

TEAM ENDURANCE CHAMPIONSHIP

RULEBOOK SEASON 11

THE THROW-BACK SEASON

(Replay of Seasons 1 & 2)
(Gr3 MR & Gr4 FR)



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
Alfa Romeo	4C	GR 3	PRO
Jaguar	F-Type	Gr 4	AM

* Pro Class



* AM Class



3. SERIES SCHEDULE

GENERAL		
Weekday	Mondays	
First Round	15th April 2024	
Last Round	3rd June 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 Apr	Tokyo Expressway - East Counterclockwise
Round 2	22nd Apr	Circuit de Sainte-Croix - B
Round 3	29th Apr	Blue Moon Bay Speedway - Infield B
Round 4	6th May	Mount Panorama Motor Racing Circuit
Round 5	13th May	Watkins Glen Long Course
Round 6	20th May	Dragon Trail - Seaside
Round 7	27th May	Fuji International Speedway
Round 8	3rd Jun	24 Heures du Mans Racing Circuit No Chicane

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

ROUND 1 – Tokyo Expressway - East Counterclockwise									
Date	15th April 2024								
Time of Day	Night								
Variable Time Speed Rate	2								
Weather Settings	C01	C03	C06	R03	R06	R08	R08	R08	R04
Grip Reduction Off-Track	Real								
Usable Tyres	RS, RM, RH, IM, W								
Mandatory Tires	None *Wet Race								
Tire Wear	3								
Fuel Consumption	2								

ROUND 2 – Circuit de Sainte-Croix - B									
Date	22nd April 2024								
Time of Day	Sunset								
Variable Time Speed Rate	2								
Weather Settings	S01	S03	S06	S09	S12	S15	S12	S09	S06
Grip Reduction Off-Track	Real								
Usable Tyres	RS, RM, RH, IM, W								
Mandatory Tires	RH								
Tire Wear	3								
Fuel Consumption	2								

ROUND 3 – Blue Moon Bay Speedway – Infield B									
Date	29th April 2024								
Time of Day	Twilight								
Variable Time Speed Rate	2								
Weather Settings	C06	C05	C04	C03	C02	C01	S10	S05	S01
Grip Reduction Off-Track	Real								
Usable Tyres	RS, RM, RH, IM, W								
Mandatory Tires	RH								
Tire Wear	3								
Fuel Consumption	2								

ROUND 4 – Mount Panorama Motor Racing Circuit									
Date	6th May 2024								
Time of Day	Sunset								
Variable Time Speed Rate	2								
Weather Settings	S04	S06	S08	S10	S12	S14	S16	S17	S18
Grip Reduction Off-Track	Real								
Usable Tyres	RS, RM, RH, IM, W								
Mandatory Tires	RH								
Tire Wear	3								
Fuel Consumption	2								

ROUND 5 – Watkins Glen Long Course									
Date	13th May 2024								
Time of Day	Afternoon								
Variable Time Speed Rate	2								
Weather Settings	C06	C03	S18	S10	S05	S10	S18	C05	C06
Grip Reduction Off-Track	Real								
Usable Tyres	RS, RM, RH, IM, W								
Mandatory Tires	RH								
Tire Wear	3								
Fuel Consumption	2								

Round 6 - Dragon Trail - Seaside									
Date	20th May 2024								
Time of Day	Early Morning								
Variable Time Speed Rate	2								
Weather Settings	C06	C06	C03	C03	S15	S15	S10	S10	S05
Grip Reduction Off-Track	Real								
Usable Tyres	RS, RM, RH, IM, W								
Mandatory Tires	RH								
Tire Wear	3								
Fuel Consumption	2								

Round 7 - Fuji International Speedway	
Date	27th May 2024
Time of Day	Evening
Variable Time Speed Rate	2
Weather Settings	Preset Weather (R03 Light Rain)
Grip Reduction Off-Track	Real
Usable Tyres	RS, RM, RH, IM, W
Mandatory Tires	If rain no mandatory tyre required
Tire Wear	3
Fuel Consumption	2

ROUND 8 - 24 Heures du Mans Racing Circuit No Chicane									
Date	3rd June 2024								
Time of Day	Midnight								
Variable Time Speed Rate	2								
Weather Settings	R08	R06	R04	R02	R04	R02	C06	C06	C06
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 S11 Round #
Race Type	Race for Ral
Max. Number of Participants	16
Track Settings	
Track	See Series Schedule [Round Specific]
Time Limit	60 Minutes
Time of Day	See Series Schedule [Round Specific]
Variable Time Speed Rate	See Series Schedule [2 Times]
Weather	See Series Schedule [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	See Series Schedule [3 Times]
Fuel Consumption Rate	See Series Schedule [2 Times]
Refuelling Speed	8 Litres / Second
Initial Fuel	Default
Grip Reduction Off Track	See Series Schedule [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	See Series Schedule [RS, RM, RH]
Required Tyres	See Series Schedule [RH]
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. 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	30	25
2	25	20
3	22	18
4	20	16
5	18	14
6	14	12
7	12	10
8	10	8
Pole Position	1	1
Fastest Lap [Overall]	1	

*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.

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](#)

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](#)