

Regulations 24h Le Mans

Stand: 01.07.2025

1. League Information

1.1 Date

The 24-hour race will take place on Saturday, September 13, 2025, at 3:00 PM CEST.

The qualifying session will be held on Sunday, September 7, 2025, at 6:00 PM CEST.

1.2 Vehicles

The following vehicles are available for selection:

LMH
Alpine A424
Cadillac V-Series.R
Ferrari 499P
Isotta Tipo 6-C
Peugeot 9X8

LMP2
Oreca 07 2022

GT3
Aston Martin Vantage
Audi R8 LMS
Bentley Continental
BMW M4 GT3
Ferrari 296 GT3
Ford Mustang GT3
Lamborghini Huracan Evo 2
Lexus RC-F GT3
McLaren 720S GT3
Mercedes AMG GT3
Porsche 992 GT3

1.3 Timetable (times are CEST)

Qualifying (November 2, 2025)		
Time	Duration	Session
6:00 PM	20 minutes	Qualifying GT3/LMP2
6:30 PM	15 minutes	Hyperpole GT3/LMP2
7:00 PM	20 minutes	Qualifying LMH
7:30 PM	15 minutes	Hyperpole LMH

24-Hour Race (November 8, 2025)		
Time	Duration	Session
2:00 PM	30 minutes	Driver briefing (mandatory)
2:30 PM	-	Server launch
2:54 PMr	6 minutes	Formation lap
3:00 PM	24 hours	Race

1.5 Registration

1.5.1 Team

A team must consist of at least 3 and no more than 5 drivers. The team captain is not required to be one of the drivers.

1.5.2 Starting Numbers

The following starting numbers are assigned based on class:

Class	Number
LMH	2 - 99
LMP2	100 - 199
GT3	200 - 299

1.5.3 Registration

Registration is done via a registration form on Discord.

Registration opens on Monday, July 7, 2025, at 6:00 PM. The deadline for registration is September 3, 2025.

Only registrations with at least 3 confirmed drivers will be accepted (no TBAs).

Once all slots are filled, additional registrations will be placed on a waiting list.

The team captain registers the entire team via the form, providing the following information:

Team name
Name of theme captain
Class
Vehicle
Starting number
Driver name (for each driver)
SteamID driver(for each driver)

1.6 Naming Convention

Driver names must include both first and last names, with a maximum length of 20 characters. Capitalize the first letter of each name. Umlauts must be written out (e.g., ä becomes æ), and ß should be replaced with ss.

This naming convention applies to TeamSpeak, Assetto Corsa, and Discord.

Drivers who do not wish to use their real names may choose a pseudonym.

Pseudonyms must not imitate, represent, or defame public figures.

Organizers reserve the right to reject any pseudonym at any time without providing a reason. Pseudonyms must resemble real names.

1.7 Practice

The server will be available for training and testing purposes.

Serverlink: <https://acstuff.club/s/q:race/online/join?ip=188.40.137.208&httpPort=8150>

1.8 Regulations

The organizer reserves the right to make changes to the regulations.

Any changes will be announced on the platforms.

2. Participation Requirements

2.1 Required Software

The simulation used is Assetto Corsa.

VRC Prototype H Pack I & II (can be purchased with discount codes at the following link):

<https://www.virtual-racing-cars.com/all-products/>

The discount codes can be found here:

 Rabattcodes VRC

The following in-game apps are required: OSRW Race Admin (included in Simsync). HeliCorsa or Radar are recommended.

Additionally, the programs Simsync and Teamspeak are needed.

Software that affects the driving physics is strictly prohibited.

2.2 Custom Shaders Patch (CSP) & Sol

The following versions of Custom Shaders Patch (CSP) and Sol are required:

CSP 0.2.6 public (Build ID 3281)

At least Sol 2.2

2.3 Gentlemen's Agreement

The gentlemen's agreement applies. This means all interactions must be fair and respectful at all times — on and off the track, in TeamSpeak, the forum, and Discord. Any misconduct will not be tolerated and can result in exclusion or disqualification from the race.

2.4 Participation Conditions

A team is considered fully registered only when the registration has been completed correctly.

Registrations that do not comply with the rules are considered invalid and will be removed from the entry list.

If a team cannot participate in the race for any reason, they are obliged to inform the organizer as early as possible.

The maximum ping allowed for a driver is 100 ms. If the ping is around 100 ms but stable, the driver is still eligible to race. Such issues must be discussed with the organizer or the live race control.

The organizer reserves the right to reject drivers or teams. Affected parties will be informed properly and in a timely manner.

2.5 Vehicle Liveries

Each team can create a skin for their selected vehicle. There are no mandatory sponsor requirements. The front headlights must be white or yellow/light up accordingly.

The organizer provides the number plate and windshield banner, which must be used without any modifications. The number plate is the *Livery.png*. Skins that don't comply with the rules will be considered invalid and won't be included in Simsync.

By uploading the skin, the team confirms that it holds the rights to all brands, logos, names, and images used on the vehicle. The skin's maximum resolution is 2048x2048 pixels.

The organizer reserves the right to reject skins, including both the livery and any extensions.

The car folder must be named as follows: **2025_24H_XXX** (Year_Series_StartingNumber)

The vehicle skin must be submitted no later than Thursday, July 3, 2025, at 11:59 PM.

3. General Rules of Conduct

3.1 Briefing

The driver briefing is mandatory. At least one team representative must attend per team. Everything communicated during the briefing is considered an extension of the regulations and is therefore binding. The briefing takes place on the P1-Gaming TeamSpeak server (IP: 188.40.137.208).

3.2 Chat Ban

Chatting is strictly forbidden during qualifying and the race.

3.3 ESC-Key

Pressing the ESC key during qualifying is prohibited and will immediately end the session for the respective team. The ESC key may only be pressed when the car is in the **team's own pit box**. If Assetto Corsa resets the car to the pits, further actions must be coordinated with live race control before rejoining the race.

3.4 Driving Direction

It is forbidden to drive the car against the racing direction. The only exception is to quickly move the car from a dangerous position to avoid endangering other drivers.

3.5 Pit Lane Entry and Exit

The speed limit must not be exceeded when entering the pit lane. Cars exiting the pit lane must always give way to cars on the track.

The pit lane entry and exit are marked by a white line, which must not be crossed.

3.6 Track Limits

The track is defined by the white or yellow lines outside the asphalt. It is not allowed to cross these lines with more than two tires (cutting).

3.7 Race Suspension

If the race is interrupted (e.g., due to a server crash), the organizer will decide how to proceed. A server crash is equivalent to a red flag. The organizer also reserves the right to suspend any session if there are valid reasons.

3.8 Availability

At least one team member must be reachable on TeamSpeak during the race. This does not necessarily have to be the driver.

3.9 Miscellaneous

The use of bugs, glitches, cheat software, or similar is strictly prohibited.

4. Qualifying and Race

4.1 Qualifying

Only clean laps count in qualifying. Drivers on a hot lap must not be obstructed. The headlights should be turned on during hot laps.

A detailed explanation of the qualifying format will follow.

4.2 Race Start

The starting order is determined by qualifying results. The race will start with a rolling start behind a safety car. Each class has its own safety car, which must not be overtaken under any circumstances. The formation lap will be driven single-file. Just before the race start (start/finish straight), the field will line up double-file. This will be called separately for each starting group via OSRW Race Admin. The side assignment (left or right) will be announced during the driver briefing.

Overtaking during the formation lap is strictly forbidden. If a driver spins or loses position for any reason during the formation lap, they must rejoin behind the class they re-enter with. The safety car and other drivers must never be obstructed. Returning to the original starting position is not allowed.

4.3 Racing Duels

When defending a position, it is forbidden to change the racing line more than once. If both cars are alongside, enough space must be given to the opponent. Being “alongside” means the front tires of the trailing car are at least level with the rear tires of the leading car.

So-called divebombs that force the opponent off track to avoid a collision are prohibited.

4.4 Lapping

When lapping, the overtaking driver is primarily responsible for a clean pass. If in doubt, the overtaking attempt should be aborted.

When lapping within the same class, the leading driver must allow the overtaker to pass at a suitable place. Sudden braking is not allowed. The lapped driver should allow the pass within one lap.

When lapping smaller classes, those drivers should maintain their racing line to make the moves easier to anticipate for faster classes.

The general principle applies: “We race together, not against each other!”

4.5 Leaving the Track

If a driver leaves the track due to their own fault, a malfunction, or an accident, they must rejoin the track with the utmost caution. Cars on the track have priority and must not be obstructed or endangered.

4.6 VSC (Virtual Safety Car)

During a VSC phase, no driver changes or long stops are allowed, and the server must not be left. Driver changes or long stops already in progress may be completed. Regular pit stops are permitted. No penalties can be served during VSC phases, except for penalties started before the VSC.

4.7 Vehicle Damage

4.7.1 Minor Damage

Lightly damaged cars will be repaired in the pits. Teleporting back on your own is prohibited.

4.7.2 Major Damage

Heavily damaged cars that affect handling must not interfere with active race traffic. Faster cars must not be obstructed; the driver should move off the racing line at a moderate speed. If other drivers are endangered, live race control may be contacted (see 4.7.3 Total Damage).

4.7.3 Total Damage

If a car is so badly damaged it cannot continue, live race control must be informed immediately. They will call a VSC phase. Once instructed by live race control, the driver may press ESC to teleport back to the pits and continue the race. This stop does not count as a long stop!

4.8 Driving Time

The maximum driving time per driver is 3.5 hours (stint length). There must be at least a 30-minute break between two stints of the same driver.

4.9 Setup

Fixed setups will be used. This means the team can develop one setup that will then be uploaded by the organizer to the server for every driver in the team. Setups must be submitted by Tuesday, September 9, 2025, at 11:59 PM. A submission form will be published on Discord in time.

If no setup is submitted, the default setup for the respective vehicle will be used.

The following settings remain adjustable for each driver:

Aerodynamics (wings)
Tyre Type
Tire pressures
Electronics (ABS, TC, BIAS)
Brace force
Fuel volume

4.10 Driver Changes

Driver changes are only allowed in the team's own pit box. The pit box must be entered, and the driver leaves the server. Once no driver from the team is on the server, the next driver may join.

After a driver leaves the server, a minimum time of 3 minutes (long stop) must be observed. This time is counted from the pit entry line to the pit exit line, where the speed limit must also be observed.

4.11 Mandatory Pit Stops

Each team must complete 12 long stops (3-minute stops) during the race.
The time is measured from the pit entry line to the pit exit line.

4.12 End of the Race

The race ends with the checkered flag. The cooldown lap is part of the race and must be driven in a respectful manner.

5. Scoring

5.1 Results and Official Classification

The official final result is solely the race result published on www.p1-gaming.de after the race.

5.2 Agreements

Agreements with parties other than live race control are prohibited and therefore invalid.

5.3 Protests

Protests must be submitted to live race control using a tool provided by race management. Personal contact with race control is prohibited. In special cases, a team representative may clarify uncertainties.

5.4 Penalties

Penalties are issued exclusively by live race control and must be accepted. They are communicated via the provided tool and OSRW Race Admin (Drive Through and Stop and Go).

5.5 OSRW Race Admin App

Penalties issued through the OSRW app must be served.

6. Final Remarks

6.1 Legal Validity of Information

Instructions, decisions, information, notes, changes, and similar communications from the organizers related to the event will be announced in writing on the forum/Discord.

All information regarding the event, whether verbal or written, that is spread outside the official event forum, Discord, and/or the organizer's TeamSpeak server by third parties and does not comply with these regulations, is legally invalid and must be disregarded.

The use of the content provided via SimSync is exclusively permitted for the RSRC league operations. Use in non-RSRC events or passing on the content is prohibited.

6.2 Acceptance of the Regulations

By registering through the respective team captain, each participant or driver of the named team fully accepts these regulations and agrees to comply with them at all times.

Should individual provisions of these regulations become unenforceable or impossible to execute, this shall not affect the validity of the rest of the regulations. This also applies if the regulations prove to be incomplete. The organizer reserves the right to amend the regulations and other changes at any time.

6.2.1 Content

Using SimSync to download the content automatically implies acceptance of the regulations and the obligation to comply with them at all times.

Content distributed via SimSync must not be passed on to third parties.

You can find SimSync here: https://bit.ly/RSRC_SimSync

The password for SimSync is: P1RSRCLM

6.3 Contact

Discord RSRC: <https://discord.gg/nCfuzy3ebR>

Discord P1-Gaming: <https://discord.gg/yC5ZTEVPMf>
<https://p1-gaming.de/>

Email kontakt.rsrc@gmail.com

Teamspeak: 188.40.137.208