided by the Trading Paints software are allowed. All teams are responsible for complying with 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 prior to the first event. It would be nice, but not mandatory, if these can be recognized on the cars.

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. Race day briefing

There will be a separate written briefing document for each race.

The organizer / race director is granted to change the rules made here in the sense of a safe competition, but not to suspend.

17. Gentleman Agreement

We ask all participants to be considerate of each other. Each driver drives for his own positioning in the championship..

18. Salvatorian clause

In the event that one or more rules are not compatible, or in the event of an offense, a rule does not apply, the Race Committee has the option at any time to adjust and/or reword the rule accordingly.

Changes to the regulations will be added and announced below.
