



# **RINGFREAKS**

# **24H**

## **NURBURGRING**



**SPECIAL EVENT**  
**RINGFREAKS**  
**NURBURGRING 24H**

**RULES AND REGULATIONS**  
**2024.11.2 ; 12:00 GMT 0**

### **GENERAL CONDITIONS**

- 1.1. The event is organized by MB „World Sim Series”
- 1.2. The official website of the championship:
  - 1.2.1. <https://worldsimseries.com/>
- 1.3. The links of the official championship's media representatives and social media
  - 1.3.1. Facebook: <https://www.facebook.com/WorldSimSeries/>
  - 1.3.2. Instagram: <https://www.instagram.com/worldsimseries/>
- 1.4. To participate in this event, you need to have:
  - 1.4.1. [Assetto Corsa Competizione](#)
  - 1.4.2. [WSS](#) platform account
  - 1.4.3. [WSS app](#)

- 1.5. The cars for the event are Assetto Corsa Competizione GT3 and GT4 cars.
- 1.6. All times in this document are shown in 24-hour format and GMT 0 timezone. You can see your local time relation to GMT 0 here: <https://greenwichmeantime.com/>.

## 2. REGISTRATION

### 2.1. Schedule:

**2024.9.30** - Registration and Pre-qualification start

**2024.10.31 00:00 GMT 0** - Participant confirmation OPENS - each driver in the team must confirm their participation by clicking on the 'Confirm registration' button in event page

**2024.11.02 00:00 GMT 0** - Registration & confirmation deadline - no confirmation/registration or pre-qualification laps are counted after this date.

**2024.11.02 12:00 GMT 0** - Race server starts

- 2.2. You need to [Create](#) a team to take part in an endurance race. Invite members to your team you plan to race with. It is possible to participate using one simulator, in that case you can register a team with one driver.

2.2.1. Minimum team drivers is set to 1, maximum team drivers is set to 5.

### 2.3. CLASSIFICATION - REQUIRED PRACTICE

2.3.1. GT3 class all team drivers must set a faster than **08:25.000 lap time** in the free [practice session](#).

2.3.2. GT4 class all team drivers must set a faster than **09:25.000 lap time** in the free [practice session](#).

2.3.3. If the driver does not complete the required laptime, the driver will not be able to register and participate in the race.

- 2.4. Open race event, click JOIN EVENT button, select car, select team and confirm.

**ATTENTION! One team shares one car.** If you want to have several cars on your team, you need to create multiple teams with multiple cars.

- 2.5. Premium users can upload and choose custom car livery for the team, see guide [How to upload custom livery](#). If custom livery is not uploaded - default liveries are chosen randomly.

### 2.6. Registration for this special event is FREE in early registration. Registration during the last week will cost 5 eur for a single driver registration.

- 2.7. By registering to the event, the participants agree that their personal data is permitted to be shared with the sponsors and partners of the championship, who may use it for the purposes of public relations and marketing.

- 2.8. **The registration closes at 17h before race servers start.** During the last 2 days before the race every driver of each team must confirm their participation inside the event ('Confirm registration' button). If the driver has not confirmed his participation before 2024.11.02 00:00 GMT 0, the driver will be removed from the registration automatically.

- 2.9. If the driver does not participate in the event, the start fee is not refundable.

- 2.10. **Read more about [endurance racing on ACC](#).**

## 3. RACE REGULATIONS

### 3.1. Free practice / Pre-qualification round

3.1.1. After the registration is done, a FREE PRACTICE button appears and the server will be available to connect.

3.1.2. Lap times in free practice will count as a Pre-qualification round.

3.1.3. Every team driver will be able to connect to a free practice server, with individual cars.

- 3.1.4. Custom skins will not be visible inside free practice.
- 3.1.5. BoP might be adjusted no later than 2 weeks before the race start to ensure close competition.

### **3.2. Briefing**

- 3.2.1. **One hour before the start of the race (11:00 GMT 0) there will be a briefing on the [WSS Discord channel](#). Participation is mandatory.**

## **RACE EVENT**

### **3.3. Qualification**

- 3.3.1. After the event clock goes down and the event starts, you are able to connect to race event free practice, which will be set to 5 minutes.
- 3.3.2. The duration of the Qualifying session is set to be 40 minutes.
- 3.3.3. It is allowed to change drivers in qualification.
- 3.3.4. The starting grid for the Race is determined by the results of the Qualifying session.

### **3.4. Race**

- 3.4.1. Rolling start procedure. Short formation lap.
- 3.4.2. The event race duration is set to be 24 Hours.
- 3.4.3. Race wait before the start is set to 5 minutes.
- 3.4.4. Max driver stint time (resets in pitlane) is set to 65 minutes.  
Max total driving time for single driver:  
36:20:00 (1 driver)  
18:10:00 (2 drivers)  
12:06:40 (3 drivers)  
09:05:00 (4 drivers)  
07:16:00 (5 drivers)  
Ignoring these rules will lead to disqualification!
- 3.4.5. Division 1 is streamed on WSS Social Media: FB, Youtube, Twitch and other media channels.
- 3.4.6. In-game chat is forbidden, use the [WSS special events Discord channel](#) for communication.
- 3.4.7. Each class leader might be invited for an interview in the World Sim Series live broadcast by the broadcasters during the race. If you are invited please join the [#live-interview](#) Discord channel and share your racing experience!

## **4. RACE CONTROL / PENALTIES**

- 4.1. All drivers must follow [WSS RACING RULES](#) prepared according to FIA Touring Car Sporting and worldwide sim racing series and leagues regulations.
- 4.2. Live race control in division 1. In this race WSS will have a FIA approved race director. Race director will spectate the race, review driver reports and apply penalties LIVE.
  - 4.2.1. Divisions 2, 3 and others will have a built in ACC penalty system + driver/team reports review after the finish.
- 4.3. Post-race driver reports. In addition to LIVE race control, 24 hours after race finish every team will be able to send post-race driver reports ('Driver report' button in results page) to report any unsporting or unfair action by another team/driver.

### **4.4. Penalties**

- 4.4.1. **Live race control may impose warning, drive-through, stop-n-go (5-360 seconds) or disqualification penalties.**
- 4.4.2. **Time penalty (5-360 seconds) or disqualification may be imposed on a team as a result of a post-race driver report.**

**4.4.3. Penalty size will depend on the damage caused to the appellant during the racing incident and its overall impact to the race.**

**5. CONDITIONS**

- 5.1. Find event conditions inside the event, "EVENT SETTINGS" table.
- 5.2. The weather in the race will be dynamic.

**6. SPLITS / DIVISIONS**

- 6.1. PRE-QUALIFICATION RESULT for a team will be counted as average best lap time from all team drivers.

**EXAMPLE:**

Driver no 1. Lap time: 1:10.000

Driver no 2 Lap time: 1:13.000

Driver no 3 Lap time: 1:14.000

*Average team pre-qualification result: 1:12.333*

Division size will be adjusted by organizers to complete full divisions after registration confirmation period ends.

**INTERNET CONNECTION**

- 6.2. Every driver is responsible for a stable Internet connection on his side. Drivers with unstable, stuttering connections will get a warning notification in the game server / discord and may be kicked. *Unstable connection means your car's position was not sent to the server in time and your car may seem teleporting to other drivers, [read more](#).*

**7. CAR LIVERY**

- 7.1. Every participant is available to upload custom livery inside the event page by navigating to the "registration" page.
- 7.2. Before uploading your custom livery to the system, please check your skin on ACC.
- 7.3. Car livery folder should be uploaded to the system using the WSS app.
- 7.4. By default, custom liveries are not installed for participants to prevent game freezes and performance issues. However, if you have no problem with that and would still like to see all custom liveries, you need to enable this in your WSS settings (User menu > Settings > Game Content > Install ACC Liveries)

**8. EVENT PRIZES AND AWARDS**

RingFreaks rewards DIVISION 1 GT3 & GT4 TOP3 teams with vouchers for real driving experiences on the most famous track in the world - Nordschleife!

The Ringfreaks vouchers will be given to the team and not for the individual drivers:

1st place €500 + 3 months WSS Premium subscription

2nd place €300 + 2 months WSS Premium subscription

3rd place €200 + 1 month WSS Premium subscription

€300 for the safest team in each class, who will finish more than 80% of the race length with minimum incidents.

Division 2 and others:

Every class, every team driver who finish on podium (TOP3) in division 2 or lower will be rewarded:

1st place - 3 months WSS Premium subscription

2nd place - 2 months WSS Premium subscription

3rd place - 1 month WSS Premium subscription