

VÉRTICE WORLD RACING SERIES (VWRS) OFFICIAL REGULATIONS 2026



Version: 1.0

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1. GENERAL DISPOSITIONS

- **1.1. Sovereignty:** The VWRS Administration holds absolute authority over the event.
- **1.2. Bulletins:** The Race Director (RD) may publish technical bulletins or annexes to modify these rules at any time.
- **1.3. Responsibility:** Every driver acts as their own Team Manager and is solely responsible for their actions and their game configuration.
- **1.4. Communication:** Drivers are considered officially notified once information is posted in the designated Discord channels.
- **1.5. Rights:** By participating, the driver waives their virtual image rights for official broadcasts.
- **1.6. Legal Gaps:** Any situation not foreseen in this document will be resolved by the RD seeking maximum sporting fairness. If there is no written rule, the RD reserves the right to penalize or not based on the severity of the issue.

2. CONDUCT AND COMMUNICATIONS

- **2.1. Respect:** Cordial treatment is required across all platforms. Harassment is grounds for a permanent ban.
- **2.2. Voice Chat:** Each driver is required to create a voice chat (shared chats with other drivers are permitted). However, entering or interrupting another driver's voice chat during a race is strictly prohibited and results in an immediate **DSQ** from the session.
- **2.3. Real Names:** Drivers must use the first and last name registered during sign-up. Nicknames are not allowed.
- **2.4. Integrity:** The use of any software that modifies the game's physics will result in immediate expulsion and a report to the wider simracing community.
- **2.5. Defamation:** Publicly criticizing the league or fellow drivers in a destructive manner will result in a points deduction and can lead to a server ban.
- **2.6. Self-Management:** The driver is the only valid representative for claims and administration. Reports from third parties are not authorized.

3. REGISTRATION AND ENTRY MANAGEMENT

- **3.1. License:** The RD may revoke a driver's license if they fail to demonstrate a minimum safety level on track.
- **3.2. Deadlines:** Registrations close 48 hours before the qualifying session (this does not apply to pre-season testing).
- **3.3. Racing Numbers:** Numbers are personal and non-transferable for the season. Changes are only allowed if a number is already taken or with specific RD approval.
- **3.4. Reserves:** Reserve drivers will only enter the grid if a permanent driver confirms their absence 24 hours before the race.
- **3.5. Substitutions:** In team-based entries, one driver change per event is allowed, provided it is notified 24 hours in advance.

- **3.6. Absences:** Two absences without prior notice will result in the loss of the permanent grid slot.

4. TECHNICAL REQUIREMENTS

- **4.1. Real Penalty:** This is the central arbitration system. Failing to have it active during a race results in a **DSQ**.
- **4.2. Connection:** The ping limit is 200ms. If a driver causes instability, they will be kicked from the server for safety reasons.
- **4.3. Assists:** Only factory-standard assists (ABS/TC) are allowed.
- **4.4. Damage:** Set to 100%. A car with a broken suspension/steering is a hazard and must pit immediately.
- **4.5. Performance:** A graphic configuration ensuring a stable minimum of 60 FPS is highly recommended.
- **4.6. Radar:** The use of radar apps (e.g., Helicorsa) is mandatory to prevent side-to-side contact.

5. EVENT FORMAT AND SCHEDULES

- **5.1. DTM:** Saturdays or Sundays. 20-min Qualifying. Race 1 grid per qualifying. Race 2 grid per Race 1 results.
- **5.2. F3:** Single session on Saturday. 15-min Qualifying. One Sprint Race and one Main Race held consecutively with a 10-minute break.
- **5.3. Shitbox Challenge:** 60-min Endurance race. Free pit strategy. The calendar/car order is as follows (unlimited entries):

Race 1	Sachsenring	Fiat Multipla GT3
Race 2	Red Bull Ring	Clio Cup
Race 3	Nürburgring	Smart BRABUS Tuned
Race 4	Oschersleben	Volvo Trucks
Race 5	Hockenheimring	Renault Twingo Cup
Race 6	Spa-Francorchamps	Nissan Micro Cup

- **5.4. Schedule (UTC+2):**
 - **DTM:** 3:00 PM – 5:00 PM (UTC+2)
 - **F3:** 4:00 PM (UTC+2)
 - **Shitbox Challenge:** TBD (UTC+2)
- **5.5. Qualifying:** Interfering with a driver on a flying lap is strictly prohibited.

- **5.6. Briefing:** Held 30 mins before the session. Failure to attend results in a back-of-the-grid start or a ban from the race.

6. SAFETY AND RACE PROCEDURES

- **6.1. Starts:** All starts are Rolling Starts following the Safety Car or Grid Starts, as specified during the briefing.
- **6.2. Safety Car (SC):** Deployed for serious incidents. The leader controls the pace once the SC lights go out.
- **6.3. FCY (Full Course Yellow):** Speed is limited to 80 km/h (Pit Limiter). Closing gaps with the car ahead is prohibited.
- **6.4. Blue Flags:** Obligation to facilitate a pass within a maximum of 3 corners. Ignoring this results in a **Drive Through**.
- **6.5. Pit Lane:** The speed limit must be respected from the entry line. Violations result in a **Drive Through**.

7. DRIVING STANDARDS

- **7.1. Positioning:** To claim space, the attacking car's front axle must be alongside the defender's door.
- **7.2. Defense:** Only one defensive move per straight is allowed. Multiple moves are considered illegal blocking.
- **7.3. Braking:** Changing lanes once the braking phase has started is strictly prohibited.
- **7.4. Track Limits:** Managed by Real Penalty. The limit is defined by 4 wheels crossing the white line; 3 wheels off is permitted.
- **7.5. Rejoin:** Drivers involved in an incident must rejoin the track without interfering with oncoming traffic.
- **7.6. Overtaking:** The driver attempting the overtake bears the primary responsibility for a clean maneuver.

8. SCORING AND SUCCESS BALLAST

- **8.1. Points and Ballast:**

Position	Points	Ballast (Only for DTM)
1	25	3 kg
2	18	2 kg
3	15	1 kg
4	12	
5	10	
6	8	
7	6	
8	4	
9	2	
10	1	
Pole	1	

- **8.3. Bonuses (Only in F3):** +1 point for Pole Position, +1 point for Fastest Lap (must finish in Top 10).
- **8.4. Teams/Individual:** If a driver competes alone, their points count for both the individual and their "personal team" standings.
- **8.5. Tie-Breakers:** Resolved by number of wins, then second places, etc.
- **8.6. Results:** Official results will be published after the stewards review all submitted reports.

9. INCIDENT REPORTS AND PENALTIES

- **9.1. Submissions:** Reports must be sent via the official form within 24h of the race.
- **9.2. Evidence:** Mandatory video evidence (cockpit and external/TV) is required for any report.
- **9.3. Penalty Tiers:** Minor (Warning/5s), Medium (Drive Through), Serious (Stop & Go), Severe (DSQ).
- **9.4. Driver Points:** Each driver starts with 12 points. Losing all points results in a season ban.
- **9.5. Appeals:** One appeal per incident is allowed if new graphic evidence is presented.

- **9.6. RD:** The RD will review the first lap of every race automatically without the need for a report.

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