

TEC

TEAM ENDURANCE CHAMPIONSHIP

FIFTEEN

TEAM ENDURANCE CHAMPIONSHIP

RULEBOOK

(Season 15)

The TEAM addition



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COMMUNITY
LEAGUE RACING

1. THE DRIVERS

1.1. THE TEAM SELECTION

Teams will consist of two drivers, allocated by the CLR Driver Index sheet: <https://clr.infy.uk/?i=1>

1.2. THE TRACKS

Tracks are selected by the winners of the previous season. Team winners, top three from each class and the Driver of the Day. The winners have the option of selecting weather and time of day settings.

1.3. THE CARS

Car groups are selected by management. Teams will be allocated a car by the Wheel of Doom. Both team members will drive the same car.

1.4. THE LOBBY ALLOCATION

Drivers with the best attendance record will be allocated first.

2. THE CARS

Manufacturer	Model	Category	Class
Alfa Romeo	4C	Gr.3	N/A
Audi	R8 LMS Evo '19	Gr.3	N/A
Ferrari	458 Italia GT3 '13	Gr.3	N/A
Honda	NSX	Gr.3	N/A
Lamborghini	Huracan GT3 '15	Gr.3	N/A
McLaren	650S GT3 '15	Gr.3	N/A
Peugeot	RCZ	Gr.3	N/A
Porsche	911 RSR (991) '17	Gr.3	N/A



3. THE DATES

Weekday	Monday						
First Round	14th April 2025			Last Round	2nd June 2025		
Lobby Open (1&2)	+- 19:30 BST		Quali Start	+- 19:50 BST		Race Start	+- 20:00 BST
Lobby Open (3>8)	+- 19:30 GMT		Quali Start	+- 19:50 GMT		Race Start	+- 20:00 GMT
Round 1	14th Apr	Round 2	21st Apr	Round 3	28th Apr	Round 4	5th May
Round 5	12th May	Round 6	19th May	Round 7	26th May	Round 8	2nd Jun

ROUND 1: Road Atlanta (bmataz)

Date	14th April			Time of Day				Evening	
Weather Settings	S01	Rand	Rand	Rand	Rand	Rand	Rand	S01	S01

ROUND 2: Autopolis (Lugyisonalaptop)

Date	21st April			Time of Day				Afternoon	
Weather Settings	R08	S01	S03	R08	R08	S01	C04	R08	S01

ROUND 3: Red Bull Ring (Dashy)

Date	28th April			Time of Day				Afternoon	
Weather Settings	R08	R06	R03	C04	S15	C02	C03	C05	R04

ROUND 4: Brands Hatch (9 Hour Racing Team)

Date	5th May			Time of Day				Afternoon	
Weather Settings	S10	S06	S12	S09	S13	C03	C03	S11	S05

ROUND 5: Fuji (Thefurrioustwo)

Date	12th May			Time of Day				Afternoon	
Weather Settings	S01	S03	C04	C06	R05	R08	C02	S08	S04

ROUND 6: Tokyo East Clockwise (Deering)

Date	19th May			Time of Day				Afternoon	
Weather Settings	R08	R07	R06	C06	C04	C02	C04	R03	R08

ROUND 7: Grand Valley Highway 1 - Reverse (BetelgeuzeFIN)

Date	26th May			Time of Day				Night	
Weather Settings	S01	S04	S07	S10	S13	S16	C01	C04	C06

ROUND 8: Nurburgring Endurance (RiverRuckus)

Date	2nd June			Time of Day				Early Morning	
Weather Settings	R07	R08	R07	R07	R06	R04	C04	C02	S06

4. THE LOBBIES

Room Settings	
Room Mode	Practice/Qualifier/Endurance Race
Room Privacy	Friends Only
Room Name	TEC 15 - Round #
Race Type	Race for Real
Max. Number of Participants	16
Track Settings	
Track	THE DATES [Round Specific]
Time Limit	60 Minutes
Time of Day	THE DATES [Round Specific]
Variable Time Speed Rate	2
Weather	THE DATES [Round Specific]
Race Settings	
Start Type	Grid Start with False Start Check
Grid Order	Fastest First
BoP	On
Car Settings	Some (Brake Balance / Downforce)
Boost	Off
Slipstream Strength	Real
Visible Damage	Off
Mechanical Damage	Light
Tyre Wear Rate	3
Fuel Consumption Rate	2
Refuelling Speed	8 Litres / Second
Initial Fuel	Default
Grip Reduction Off Track	Real
Race Finish Delay	180 Seconds
Nitrous / Overtaking Multiplier	Default
Qualifier Settings	
Qualifying Time Limit	10 Minutes - 1 hot lap only
Qualifying Continuation Time	30 Seconds
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

Room Settings	
Room Mode	Practice/Qualifier/Endurance Race
Room Privacy	Friends Only
Room Name	TEC 15 - Round #
Race Type	Race for Real
Max. Number of Participants	16
Track Settings	
Track	THE DATES [Round Specific]
Time Limit	60 Minutes
Time of Day	THE DATES [Round Specific]
Variable Time Speed Rate	2
Useable Tyres	RS, RM, RH, IM, W
Required Tyres	RS (Unless rain sensor passes first bar)
Nitrous	Cannot be fitted
Kart Usage	Off
Penalty Settings	
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
Driving Option Limitations	
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. THE QUALIFYING

5.1. THE HOT LAP

Each driver gets one opportunity to set one lap time. It is up to each driver to 'create their own space'.

5.2. THE PITS

Drivers can only return to the pits due to incorrect tyre selection. This can only be done on the out lap. Drivers will be placed at the rear of the grid otherwise.

6. THE RACE

The race will start immediately after qualifying. 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.

7. THE PENALTIES

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.

Incident Report Rulebook:

https://docs.google.com/document/d/115j5o3tEXHuDPQd4Ac800hWrcfzHg8Wz/edit?usp=drive_link&oid=110313546603437592956&rtpof=true&sd=true

8. THE FLAGS

8.1. **THE BLUE FLAG:**

In game blue flags will be used. When a driver is the recipient of a blue flag, they must allow the faster car behind to pass at the earliest safe opportunity. This will only apply when the approaching car is an entire lap or more ahead of the slower driver; should the faster car be on the same lap, they'll need to battle their way past!

9. THE SCORES

Position	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Points	25	20	18	15	12	10	8	7	6	5	4	3	2	1	0
Pole & FL - Per Class							Pole	3	Q2	2	Q3	1	Fastest Lap		2

- Reserve drivers will be allocated 75% points (Pole and fastest lap will stay the same)

10. THE LIVERIES

No religious, political, sexual, or otherwise provoking content. Drivers from the same team need to use a similar livery design, even when running different car models

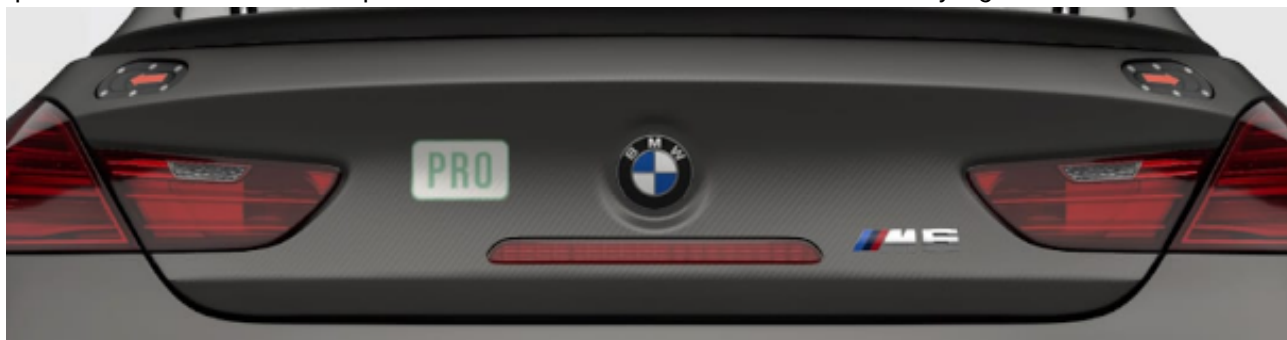
10.1. **THE NUMBER BOARDS:**

Driver number, national flag placed on both sides between the front and rear wheels.

[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](#)

10.2. **THE CLASS INDICATOR**

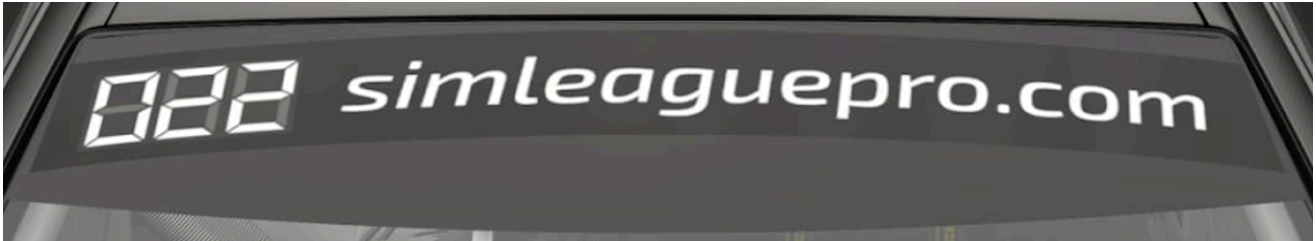
Corresponds to the driver class and placed on the rear of the car. It needs to be clearly legible when the car is moving.



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

10.3. THE OPTIONAL DECALS

10.3.1. Windshield banner (see below).



[Link to Digital Display V1 \[3 Digit\]](#) [Link to Digital Display V1 Number 1](#) [Link to Digital Display V1 Number 2](#)
[Link to Digital Display V1 Number 3](#) [Link to Digital Display V1 Number 4](#) [Link to Digital Display V1 Number 5](#)
[Link to Digital Display V1 Number 6](#) [Link to Digital Display V1 Number 7](#) [Link to Digital Display V1 Number 8](#)
[Link to Digital Display V1 Number 9](#) [Link to Digital Display V1 Number 0](#) [Link to SimLeaguePro.com](#)

11. THE SIGN-UPS

Sign ups are managed on SimLeaguePro, and a link will be shared in the Discord channel.

Interested but not able to commit as a full time driver? Sign up as a reserve. Keep your TEC Interest role in Discord. you will be notified when a possible reserve role becomes available. [CLR Discord Server](#)