PLATINUM
ENDURANCE CHAMPIONSHIP

Season 5

Information v5.2

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Introduction

Welcome to the Platinum Endurance Championship! PEC is a Endurance Championship consisting of- and run by SimRacing enthusiasts alike. We strive to provide you a premium racing experience.

This document contains generic information for competing within PEC.

Version info

Item	Value
Version	5.2
Change date	24-4-2024
Changes summary	added/updates; - stewarding - updates some links - highlighted some items, subject to change

Note: All previously approved changes displayed in black text and approved deletions removed. Changes approved in this version are in pink text, new deleted items are in ~~strike through~~

Definitions and links

League Organizers

The core organizers (discord: @organiser) of the PEC league series.

League Team

The PEC League Team consists of the PEC League Organizers (discord: @organiser), PEC Admins (discord: @admin) and the senior stewards (discord: @steward)

Formation zone

Zone on track where all cars within a class must be in a steady pace and side by side in the order depicted before the race starts.

Starting zone

Zone on the track where the race starts. Usually the same zone as where iRacing provides a start signal. A start signal is given as depicted within this document. If it is a multiple class race, each class receives its own star signal.

Valid laps

A valid lap is any lap driven within iRacing, not being an in-lap, incomplete lap, out-lap or lap tagged as 'invalid' by iRacing.

Rules document

The document with rules information for the PEC League. Can be found [here](#)

Entry
A driver or team which has registered for this championship

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1. Time and timezones

All shown times within this document use the CET or CEST times (depending on the period when you read this document).

For international contestants, use the following table as a guidance to find your local time.

	From	Until	UTC
CET	Last Sunday October	Last Saturday March	UTC+1
CEST	Last Sunday March	Last Saturday October	UTC+2

Table 1: CE(S)T timezone to UTC

2. Registration

3.1   If an Entry wishes to change the car during the championship season, the change will be considered as a new championship entry.

3.2   If an Entry wishes to change the race number during the championship, the change will be considered as a new championship entry.

3.3   Tracking of incidents as per the Penalties section will be carried over to any new championship entry unless the driver line up changes by 50% or more.

3.4   After sign-up, driver lineup changes can be done via the #bot-commands channel in discord.

3.5   A driver is only allowed to compete in 1 team (entry) at any time.

3.6   If a driver wishes to change teams, their respective team managers need to contact an organizer.

3.7   Moving a driver to a different team is allowed. If the league team perceives this is being done to gain an advantage, it may incur a penalty for the team the driver is moved to. Check the rules document

3.8   Changing team_id is allowed and is not considered a new entry as long as team name, drivers, car and car-number does not change.

3. Car classes

This series uses 2 car classes, having the entries as depicted in the table below:

Class	Cars
GTP	BMW LMDh Cadillac V-series.R GTP Acura ARX-06-GTP Porsche 963 GTP
GT3	Lamborghini Huracán GT3 EVO Audi R8 LMS BMW M4 GT3 Porsche 911 GT3 R (992) Mercedes GT3 Ferrari 296 GT3

Table 2: Car classes

4. Competition classes and car numbers

Following championship competition classes are available and eligible to score points.

Table 3: Car Numbers

Competition classes	Car number requirements*1
GTP	2-99
GT3 PRO	202-299

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GT3 AM	302-399

*1 Numbers 1, 101, 201, 301 will be reserved for championship winners as League Organizers seem fit. Numbers 100 & 200, 300 will not be used. Leading zeros cannot be used.

At the discretion of the League Organizers, certain numbers may be disallowed when they are generally considered as offensive.

5. <u>Race day timing</u>

Following race day timings apply for each item:

Item	Start time
Pre-race practise	12:00
Drivers briefing	12:45
Race start practice	13:00
Qualifying	13:20
Race	14:00

Table 4: Race-day start times

6. <u>Calendar and circuits</u>

The series will consist of 5 Rounds as the calendar below shows:

Round	Date	Track	Layout	Duration (h)
1	February 17th	Daytona	Road Course	6
2	March 9th	Monza	Grand Prix	8
3	April 6th	Spa-Francorchamps	Endurance	10
4	April 27th	Sebring	International	12

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5	May 11th	LeMans 24	24 Heures du Mans	24

Table 5: Season calendar

7. <u>Track information</u>

(Off) track limits are normally defined by the iRacing system. PEC uses the iRacing for off track detection and its incident counting system. PEC acknowledges that these incidents count for a team as a whole, and whilst this can cause frustration, it is consistent

The PEC team may consider non-Iracing track limits for some tracks. This, as well as the [formation-](#) and [the starting zone](#) for the track, will be announced in the week before race day by the league organizers.

8. <u>Incident limits</u>

Incident limit is as shown in table 6, but in generic will be:
- 5 per each hour race
- +10 for each race less than 6hr -or-
- +5 for each race more than 6hr
- DT on limit reach
- After each extra 10x DT with a max of 3 times
- DQ after max limit

Circuit	Hours	Limit	DT	DQ
Daytona	6	30	3 times 10x	60
Monza	8	40	3 times 10x	70
Spa-FrancoChamps	10	50	3 times 10x	80
Sebring	12	60	3 times 10x	90
LeMans 24	24	120	3 times 10x	150

Table 6: Incident limits

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9. **Championship entries**

Minimum entry threshold is 40. The league organizers are free to act as they see fit if the championship is not at the entry minimum at the latest deadlines before the first race. This might be cancelation of the whole championship or carry on with a lesser field. Of course, the league organizers will do everything in their power to overcome such a situation.

There is an entry maximum of 60 entrants total in this championship due to limitations iRacing imposes on some tracks.

10. **Championship cancelation**

When the number of entries is below minimum at the deadlines before the first race, this Championship will be canceled. Cancelation will be announced in discord in the #anouncements channel.

11. **Car class entries**

This championship aims to hit the following number of entries per car class to ensure a competitive and balanced field for each class:

Class	Minimum entries	Initial maximum
GTP	10	15
GT3 Pro	10	15
GT3 Am	10	15

Table 7: Car class entries

Any entry is free to change anything and everything up until the deadlines of the first race of the Season.

If any car class is not at the minimum entry threshold 4 weeks before the championship, the league organizers are free to act on this as it seems fit. This will most likely be the cancellation of that class. Especially so when there are waiting lists for other car classes.

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If any class is not at 15 entries 4 weeks before the championship, the available spots become 'open entries'. They will be used for those classes who have waiting lists.Sign-ups on any class are allowed at that point based on interest and first-come-first-serve for the remaining free spots within the field.

12.   **Prize money**

Total prize money for this season is 885 euro, assuming we have a full field. Half prize money threshold is 48. This is divided into prices for each car class as depicted in following table

Class	1st	2nd	3rd	4th	5th
GTP	110	80	60	30	15
GT3 Pro	110	80	60	30	15
GT3 Am	110	80	60	30	15

Table 8: season prize money

As this is a self supporting series, actual prize money depends on the number of entries. There is no prize money at the minimum championship entries threshold. Actual prize money will be announced at the start of the first race of this season.

13.   **Liveries**

13.1   Liveries must comply with the iRacing paint policy

13.2   PEC provides mandatory decal packs. These are published in the #pec-decals discord channel.

13.3   The provided decals may be moved a little to accommodate the livery. Number plates and front window should remain the same, others within the same area (front, alongside number plates, back).

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14. Deadlines

Unless stated otherwise, the deadline for any change is **48 hours.** The stated deadlines are hard deadlines. There is no option to change things afterwards.

14.1   The deadline for registration is **48 hours** prior to a race event.

14.2   Deadline for season payment is **2 weeks** (14 days) prior to the first race of the season. For in-season new entries, **48 hours** prior to a race event.

14.3   The deadline for **car** choice for the championship season is **96 hours before the first race of the season.**

14.4   The deadline for a race **number** for the championship season is **96 hours before the first race of the season.**

14.5   The deadline for any entry change is **48 hours** prior to the race event.

14.6   The deadline for signing off for a race is **48 hours** prior to the race not attending to.

15. Car class driver requirements

15.1   A driver's iRacing sRating must be C4.0 or better to join a race.

15.2   A drivers iRating will be checked on race day, before the race

15.3   GT3 class requires an iRating equal to or greater than 1500

15.4   GTP class requires an iRating equal to or greater than 2500

15.5   GT3 Silver classification is depicted by iRating during sign-up, being less than 2750 iRating

15.6   GT3 Gold classification is depicted by iRating during sign-up, being greater than or equal to 2750 iRating.

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15.7   A GT3 Gold driver may not exceed 3500 when driving in GT3 AM.

15.8   An GT3 Silver driver is allowed to drive in a GT3 PRO team at all times without limitations.

15.9   A GT3 Gold driver is allowed to drive in an GT3 AM for limited time, rules and penalties apply, see chapter [drive-share requirements](#)

15.10   Any infringement on these requirements may lead to penalties or even a season disqualification. Check the rules and penalties document for details.

16.   <u>Attending requirements</u>

16.1   This Championship utilizes the iRacing [fair share rule](#) and the [non-declare driver sessions rule](#).

16.2   If a team championship. not all registered drivers within a entry have to attend each race

16.3   A minimum of 2 drivers must attend a race

16.4   Drivers must drive with a unique account; account sharing is not allowed and implies a penalty.

16.5   GT3 class is free to reclassify from AM to PRO. Reclassification can be done only once. Accumulated points within a class are not transferred.

17.   <u>Free Practice</u>

17.1   In the week prior to the race there will be 12 free practice sessions. All on-track behavior rules in the rules document apply.

17.2   It is mandatory for each driver, who is attending the upcoming race, to complete at least a total of 30 minutes of drivetime across the official free practice sessions.

17.2   The team will receive a penalty for each driver, attending in the race, who did not complete the required drivetime.

17.3   Only valid laps account to drivetime. Valid laps are laps, not being in- and out laps or deemed as invalid by the iRacing system

17.4   PEC will provide a report on current status for each registered driver as per PEC administration (sign-up sheet). The report is driver centric and team agnostic. It is the responsibility of each team to check whether they comply.

Compliance checking and team correlation by the PEC organization is being done on iRacing driverID during the race.

17.5   In all pre-race session free practice sessions any team name may be used until the number of session registrations reach 50. At that point, only PEC registered team names may enter. PEC advises to use the PEC registered team name as much as possible during free practice sessions.

It is mandatory to enter with the correct team name during the free practice session on race day. *1

17.6   Free Practice times will be available as depicted in table 9

*1 **WARNING**
Server settings during race day are such that when you register wrongly in the race session, you will **not** be able to race in your own team! This is a limitation of iRacing. By doing so, you risk entering with a number reserved for another team.

Week*1	Day	Time	In game time	Duration (hrs)
-1	Sunday	19:00	14:00	3

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-1	Monday	03:00	15:00*2	3
-1	Tuesday	22:00	14:00	3
-1	Thursday	19:00	15:00*2	3
-1	Friday	13:00	14:00	3
-1	Saturday	17:00	14:00	5
0	Sunday	03:00	14:00	3
0	Monday	19:00	15:00	3
0	Tuesday	22:00	14:00	3
0	Thursday	03:00	15:00	3
0	Thursday	19:00	15:00*2	3
0	Friday	19:00	14:00	3

Table 9: free practise times

*1 Week(s) before race day, where 0 is race week
*2 18:00 if 8h+ race

18. <u>Drivers Briefing</u>

During the Drivers Briefing any and all race/track specific information will be presented. This most times is a repeat of information already published, but may contain last-minute information.

Therefore it is mandatory to have at least one team member present during the Drivers Briefing. It is the responsibility of the team member(s) that are present to relay the provided information to their teams. It is the responsibility of the team manager to ensure presence.

It is mandatory for every car to be off-track/in the pits when the Drivers Briefing commences.

It is not allowed to go back on track after de Drivers Briefing ends.

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19. Practice Start procedure

The Practice Start commences whenever the Drivers Briefing ends. The Practice Start is guided by Race Control. The procedure is the same as the race start procedure with the following addition. Order of formation during practice start in this case is whoever is first in line at end-of-pit.

For each car class:

A. Go to end-of-pit, get in line.
B. Wait for a green, mandated by race control, to go on track.
C. Follow race start procedure.

20. Qualifying

20.1   Open qualifying per car class

20.2   Schedule (time indication respective to actual start time Q in minutes):

- 00:00 start Q for GT3
- 17:00 Pit Exit closes for GT3
- 18:00 Finish flag out for GT3. Finish the lap you're on, don't start a new one!
- 20:00 Pit lane open for GTP
- 37:00 Pit exit closed for GTP
- 38:00 Finish flag out for GTP Finish the lap you're on, don't start a new one!
- 40:00 Q ends

21. Race Start procedure

The race start procedure is the same for each car class:

1. Go into/remain in formation asap (2 cars side by side - iRacing formation lap standards)
2. Assume a speed of 90KPH/100KPH.
3. For first row cars; if there is a car class in front of you, reduce/increase speed such that the gap becomes about 10 seconds (300 meter-isch). Do this gently

and gradually so trailing cars can adjust without the need to abruptly break/speed up.

4. Remain in this formation until you have reached the starting zone.
5. The first car dictates the start of the car class.

22. Race session settings

22.1   In-game text chat is disabled as soon as the qualifying starts. Only admins will be able to send messages. Ensure your text chat is visible to avoid any miscommunication.

22.2   In-game voice chat is disabled as soon as the qualifying starts. Only admins will be able to speak. Ensure your voice chat is enabled to avoid any miscommunication.

22.3   No fast repairs will be available for use.

22.4   Time of day will be the same as in Real Life

22.5   The aim is to use the same date as Real life. This sometimes isn't possible. In that case we'll be using the closest date to the actual date.

22.6   Weather is set to dynamic weather, see picture 1

22.7   Sky is set to dynamic sky, see picture 1

22.8   Track condition is 'leave marbles on track' and 'generate track state', see picture 2

Picture 1: Weather and sky
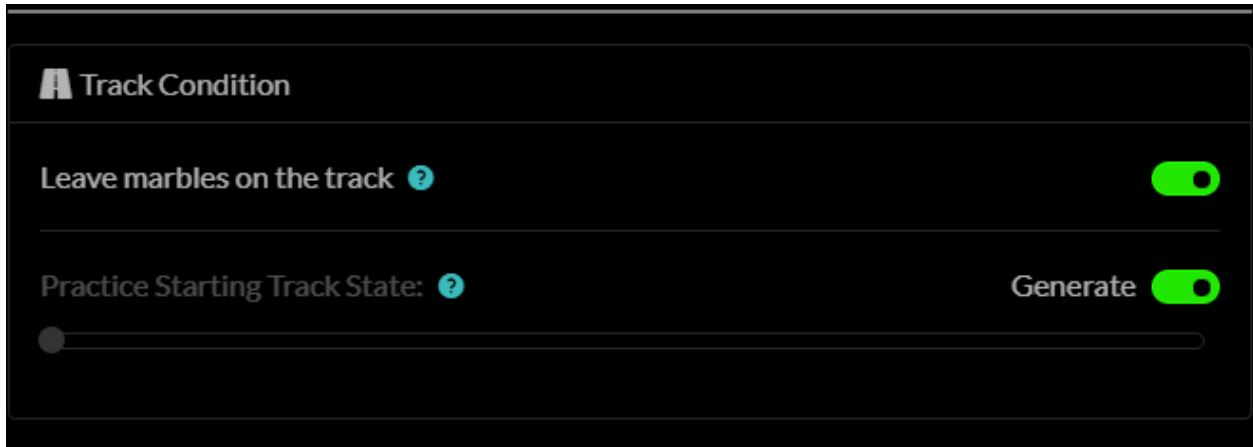
Picture 2: Track condition

23.   Race result and Championship Points

23.1   Provisional race results will be released post-race asap within discord channel #pec-standings-and-results

23.2   The official race results will be released once post race investigations have finished. We aim to release official results within 1 week of race finish.

23.3   Championship standings will be posted asap after release of official race results within discord channel #pec-standings-and-results

23.4   The entry with the most points at the end of the championship will be the winner.

23.5   To be eligible to score points cars must:
   ● Complete 85% of the laps their class winner completes. 85% of the class winner's laps will be rounded up to the nearest lap in all cases.
   ● Cross the finish line without external assistance.
   ● Not be subject to any sanctions that cause them to be ineligible for points.

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23.6　　　There will not be a system of dropped scores.

23.7　　　If there are multiple Entries on equal championship points then the Entry with the most championship wins will be scored ahead of the other Entries, if this still causes a tie then the most second places will be used and so on until the tie is broken.

23.8　　　If the above is unable to break a tie then the finishing position of the last race all tied Entries competed in will be the final tie breaker.

23.9　　　This championship does not use the iRacing League points system. Championship points will be awarded as depicted in table 10

Finish within class	4	6	8	10	12	24
1st	20	27	34	38	42	60
2nd	16	23	28	31	33	50
3rd	13	20	24	26	28	42
4th	12	18	20	23	25	38
5th	11	17	18	20	23	34
6th	10	16	17	19	21	30
7th	9	15	16	18	20	28
8th	8	13	15	17	19	26
9th	7	12	14	16	18	24
10th	6	11	13	15	17	22
11th	5	10	12	14	16	20
12th	4	9	11	13	15	18

13th	3	8	10	12	14	17
14th	2	7	9	11	13	16
15th	1	6	8	10	12	15
16th	1	5	7	9	11	14
17th	1	4	6	8	10	13
18th	1	3	5	7	9	12
19th	1	2	4	6	8	11
Other*	1	1	3	5	7	10

Table 10 - Championship points

* only those who classify by other ruling

24. <u>Stewarding</u>

24.1   The league team strives to provide an unbiased stewarding team to review every incident. We strive that no Stewards review incidents involving cars in classes that their own team is associated with.

24.2   Stewards will only judge an incident based upon the information available to them on their iRacing server session.

24.3   The league team strives to review appeals by at least one other steward then the one(s) who did the initial verdict

24.4   Stewards are instructed to look at incidents holistically. This means; situation, incident, outcome, (previous) behavior. It is at the discretion of the stewards whatever prevails most.

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25.   Incident reporting

25.1   An incident can be reported via the race specific Incident report form, published prior to the race in the #reports-and-verdicts discord channel

25.2   A race specific informational spreadsheet on steward verdict will be published prior to the race in the #reports-and-verdicts discord channel. Incident reporting progress and verdicts will be available for viewing via this spreadsheet.

25.3   If time permits, stewards will post verdict in the #race-control discord channel. This is no guarantee; the spreadsheet is leading on progress/status.

25.4   Any protests filed within the final 30 minutes of the race will be reviewed post race.

25.5   An incident can only be protested once.

25.6   Entries who see a reportable incident are allowed to file an incident report, even if they were not directly involved.

25.7   Incidents that occur in the race must be reported within 60 minutes of the incident, and within 30 minutes of the last car finishing the race.

25.8   Free Practice sessions are not being actively monitored or recorded by the league organizers. Therefore, any report made during a Free Practice session needs to be accompanied with evidence. Preferably an iRacing session snippet, but at least a (link to a) video snippet of some sorts providing a view of the incident. The more viewpoints the better. Without evidence, stewards may not be able to provide a verdict.

25.9   Incidents that occur during Free Practise must have been reported 1 hour before the start of the race and accompanied with evidence to be processed.

26. Verdicts and penalty procedure

26.1   Verdicts will be placed in the informational spreadsheet by stewards which can be found in #reports-and-verdicts.

26.2   If time permits, stewards will post verdict in the #race-control discord channel. This is no guarantee; the spreadsheet is leading on progress/status.

26.3   Do not serve any penalty by yourself. Stewards use the iRacing system to apply a penalty. You will receive a black flag, just like in normal iRacing officials.

26.4   Stewards will wait at least 5 min before applying the penalty in iRacing. This will give teams time to protest/appeal the verdict via VC or report form

26.5   Any penalty must be served within 3 laps within iRacing. If not served, the iRacing system will DQ you which means end of race for you and your team.

26.6   Any appeal to a given penalty must have been done beforehand by contacting Stewards. Only Entries involved in an incident are allowed to contact the stewarding team in regards to that incident.

26.7   Any post race time penalties will be rounded up to the next lap, and the Entry will be placed ahead of other Entries on that lap once penalized

27. Appeals

27.1   If an Entry does not agree with a verdict, it is possible to appeal. A verdict can only be appealed once. The outcome of the investigation will only change if evidence not previously considered is brought to the stewards.

Appeals can be done until 24 hours after the finish flag. If a verdict has been provided post-race, an appeal can be done until 24 hours after this verdict.

27.2   An appeal can be done via the report form, found in the #reports-and-verdicts discord channel. Start your description with 'appeal to (number)'. The report form will be closed after 24 hours of the race.

27.3   If an appeal needs further explanation, evidence sources or is being done after closing of the report form, the team manager can post a request for contact in the #team-managers-chat, tagging @stewards This only applies to appeals done post-race.

27.4   Free Practice sessions are not being actively monitored or recorded by the league organizers. Therefore, any report made during a Free Practice session needs to be accompanied with evidence. Preferably an iRacing session snippet, but at least a (link to a) video snippet of some sorts providing a view of the incident. The more viewpoints the better. Without evidence, stewards may not be able to provide a verdict.

27.5   Incidents that occur during Free Practise must have been reported 1 hour before the start of the race and accompanied with evidence to be processed.

28.   Team manager

28.1   Team manager is responsible for sign-up and payment of entry fee.

28.2   The team manager is responsible for all communication with organizers for his/her team(s).

28.3 Any change must be communicated via designated methods in a timely manner (rules apply, see elsewhere). Failing to do so may result in penalties.

28.4 Team manager needs to confirm his/her team and its members/roles within discord via the #pec-requests channel. This to confirm registration and to alleviate role assignment within discord for its maintainers.

28.5 There may be only one team manager per team

25.6 A team manager is allowed to manage multiple teams.

25.7 A team manager is allowed to drive within a team, but does not have to do so. If he/she manages multiple teams; this applies for 1 team only. He/she cannot switch (without a request via #pec-requests).

29. Gold and Silver classification

This championship operates on a driver classification system for those car classes which have a Pro and Am division. Drivers within those classes are assigned the Gold or Silver classification. This to distinguish between car classification (Pro and Am) and driver classification within those classes.

Attendance of Gold drivers is limited for those competing in the Am car class. Except for the driver requirements, there are no limitations for other car classes; the information below can be ignored.

29.1 25% max attendance Gold driver for each race

29.2 Driver performance will be monitored. There will be public reports of driver performance

29.3 If the league team perceives a vast and/or unusual discrepancy in drive speed versus comparable drivers/iRating, the league team will investigate. Involved entry will be contacted. Perceived trolling can lead to DQ of any scope.