

# TEAM ENDURANCE CHAMPIONSHIP

RULEBOOK SEASON 12

## THE PROHIBITION SEASON



COMMUNITY  
LEAGUE RACING

## 1. GENERAL

The machinery for TEC changes every season, varying from GR4 to GR1. For latest lineups,

[Go to Chapter 2, The Machinery](#)

Each round of TEC is held on Monday evenings from 19:30 (BST or GMT depending on daylight savings) onwards, and will start with a one-shot qualification, followed by a 60-minute endurance race.

[Go to Chapter 3, Series Schedule](#)

[Go to Chapter 4, Lobby Settings](#)

[Go to Chapter 5, Qualifying Procedure](#)

[Go to Chapter 6, Race Procedure](#)

TEC will have dedicated stewards to handle any incidents that may be reported, or situations that might require the application of a penalty.

[Go to Chapter 7, Penalties & Incident Reporting System](#)

The points system of this season's TEC can be found in Chapter 8. The leaderboards will be managed on SimLeaguePro.

[Go to Chapter 8, Points System & Leaderboards](#)

Teams have to run matching team liveries and some mandatory stickers.

[Go to Chapter 9, Livery Rules](#)

Sign ups will be managed on SimLeague Pro.

[Go to Chapter 10, Sign Ups](#)

## 2. THE MACHINERY

The following machinery is available for TEC Season 9.

| Manufacturer | Model              | Car Category | Class |
|--------------|--------------------|--------------|-------|
| Honda        | NSX CONCEPT-GT '16 | Gr.2         | PRO   |
| Lexus        | SC430 GT500 '08    | Gr.2         | AM    |

\* Pro Class

\* AM Class



### 3. SERIES SCHEDULE

| GENERAL         |                    |                                               |
|-----------------|--------------------|-----------------------------------------------|
| Weekday         | Mondays            |                                               |
| First Round     | 15th July 2024     |                                               |
| Last Round      | 2nd September 2024 |                                               |
| Lobby Open      | +- 19:30 BST       |                                               |
| Quali Start     | +- 19:50 BST       |                                               |
| Race Start      | +- 20:00 BST       |                                               |
| Race Finish     | +- 21:00 BST       |                                               |
| SEASON OVERVIEW |                    |                                               |
| Round 1         | 15th July          | Kyoto - Yamagiwa + Miyabi (reverse) (YayBurn) |
| Round 2         | 22nd July          | Circuit de Sainte-Croix - A (Slugsy)          |
| Round 3         | 29th July          | Sardegna - Road Track A (Jegr)                |
| Round 4*        | 5th August         | Nurburgring 24H (DylanCliff)                  |
| Round 5         | 12th August        | Daytona - Road Course (Echo)                  |
| Round 6         | 19th August        | Circuit de Sainte-Croix - C (JWE)             |
| Round 7         | 26th August        | Interlagos (MainOnion)                        |
| Round 8         | 2nd September      | Autopolis - Full Course (Ovich & Inferno)     |

More details, such as weather settings, per round can be found below.

\* Specific qualification and race length

#### 3.1. DRIVER / LOBBY ALLOCATIONS

Season 12: Lobbies will be split per class with PRO in lobby 1 and AM in lobby 2

(Not applicable in season 12) If multiple lobbies are run, drivers will be assigned a lobby. For rounds 1 to 7, drivers will be allocated before the start of the season. The final round will be set by the driver position in the points table with the top eight of each class entered into lobby one with the next eight in lobby two.

| ROUND 1: Kyoto - Yamagiwa + Miyabi (reverse) (YayBurn) |                   |     |     |                          |     |     |     |     |     |
|--------------------------------------------------------|-------------------|-----|-----|--------------------------|-----|-----|-----|-----|-----|
| Date                                                   | 15th July 2024    |     |     |                          |     |     |     |     |     |
| Time of Day                                            | Afternoon         |     |     | Variable Time Speed Rate |     |     |     | 2   |     |
| Weather Settings                                       | C03               | C03 | C03 | S10                      | S10 | S10 | S05 | S05 | S05 |
| Grip Reduction Off-Track                               | Real              |     |     |                          |     |     |     |     |     |
| Usable Tyres                                           | RS, RM, RH, IM, W |     |     | Mandatory Tires          |     |     |     | RH  |     |
| Tire Wear                                              | 3                 |     |     | Fuel Consumption         |     |     |     | 2   |     |

| ROUND 2: Circuit de Sainte-Croix - A (Slugsy) |                   |     |     |                          |     |     |     |     |     |
|-----------------------------------------------|-------------------|-----|-----|--------------------------|-----|-----|-----|-----|-----|
| Date                                          | 22nd July 2024    |     |     |                          |     |     |     |     |     |
| Time of Day                                   | Late Morning      |     |     | Variable Time Speed Rate |     |     |     | 2   |     |
| Weather Settings                              | S03               | S05 | S06 | S07                      | S05 | S03 | S01 | S01 | S01 |
| Grip Reduction Off-Track                      | Real              |     |     |                          |     |     |     |     |     |
| Usable Tyres                                  | RS, RM, RH, IM, W |     |     | Mandatory Tires          |     |     |     | RH  |     |
| Tire Wear                                     | 3                 |     |     | Fuel Consumption         |     |     |     | 2   |     |

| ROUND 3: Sardegna - Road Track A (Jegr) |                   |     |     |                          |     |     |     |     |     |
|-----------------------------------------|-------------------|-----|-----|--------------------------|-----|-----|-----|-----|-----|
| Date                                    | 29th July 2024    |     |     |                          |     |     |     |     |     |
| Time of Day                             | Evening           |     |     | Variable Time Speed Rate |     |     |     | 2   |     |
| Weather Settings                        | C06               | C06 | C06 | C03                      | C03 | C03 | S18 | S15 | S13 |
| Grip Reduction Off-Track                | Real              |     |     |                          |     |     |     |     |     |
| Usable Tyres                            | RS, RM, RH, IM, W |     |     | Mandatory Tires          |     |     |     | RH  |     |
| Tire Wear                               | 3                 |     |     | Fuel Consumption         |     |     |     | 2   |     |

| ROUND 4: Nurburgring 24H (DylanCliff) |                   |     |     |                          |     |     |     |     |     |
|---------------------------------------|-------------------|-----|-----|--------------------------|-----|-----|-----|-----|-----|
| Date                                  | 5th Aug 2024      |     |     |                          |     |     |     |     |     |
| Time of Day                           | Sunrise           |     |     | Variable Time Speed Rate |     |     |     | 2   |     |
| Weather Settings                      | C01               | C03 | C06 | C03                      | C01 | S16 | S13 | S10 | S07 |
| Grip Reduction Off-Track              | Real              |     |     |                          |     |     |     |     |     |
| Usable Tyres                          | RS, RM, RH, IM, W |     |     | Mandatory Tires          |     |     |     | RH  |     |
| Tire Wear                             | 3                 |     |     | Fuel Consumption         |     |     |     | 2   |     |

- Qualifying: 20 Mins (30 seconds run over)
- Race length: 8 Laps

| ROUND 5: Daytona - Road Course (Echo) |                   |     |     |                          |     |     |     |     |     |
|---------------------------------------|-------------------|-----|-----|--------------------------|-----|-----|-----|-----|-----|
| Date                                  | 12th August 2024  |     |     |                          |     |     |     |     |     |
| Time of Day                           | Evening           |     |     | Variable Time Speed Rate |     |     |     | 2   |     |
| Weather Settings                      | S05               | S10 | S15 | S15                      | S15 | S10 | S10 | S01 | S01 |
| Grip Reduction Off-Track              | Real              |     |     |                          |     |     |     |     |     |
| Usable Tyres                          | RS, RM, RH, IM, W |     |     | Mandatory Tires          |     |     |     | RH  |     |
| Tire Wear                             | 3                 |     |     | Fuel Consumption         |     |     |     | 2   |     |

| Round 6 - Circuit de Sainte-Croix - C (JWE) |                   |     |     |                          |     |     |     |     |     |
|---------------------------------------------|-------------------|-----|-----|--------------------------|-----|-----|-----|-----|-----|
| Date                                        | 19th August 2024  |     |     |                          |     |     |     |     |     |
| Time of Day                                 | Sunset            |     |     | Variable Time Speed Rate |     |     |     | 2   |     |
| Weather Settings                            | C06               | C05 | C04 | C03                      | C02 | C01 | S18 | S17 | S16 |
| Grip Reduction Off-Track                    | Real              |     |     |                          |     |     |     |     |     |
| Usable Tyres                                | RS, RM, RH, IM, W |     |     | Mandatory Tires          |     |     |     | RH  |     |
| Tire Wear                                   | 3                 |     |     | Fuel Consumption         |     |     |     | 2   |     |

| Round 7 - Interlagos (MainOnion) |                   |     |     |                          |     |     |     |     |     |
|----------------------------------|-------------------|-----|-----|--------------------------|-----|-----|-----|-----|-----|
| Date                             | 26th August 2024  |     |     |                          |     |     |     |     |     |
| Time of Day                      | Afternoon         |     |     | Variable Time Speed Rate |     |     |     | 2   |     |
| Weather Settings                 | S01               | S01 | S01 | S01                      | S01 | S01 | S05 | S10 | S15 |
| Grip Reduction Off-Track         | Real              |     |     |                          |     |     |     |     |     |
| Usable Tyres                     | RS, RM, RH, IM, W |     |     | Mandatory Tires          |     |     |     | RH  |     |
| Tire Wear                        | 3                 |     |     | Fuel Consumption         |     |     |     | 2   |     |

| ROUND 8 - Autopolis - Full Course (Ovich & Inferno) |                    |     |     |                          |     |     |     |     |     |
|-----------------------------------------------------|--------------------|-----|-----|--------------------------|-----|-----|-----|-----|-----|
| Date                                                | 2nd September 2024 |     |     |                          |     |     |     |     |     |
| Time of Day                                         | Early Morning      |     |     | Variable Time Speed Rate |     |     |     | 2   |     |
| Weather Settings                                    | C06                | C03 | S18 | S15                      | S12 | S09 | S06 | S03 | S01 |
| Grip Reduction Off-Track                            | Real               |     |     |                          |     |     |     |     |     |
| Usable Tyres                                        | RS, RM, RH, IM, W  |     |     | Mandatory Tires          |     |     |     | RH  |     |
| Tire Wear                                           | 3                  |     |     | Fuel Consumption         |     |     |     | 2   |     |

## 4. LOBBY SETTINGS

| Room Settings                    |                                                      |
|----------------------------------|------------------------------------------------------|
| Room Mode                        | Practice/Qualifier/Endurance Race                    |
| Room Privacy                     | Friends Only                                         |
| Room Name                        | TEC S12 Round #                                      |
| Race Type                        | Race for Ral                                         |
| Max. Number of Participants      | 16                                                   |
| Track Settings                   |                                                      |
| Track                            | <a href="#">See Series Schedule</a> [Round Specific] |
| Time Limit                       | 60 Minutes                                           |
| Time of Day                      | <a href="#">See Series Schedule</a> [Round Specific] |
| Variable Time Speed Rate         | <a href="#">See Series Schedule</a> [2 Times]        |
| Weather                          | <a href="#">See Series Schedule</a> [Round Specific] |
| Race Settings                    |                                                      |
| Start Type                       | Grid Start with False Start Check                    |
| Grid Order                       | Fastest First                                        |
| BoP                              | On                                                   |
| Car Settings                     | Some (Brake Balance)                                 |
| Boost                            | Off                                                  |
| Slipstream Strength              | Real                                                 |
| Visible Damage                   | Off                                                  |
| Mechanical Damage                | Light                                                |
| Tyre Wear Rate                   | <a href="#">See Series Schedule</a> [3 Times]        |
| Fuel Consumption Rate            | <a href="#">See Series Schedule</a> [2 Times]        |
| Refuelling Speed                 | 8 Litres / Second                                    |
| Initial Fuel                     | Default                                              |
| Grip Reduction Off Track         | <a href="#">See Series Schedule</a> [Round Specific] |
| Race Finish Delay                | 180 Seconds                                          |
| Nitrous / Overtaking Multiplier  | Default                                              |
| Qualifier Settings               |                                                      |
| Qualifying Time Limit            | Round Specific - 1 Lap                               |
| Qualifying Continuation Time     | Round Specific - 1 Lap                               |
| Qualifying Tyre Wear Rate        | 0 Times                                              |
| Qualifying Fuel Consumption Rate | 0 Times                                              |
| Qualifying Initial Fuel          | Default                                              |
| Regulation Settings              |                                                      |
| Filter by Category               | –                                                    |
| PP Limit                         | No Limit                                             |
| Max. Power Output                | No Limit                                             |

|                                             |                                                  |
|---------------------------------------------|--------------------------------------------------|
| Minimum Weight                              | No Limit                                         |
| Useable Tyres                               | <a href="#">See Series Schedule</a> [RS, RM, RH] |
| Required Tyres                              | <a href="#">See Series Schedule</a> [RH]         |
| Nitrous                                     | Cannot be fitted                                 |
| Kart Usage                                  | Off                                              |
| <b>Penalty Settings</b>                     |                                                  |
| Shortcut Penalty                            | Weak                                             |
| Wall Collision Penalty                      | Off                                              |
| Correct Vehicle Course after Wall Collision | Off                                              |
| Car Collision Penalty                       | Off                                              |
| Pit Lane Line Cutting Penalty               | On                                               |
| Ghosting During Race                        | Off                                              |
| Flag Rules                                  | On                                               |
| <b>Driving Option Limitations</b>           |                                                  |
| Countersteering Assistance                  | No Limit                                         |
| Active Stability Management (ASM)           | No Limit                                         |
| Driving Lane Assist                         | No Limit                                         |
| Traction Control                            | No Limit                                         |
| ABS                                         | No Limit                                         |
| Auto-Drive                                  | No Limit                                         |

## 5. QUALIFYING PROCEDURE

Qualifying will be a one-shot hot lap format. Each driver gets a single opportunity to set a lap time on the leaderboards. It is up to each individual driver to 'create their own space'. The qualifying session will make use of the in-game Qualifying mode.

## 6. RACE PROCEDURE

The race start will commence after a short break following the end of the qualifying session. Start times will vary due to the length of the track but should be close to being on the hour.

A heads-up message will be sent in chat to signify that the race will begin shortly.

## 7. INCIDENT REPORTING SYSTEM

Incident reports can be submitted up to 24 hours after the start of qualifying in the destined Discord channel. Incident reports will be managed by Series Management.

## 8. POINTS SYSTEM & LEADERBOARDS

Each TEC team will consist of one PRO and AM driver as decided by the drivers themselves.

| Finishing Position*   | PRO | AM |
|-----------------------|-----|----|
| 1                     | 25  | 20 |
| 2                     | 18  | 15 |
| 3                     | 15  | 12 |
| 4                     | 12  | 10 |
| 5                     | 10  | 8  |
| 6                     | 8   | 6  |
| 7                     | 6   | 4  |
| 8                     | 4   | 2  |
| 9                     | 2   | 1  |
| 10                    | 0   | 0  |
| Pole                  | 3   | 3  |
| Q2                    | 2   | 2  |
| Q3                    | 1   | 1  |
| Fastest Lap [Overall] | 2   |    |

\*After application of any penalties.

## 9. LIVERY RULES

No religious, political, sexual, or otherwise provoking contents.

Team liveries need to be run, meaning all drivers from the same team need to use a similar livery design, even when running different car models. Colour variations within the same design are allowed but it needs to be clear that the cars belong to the same team.

### 9.1. MANDATORY DECALS

#### Number boards:

Corresponds to the driver/car class and placed on both sides of the car between the front and rear wheels. National flag and race number should look similar to the below (PRO & AM).



[Link to TEC Numberboard PRO](#) [Link to TEC Numberboard AM](#)

[Link to TEC Number 1](#) [Link to TEC Number 2](#) [Link to TEC Number 3](#) [Link to TEC Number 4](#)  
[Link to TEC Number 5](#) [Link to TEC Number 6](#) [Link to TEC Number 7](#) [Link to TEC Number 8](#)  
[Link to TEC Number 9](#) [Link to TEC Number 0](#)

### Class Indicator:

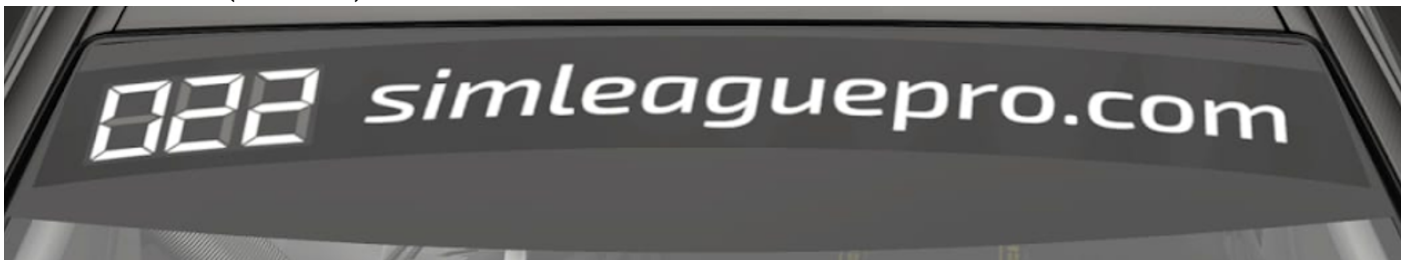
Corresponds to the driver class and placed on the rear of the car. It needs to be clearly legible when the car is moving.



[Link to TEC Class PRO](#) [Link to TEC Class AM](#)

### Optional Decals:

Windshield banner (see below).



[Link to Digital Display V1 \[3 Digit\]](#)  
[Link to Digital Display V1 Number 2](#)  
[Link to Digital Display V1 Number 4](#)  
[Link to Digital Display V1 Number 6](#)  
[Link to Digital Display V1 Number 8](#)  
[Link to Digital Display V1 Number 0](#)

[Link to Digital Display V1 Number 1](#)  
[Link to Digital Display V1 Number 3](#)  
[Link to Digital Display V1 Number 5](#)  
[Link to Digital Display V1 Number 7](#)  
[Link to Digital Display V1 Number 9](#)  
[Link to SimLeaguePro.com](#)

### Championship Numbers:

Those who won their class championships may, if they choose, run the number 01 if they won PRO, and 1 if they won AM. Number can be found in 9.1 of the regulations.

## 10. SIGN UPS

Sign ups are managed on SimLeaguePro, and a link will be shared in the destined Discord channel. Interested but not able to commit as a full time driver? Please keep your TEC Interest role in the Discord. In this way, you will be notified when a possible reserve role becomes available. [CLR Discord Server](#)