



# ENDURANCE WORLD CHALLENGE

## Season 4

### Rules and regulations

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## **1. General**

The Endurance World Challenge 2024/25 Season 4 (short: EWC S4) will be held according to the Sporting Code of iRacing. In addition, the event-specific regulations apply in the following order:

1. sporting code iRacing - <https://www.iracing.com/iracing-official-sporting-code/>
2. voice briefing
3. bulletin
4. Written briefing before the race
5. set of rules
6. extended set of rules

## 2. Simulation & software used

iRacing - <https://www.iracing.com>

xtremescoring League System - <https://www.xtremescoring.info/scoring-paints-rc>

xtremescoring Paint Updater - <https://www.xtremescoring.info/scoring-paints-rc>

xtremescoring Racecontrol - <https://www.xtremescoring.info/scoring-paints-rc>

Data use and deletion: For the purpose of organizing the event, it is necessary to collect the data of the drivers and teams. This data is transferred to the league system, stored there and is available for this and other events. A deletion of the transferred data can only be requested after the end of the league and the final evaluation. This is possible via e-mail to kontakt(at)pwa-simracing.de or via Discord Ticket.

## 3. Main responsible community / organizer

PWA Simracing e.V.

Lönsweg 12

74360 Ilsfeld

Web: <https://pwa-simracing.de>

Mail: [kontakt@pwa-simracing.de](mailto:kontakt@pwa-simracing.de)

3.1 Communication takes place in the [Community Discord](https://discord.gg/pwa-simracing-e-v-615629147401879580).

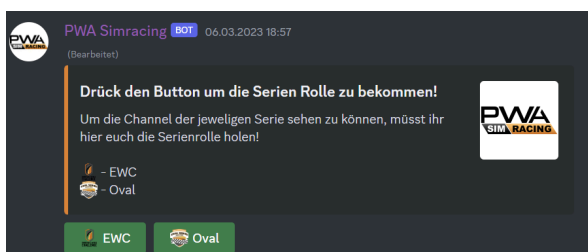
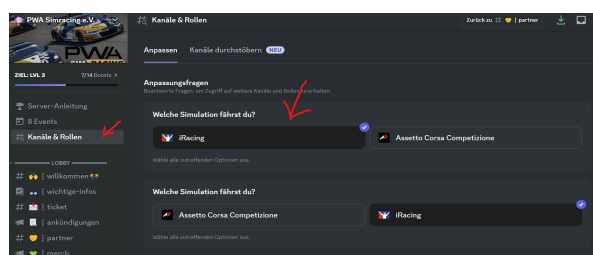
<https://discord.gg/pwa-simracing-e-v-615629147401879580>

3.2 All drivers of a team must have joined the Discord and accepted the rules there.

3.3 The role "iRacing" must be selected in the "Channels & Roles" channel.

3.4 In the "iRacing" category, the EWC role must be selected in the "series role selection" channel.

3.5 All drivers are obliged to use their iRacing name in the Discord.



## 4. Enrollment / registration deadline / qualification

Enrolment takes place on the homepage. Enrolment starts on **25.07.2024** for everyone and ends on **31.08.2024**.

Information on the EWC league can be found at

<https://pwa-simracing.de/pwa-endurance-world-challenge/>.

The EWC is a multi-class league that is held with 3 vehicle classes (GTP, LMP2 & GTD). There is a limited number of starting places per class. If this number is exceeded in the respective class, the organizer will carry out a pre-qualification in the affected classes. The regulations for this will be communicated separately. The series will only take place with a minimum number of participants (number of teams in all vehicle classes) of 30 vehicles. If there is not a minimum class number (number of teams per class) of 10 vehicles in one of the advertised vehicle classes by the registration deadline, the league management reserves the right to cancel this class. If this is the case, the registered teams in the affected class must change classes or withdraw from the series/league. The choice of vehicle must be finalized up to 1 day before qualification or at the latest 1 day before the first race. Changes must be announced to the race management/organizers via iRacing ticket in the Discord.

So-called "invites" or "wildcards" can **only** be issued by the organizers.

A description of wildcards and regular rider status can be found [HERE](#).

## 5. Entry fee

**An entry fee of €25.00 per vehicle per season is due for all dates of EWC Season 4. This must be received by 08.09.2024 23:59** at the latest to the following PayPal account, stating the start number and name of the team in the format: "*#000 - Next Champion*" (as an example).

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

## 6. Start numbers

GTP class: **104 - 199**

LMP2 class: **204 - 299**

GT3 class: **304 - 399**

The teams that have finished 1st - 3rd in their respective classes will race with start numbers X01 - X03 in the following season, provided they are registered.

## 7. License and iRating

Each driver must have at least a **B-License Sports Car or higher** in iRacing to participate. If no B-license or higher is achieved, the driver cannot join the server.

A **Sports Car iRating of 1500** is required from each driver.

## 8. Participants per team

A team consists of 2-5 Drivers. According to the "EWC Fair Share Rule", at least 2 Drivers, maximum 5 Drivers, of the team must take part in the race on each race day - **further information can be found in the Extended Regulations.**

## 9. Race calendar / weather conditions

### 9.1. Race calendar

21.09.2024 - Circuit de Barcelona Catalunya (Historic) - 8h of Spain

26.10.2024 - Watkins Glen International - 6h of New York

30.11.2024 - Circuit de Spa-Francorchamps - 12h of Belgium

-Christmas break

25.01.2025 - Fuji International Speedway - 8h of Japan

22.02.2025 - Circuit des 24 Heures du Mans - 12h of France

29.03.2025 - Nürburgring Grand Prix - 6h of Germany

26.04.2025 - Daytona International Speedway - 8h of USA

24.05.2025 - Sebring International Raceway - 12h of Florida

### 9.2. Weather conditions

The in-game data, weather conditions and track conditions will be announced in a separate written bulletin no later than 14 days before the respective race.

## 10. Number of participants, vehicles and classes

The minimum number of participants for the championship to take place is **30 teams (max. 60)**. The organizers reserve the right not to hold the league if the minimum number of participants is not reached. Claims for damages will not be recognized.

In the event of increased demand and sufficient registrations, the organizers reserve the right to create a second split. The splits are divided according to point 10.1.

Class	Number of	vehicles
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GTP	<b>12-17</b>	<ul style="list-style-type: none"> <li>- BMW M Hybrid V8</li> <li>- Cadillac V-Series.R GTP</li> <li>- Porsche 963 GTP</li> <li>- Acura ARX-06 GTP</li> </ul>
LMP2	<b>10-15</b>	<ul style="list-style-type: none"> <li>- Dallara P217</li> </ul>
GTD	<b>25-35</b>	<ul style="list-style-type: none"> <li>- Audi R8 LMS EVO II GT3</li> <li>- BMW M4 GT3</li> <li>- Chevrolet Corvette Z06 GT3.R</li> <li>- Ferrari 296 GT3</li> <li>- Ford Mustang GT GT3</li> <li>- Lamborghini Huracán GT3 EVO</li> <li>- Mercedes-AMG GT3 2020</li> <li>- Porsche 911 R GT3 (992)</li> </ul>

### 10.1. Pre-qualification

If the number of registrations is higher than the available places (60), there will be a qualification for the relevant classes in the run-up to the start of the league. In the event of increased demand and sufficient registrations, the organizers reserve the right to create a second split. The splits will be assigned after qualification.

Further information will be published as a bulletin in the PWA Discord.

### 10.2. New content

The organization reserves the right to include newly released vehicles in the season.

However, this only if

- a replacement vehicle is introduced and the current vehicle therefore no longer receives any new updates from iRacing (e.g. Ferrari 488 GT3 Evo to Ferrari 296 GT3)
- the permitted number of vehicles is increased, e.g. to 14 different vehicles per server

A change of vehicle within the vehicle class is possible a maximum of once in the season, but the team concerned will be reset to 0 points in the championship. Excluded from this is a change from a vehicle to Legacy status at iRacing when a new model is released.

It is not possible to switch from one class to another.

## 11. Race day schedule

At least one driver per team (who also takes part in the race) must be present at the briefing.

Qualifying will be released for the respective class by the race management in the iRacing voice chat.

Every driver is obliged to have the voice chat switched on and to be able to read the text chat. They must also ensure that they are able to recognize displayed flags at all times (VR goggles) If a vehicle

starts a qualifying session that is not entitled to do so, a "drive-through penalty" will be imposed by the race stewards after lap 1.

### 11.1. Timing on race day

- 10:00 a.m. - Server start - Training
- 10:30 a.m. - Briefing
- 11:00 a.m. - Start qualification
  - 11:00 a.m. - GT3 qualification
  - 11:20 a.m. - LMP2 qualification
  - 11:40 a.m. - GTP qualification
- 12:00 - Grid formation and formation lap

### 11.2. Start phase procedure

The race starts on the fly after a manual formation 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 specified start zone. However, from the end of the start zone, the race is open to all vehicles in the respective class and overtaking is permitted from this line. Further details on the time intervals, maximum speed, start zone or similar will be communicated in the separate event briefings.

## 12. Scoring and tables

Points are only awarded for a race distance of 80% or more (compared to the race winner of the respective class). Each class has its own classification and is scored according to the following points table. This is listed below.

Position	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	10	7	5	4	3	2	1													
GTD	50	44	38	34	31	28	25	22	19	16	14	12	10	8	6	5	4	3	2	1

In the event of a server crash or shortened race duration, the following points will be awarded:

- if the race duration is 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 teams will be taken into account for the final result.

## **13. General settings and regulations**

### **13.1. Fast Repair**

- Each team has **one** Fast Repair per race, which is made possible by iRacing

### **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.

An 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, an independent exit is permitted.

### **13.3. Exploitation 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 public voice chat is reserved exclusively for the race management / race commission and is prohibited for drivers / teams. If this is violated, a penalty will



be imposed on the team for which the driver concerned is driving in accordance with the penalty catalog.

### **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, a penalty will be imposed on the team for which the driver concerned is driving in accordance with the penalty catalog.

The use of private messages between teams is permitted and can be used to facilitate communication between the teams. However, if insults, abusive language or constant unnecessary messages are reported to the race management / race commission, this may be penalized.

## **14. Protests and live decisions by the race commission**

During the races, a race commission is available to process the reports during the race. Protests will be processed as they are received. A protest page will be activated for each race, which will be announced in the briefing. Protests must be submitted no later than 30 minutes after the protested incident. The teams themselves are responsible for the corresponding organization (drivers and spotters). Exceptions to this are protests created by the race committee (exceptional cases, e.g. due to reaching the maximum penalty points or technical problems). Any penalties imposed will be announced on the protest page and in the public text chat (in-game).

The decision of the race commission is final. **An appeal can only be submitted in writing via a ticket max. 30 min. after the penalty has been pronounced in the PWA Discord and it must be clearly proven that the penalty was wrongly imposed.** If the appeal can only be carried out after the end of the race and the penalty remains in place, the severity of the penalty will be converted into a point deduction. Protests will be processed by the live race commission until the end of the in-game scoring time after the finish. After that, incoming protests will no longer be processed by the live race commission, but will be decided, evaluated and converted into point deductions by the race management afterwards.

## **15. Penalty points**

Penalty points are awarded by the race management for incidents. Depending on the amount of penalty points achieved, a penalty will be awarded by the race management in accordance with the extended regulations.

## **16. Templates and advertising**

All templates that can be provided by the Trading Paints software or PWA's own 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. Corresponding templates will be made available to the teams in good time. The logos of the series and the logos of the organizers are approved for advertising purposes. The organizer reserves the right to randomly check templates. The logos used must be approved by the respective companies. By affixing the logos to the vehicle used, the driver confirms that these approvals have been obtained. The driver is liable in the event of damage. The organizer is not liable for possible claims by third parties. All designs or lettering that are associated with alcohol and tobacco products, party political, pornographic or xenophobic content are prohibited and will lead to exclusion from the series. Upload and checking of the templates are organized via the xtremescoring software - <https://app.xtremescoring.com/>. Instructions will be communicated separately after registration.

## **17. Race day briefing**

There will be a separate written bulletin for each race.

The organizer / race director has the right to change the rules in order to ensure a safe competition, but not to suspend them.

## **18. Gentleman Agreement**

We ask all participants to show consideration for each other. Each driver drives for his own position in the championship.

## **19. Exclusion of legal recourse and limitation of liability**

- 1) In the case of decisions by the organizer, the race commission or the race director as a judge within the meaning of § 661 BGB, legal recourse is excluded.
- 2) No claims for compensation of any kind can be derived from measures and decisions of the race commission and the race director as well as the representatives of the PWA Simracing e.V. and the organizer, except in the case of intentional or grossly negligent damage.

3) Participants take part in the events at their own risk. By submitting the entry form, the drivers waive any claims of any kind for damages arising in connection with the events, namely

- against the PWA Simracing e.V., iRacing.com Motorsport Simulations, LLC, their bodies and managing directors

the sports officials

- and all other persons associated with the organization of the event, except for damages resulting from injury to life, body or health caused by intentional or grossly negligent breach of duty

including by a legal representative or vicarious agent of the group of persons liable, except for other damage caused by an intentional or grossly negligent breach of duty, including by a legal representative or vicarious agent of the group of persons liable.

4) The exclusion of liability shall become effective for all participants upon submission of the entry. It applies to claims on any legal grounds, in particular to claims for damages arising from contractual and non-contractual liability and also to claims in tort. Tacit exclusions of liability remain unaffected by the above exclusion of liability clause.

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## 20. Severability clause

If one or more regulations are not compatible or if a regulation does not apply to an offense, the race management has the possibility to adapt and/or formulate the regulation accordingly at any time. Changes to the rules will be added and announced below

## 21. History of changes

Version History	date	Contents
Draft	24.06.2024	First publication

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