MSL 24H ENDURANCE COMPETITION

01/06/2024 - 02/06/2024

REGULATIONS

REVISED TO ***09/04/2024 ***

HANDLE	CIRCUIT	LOBBY 1
PREQUALIF	Nurburgring GP	22/05/2024 20h30
ROUND 1	Gr4/24h Nurburgring	01/06/2024 1:00 p.m./4:00 p.m.
ROUND 2	Gr3/24h Nurburgring	01/06/2024 5:00 p.m./8:00 p.m.
ROUND 3	GrN/24h Nurburgring	01/06/2024 21h00/00h00
ROUND 4	Gr4/24h Nurburgring	02/06/2024 1h00/4h00
ROUND 5	Gr3/24h Nurburgring	02/06/2024 5h00/8h00
ROUND 6	R18/24h Nurburgring	02/06/2024 9h00/12h00
ROUND 7	919/24h Nurburgring	02/06/2024 1:00 p.m./4:00 p.m.

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1. THE COMPETITION

MSL Endurance is an immersive and demanding experience for endurance racing enthusiasts. Recreating events similar to those in real life, aligning dates with official endurance competitions, offers a unique chance for drivers and teams to compete in an environment similar to that of real competition.

This approach not only tests the skills of the drivers, but also the resilience and strategy of the teams. Reproducing real-life conditions in a virtual competition can be extremely enriching and intensify the experience for participants.

The challenges encountered in this type of competition can be varied, from managing race strategy to team coordination and adapting to changing conditions.

This could offer an immersive experience, often reserved for endurance professionals, to a wider audience of enthusiasts.

This level of commitment and authenticity can really captivate purists and endurance racing enthusiasts, offering an intense and rewarding experience, while bringing participants virtually closer to the reality of endurance racing.

2. REGISTRATIONS

Entries are open until *May 21, 2024* at midnight.
To take part in the competition, all drivers must first register on the MSL website, then on the events page, fill in the appropriate form:
MSL registration: https://www.msleague.fr/?page_id=1504 Competition registration: https://www.msleague.fr/?page_id=3131
Entries are open to crews of 2 to 5 drivers / each registered driver must hold an active MSL license / a crew name will be requested as well as a car number, which will of course be applied to the various vehicles during the competition.

3. COMPETITION FORMAT

- Endurance race divided into 7 3-hour relays, **14 crews will be selected after pre-qualification.**
- **4 types of vehicles have been chosen to take part in this GrN / Gr4 / Gr3 / Gr1 endurance event**
- **Day / Night cycle on each relay**
- **Free strategy**

4. PRE-QUALIFICATION

Pre-qualification will take place *22/05/2024 from 8.30pm*.

- The first-come, first-served rule will once again be in force.
- Pre-qualifying lounges will be limited to 10 places to give you plenty of room to set your best time.
- Duration of each session: 15min on the Nurburgring GP circuit
- The 2 best times of each crew will be recorded and the average of these 2 times will validate your time for pre-qualification.
- Burn Fuel is prohibited
- The bump draft is forbidden (penalty of direct disqualification if this fault is proven).
- Suction is authorized
- Authorized car " Mercedes AMG GT Black Series '20 " Tender tires / Weather C04

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5. SPLIT/LOBBY DISTRIBUTION

Pre-qualifying determines your position on the starting grid at the beginning of the race.

Each lobby will open between 20 and 30min before the relay start time.

The hosts and presenters of each lobby will be announced 7 days before the start of the event.
in the vocal party created for this purpose.

DELIVERED

*rules to be respected for livery * (1pt penalty in the overall ranking for each round or the vehicle does not comply with regulations)

- The car number requested in the entry form must be in a number plate given by the organization, as well as the numbers to be applied on both doors of the vehicle and on the hood.

- For Gr1 vehicles, the number plate must be placed just behind the front wheel on each side of the vehicle.

The MSL logo must be clearly visible on all competition vehicles for both the pre-qualification and the race.

-Vehicles must have their liveries ready for Prequalification.

MSL sticker :

The sticker must be present, easily identifiable and visible

< Or >

All stickers are available on the PSN account ID: FTR_Portos806
The MSL Race Commission will apply a penalty for non-compliance with the livery code for each non-compliant run.

6. COMMUNICATION WITH THE ORGANIZER Discord

All exchanges with the organizer of this event must take place on the following Discord: Discord: https://discord.gg/buBKjnrss8

Here are the different people to contact depending on the subject:
Race Director: FTR_Portos806
Race director: **FTR_Portos806**
Distribution manager : **BFR_N1CE**

You must be present on the Discord for the entire duration of the competition. Absence or leaving the Discord will be interpreted as a withdrawal.

7. RACE BROADCASTING

All the races in the competition will be broadcast live, and the broadcast schedule will be announced on the Discord for each round and each lobby.

8. GENERAL COMPETITION RULES

All titular drivers undertake to behave respectfully towards their opponents, the organizer, the Cos, the broadcasters/commentators, MSL and its representatives. Whether in the race, in the ingame chat, in broadcast commentaries or in any other area of public communication dealing with this competition.
Drivers are expected to demonstrate fair play and sportsmanship, and to comply with the provisions of these rules and the sporting regulations of the CoS (Comité des Officiels du Simracing). Should any fraudulent activity be suspected, and then proven after investigation, the player will be immediately excluded from the competition, and his team will not be able to replace him for the remainder of the championship.

9. THE RACE COMMITTEE

The Committee of Simracing Officials (CoS) was created to unite simracing officials around common rules, and to guarantee drivers complete independence and neutrality in the handling of racing incidents.

Headed by a president, it brings together volunteer officials, both simracing drivers and FFSA-licensed stewards, who are deployed to esport competitions at the request of event organizers and promoters.

Any complaints must be made on the MSL website within 24 hours of the date of the complaint.
At the end of a race and will be processed by the CoS:
https://www.msleague.fr/?page_id=2441 (Or menu: Commission ... + Poster button ...)

You can also contest a decision by putting forward contradictory arguments, if you have been sanctioned. You must send your objection within 24 hours of the publication of a sanction report concerning you:
https://www.msleague.fr/?page_id=2836 (Or menu: Commission ... + Challenge button …)

10. RUN SEQUENCE

All actors will be added to a PlayStation Voice Party, 7 days before race day, including :

- Show host
- The organizer
- The diffuser
- Race stewards
- All participating drivers

The host of your lounge is a member of the race committee, and their PSN accounts will also be communicated to you on the competition Discord.

Show opening: **12:30 p.m.**
Free practice: **20mn**
Live start: **12:40 pm** Show
refreshment: **12:50 pm** Race: **1:00 pm**, duration **3 hours**
Between each relay, a one-hour break will be taken to restart the next relay.

- Drivers must add the host at least 48 hours before the start of the event.
- If the race starts without a driver, he/she will be disqualified from the round, even i f it's a "one-off". qualification.
- Drivers must be present and on track no later than 10 minutes before the start of the race, failing which they will be disqualified from that round.
- Each driver must check that he is able to leave the pits.
- The driver must have all the tires required for the race.
- No restart in the event of a crash in the first lap.
- At the end of the race, we recommend that you save the replay of your race and keep it for at least 10 days.
- For points relating to disqualified drivers (refer to the MSL penalty scale).
- In the event of a salon crash, see the appropriate chapter.

11. CASE OF REPLACEMENT

Authorizing replacements with 48 hours' notice before the start of the race seems a reasonable measure to allow teams to adapt to possible driver changes. This offers a degree of flexibility while giving the organization sufficient time to integrate the changes into the system and race logistics.
Requiring the replacement driver to have an MSL license prior to entry is an important safety measure. Not only does this ensure that the substitute driver meets the criteria required to compete, but it can also help maintain the integrity of the race by avoiding problems with unauthorized or ineligible drivers.
The DSQ (disqualification) in the event of problems with the replacement reinforces the importance of respecting these rules.
This encourages teams to be diligent in checking the licenses of substitute drivers, as the consequences of an error could be detrimental not only to the team concerned, but also to the integrity of the competition as a whole. These rules and restrictions are designed to maintain a fair and equitable level of competition, while allowing teams the necessary flexibility to manage their numbers should the need arise, but with safeguards to maintain the fairness and validity of the competition.

12. QUALIFICATION

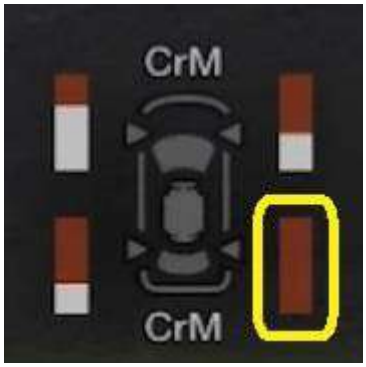
If a driver arrives late during qualifying, he will be excluded from the show.
It is forbidden to use the start button to return to the pits. You must make your own way back to your pit via the track.
The bump draft is forbidden in qualifying

- It is strictly forbidden to stop on the track, to activate automatic driving, to drive at walking pace. If you wish to interrupt your run, please return to the pits by your own means (start button forbidden) and leave the car without activity.

- If a driver is disconnected during the qualifying session, he must return to the lounge as soon as possible. His best time will be recorded either in-game, if the game has retained it, or on the live images. A manual grid procedure will then be used to start the race, and the driver's best time will be recorded.

13. RED TIRE

It is forbidden to travel any distance with a "dead" tire. A tire is considered dead when its "life" gauge turns completely red. Drivers must stop before this happens. Any driver driving with a completely red tire will be penalized as many times and for each red tire used. The corresponding penalty will be applied according to the MSL race committee's scale (DSQ if not respected).



Example of a red tire /!\ Interdit /!

14. LOBBY BUG / RESTART

If a new lounge has to be redone for a technical reason, pilots will be informed by the lounge host in in-game chat. Once the lounge is closed, pilots must clear their network cache, and join the new lounge without delay in order not to delay the organization. A driver who is late at the start of the evening will not be allowed to rejoin the lounge, and will be considered late and therefore disqualified from the round. The CoS scale will specify the penalty and any points awarded.

15. SHOW CRASH DURING THE RACE

If the server crashes at :

- Less than 10% of run time = salon will be restarted at zero
- Between 10% and 50% = The show will be relaunched for the remaining time.
  - Awarding 100% points
- Between 51% and 85% = The show will be relaunched for the remaining duration.
  - Points will then be distributed as follows:
- Above 85%: no restart
  - Points will then be distributed as follows: according to position before the crash
  - If drivers were in the pits at the time of disconnection, the ranking will be as follows the one before they entered the pits.
  - Any race incidents will not be dealt with by the CoS.

16. EVENT POSTPONEMENT

In the event that the game is impracticable or the restart of the show is not possible for any reason
There are 2 possibilities for postponing a test:

1. Postponement of the originally scheduled competition day to a similar day:

The postponement must not take place on the same evening as another official MSL event date. Drivers must comply with the rules set out in this document regarding substitutions.

2. Postponement of the originally scheduled competition day to a different day:

The postponement must not take place on the same evening as another official MSL event. The organizer will have to facilitate replacements as the rule in this regulation becomes obsolete.

17. POINTS SCALE

Points to be won per round :

- 1er 25pts
- 2e 22pts
- 3e 19pts
- 4e 17pts
- 5e 15pts
- 6e 13pts
- 7e 11pts
- 8e 9pts
- 9e 7pts
- 10e 5pts
- 11è 3pts
- 12e 2pts
- 13e 1pt
- 14e 0pt
- Best lap in race 2 pts per heat
- Rule compliance delivered 1pt per run

18. SCALE OF PENALTIES

The scale is provided by the MSL and is published in the appropriate section of the competition Discord and the MSL.
Bareme-MSL-Esporting-Commission%20(1)

19. DRIVER CONNECTION AND LAGS

Gran Turismo shows are very sensitive to poor network configurations, high PINGs and link fluctuations. Here are a few tips we encourage you to follow. Even if lags hardly affect your gaming experience, they can considerably hinder your competitors' racing and degrade the visual quality of streams, as well as making the work of the race commission impossible if you're involved in a fender-bender. The main problem is connecting to your box via WiFi and/or 3G/4G.

- Wire your console to your Internet box or RJ45 Internet wall socket
- Install a PLC system if you have a WiFi connection.
- Reset your internet box before each race.
- Contact your Internet service provider to reset your line remotely.
- Clear the network cache from Gran Turismo before entering a living room.
- If your connection is weak, try disconnecting or switching off all unnecessary devices in your home: computers, cell phones, tablets, the TV box.
- Change your console's DNS, see: https://www.msleague.fr/?page_id=2563

Procedure in case of Lag detected during pre-qualification.
At the end of the event, the organizer will contact drivers who have experienced lags to try and help them. A driver whose lags are too severe, and for whom there is no short-term solution, will not be allowed to take part in the championship. His team will have to replace him if it can.

20. INCLUSION AND EXCLUSION

a) INCLUSION

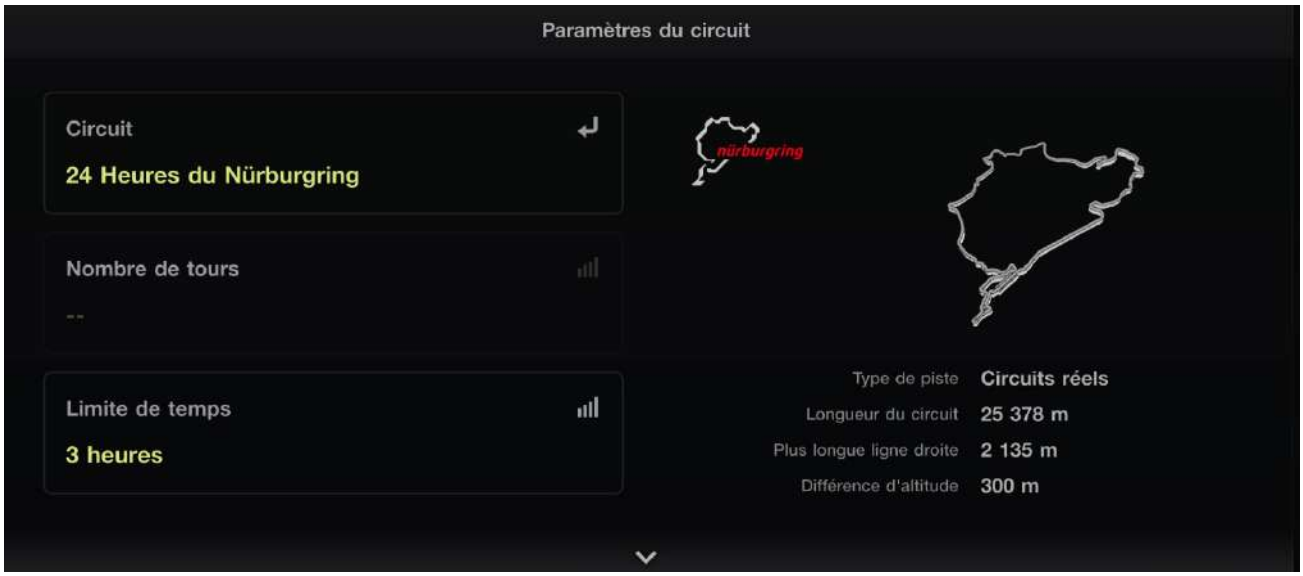
- A pilot must be punctual
- Must respect everyone involved in the event
- Read these rules and the CoS sports regulations
- 3 types of tires required Soft Medium Hard minimum 1 lap
- A vehicle that has suffered damage in the current lap must return to the pits to repair before resuming the race (5pts penalty for each lap completed with damage).
- Brake balance authorized

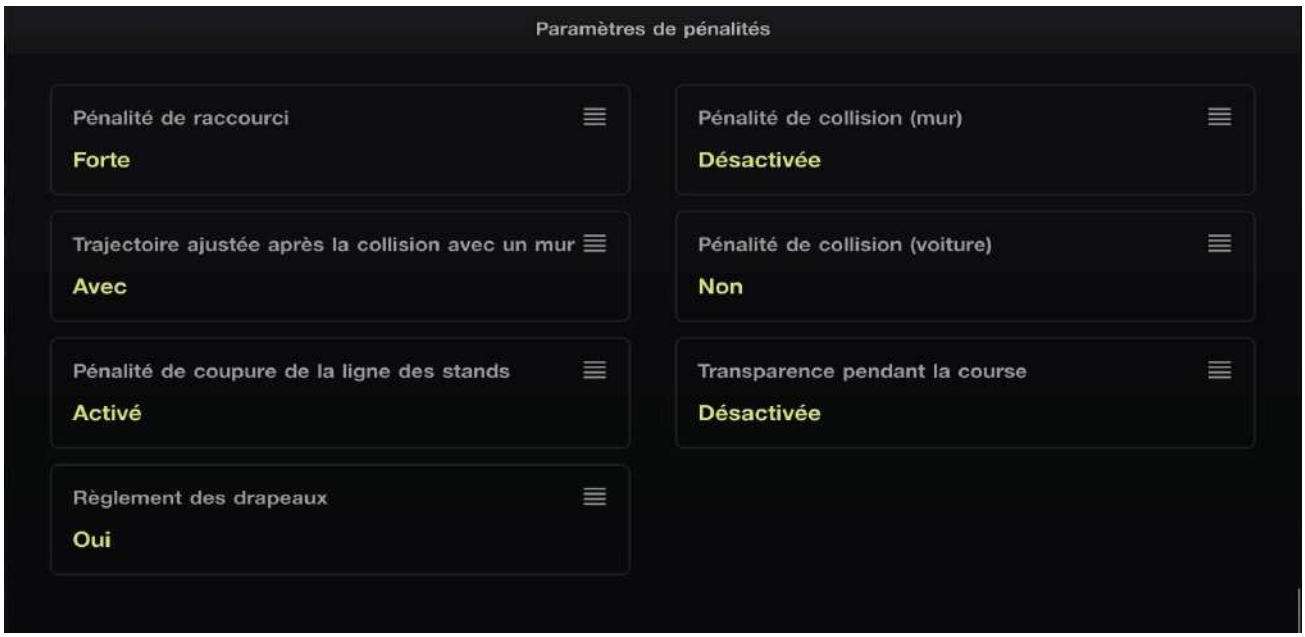
b) EXCLUSION

- No in-game messages allowed in qualifying and race phases (DT to next round within first 3 laps if not respected)
- Vehicles not allowed on the event (list available on the event page)
- MSL Endurance Event: 24H Nürburgring '24 (msleague.co.uk)
- It is forbidden to drift or handbrake when crossing the finish line.
- A driver must not surrender a track position following a collision.
- Mixing different types of tire is forbidden.
- Use bump drafts in pre-qualification and during races
- A pilot must not rage-quit or the entire crew will be excluded from the event.
- The respect of the blue flag will be strongly observed (reminder: a vehicle under blue flag must facilitate the overtaking as quickly as possible, the fast driver must also be patient not to create a dangerous situation).

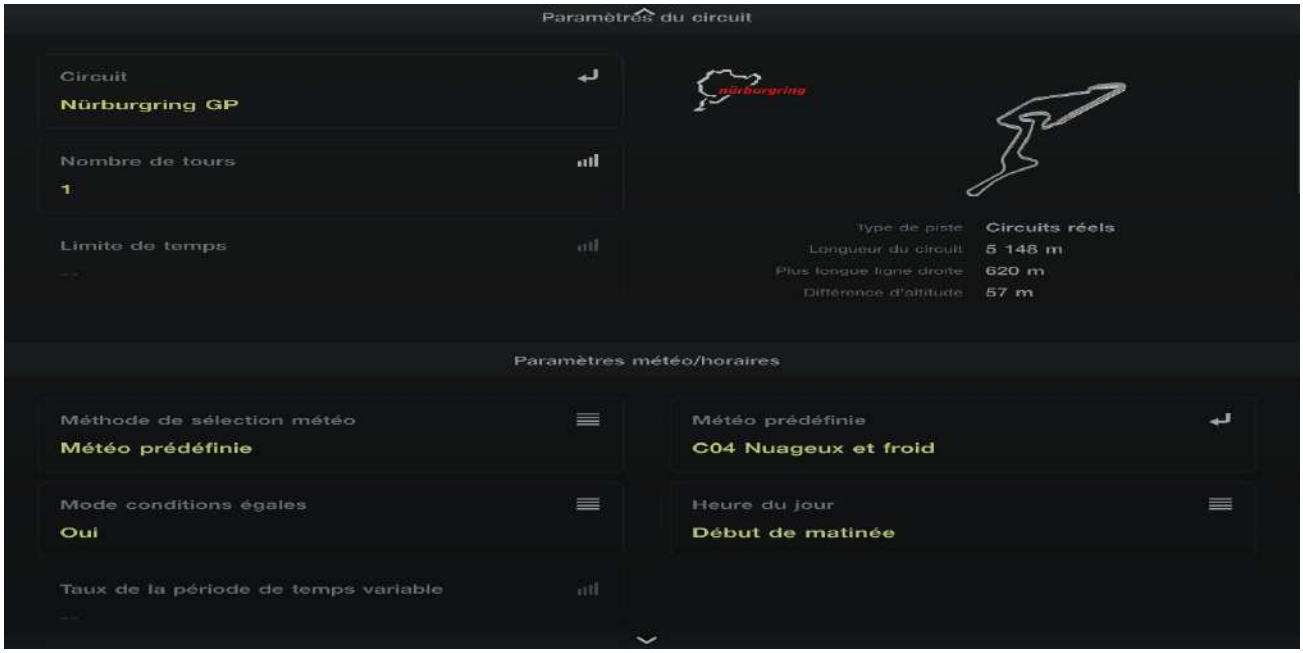
21. THE RACE LOUNGES FOR EACH ROUND

Parameters that remain unchanged throughout the event

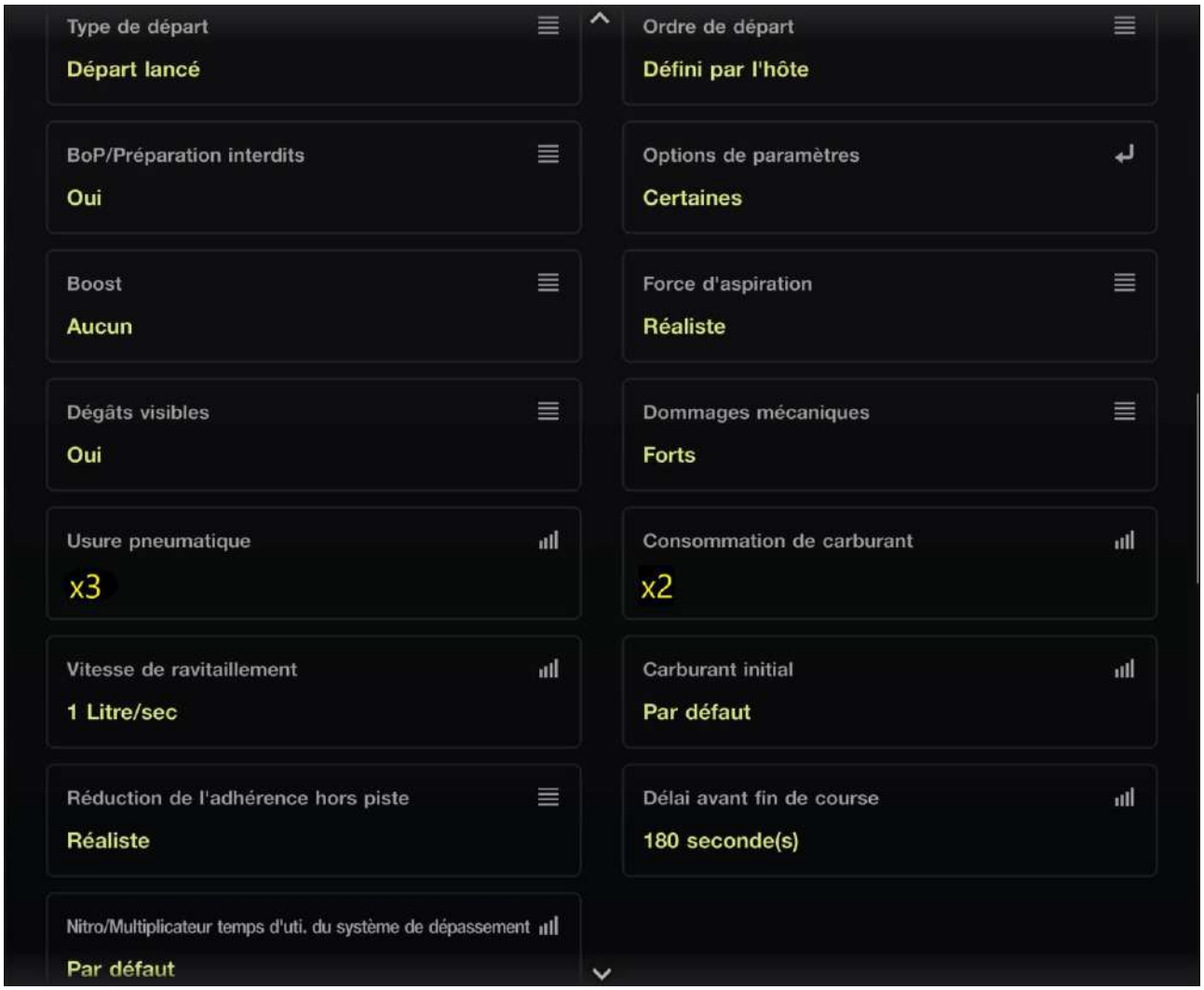




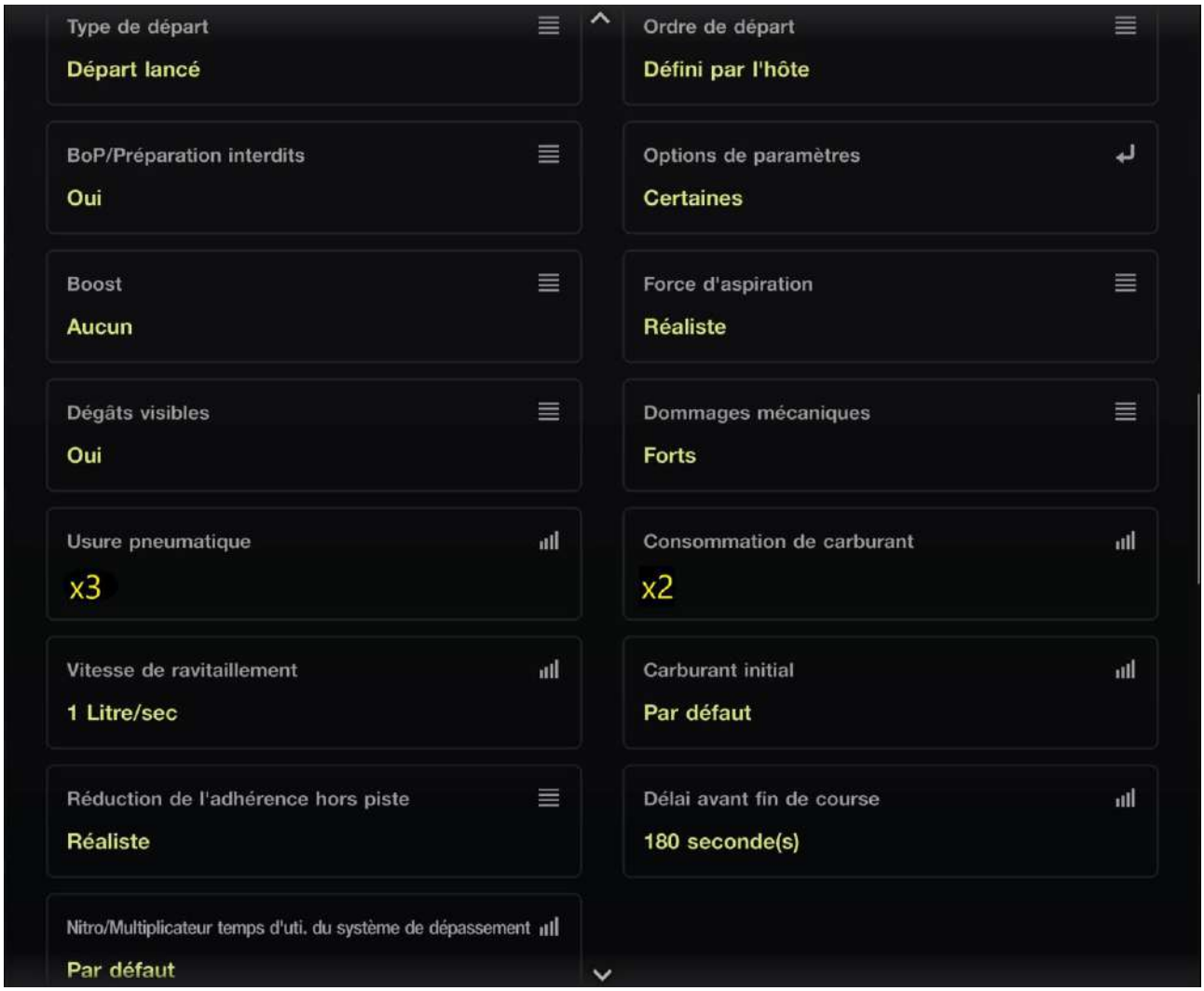
Prequalifications



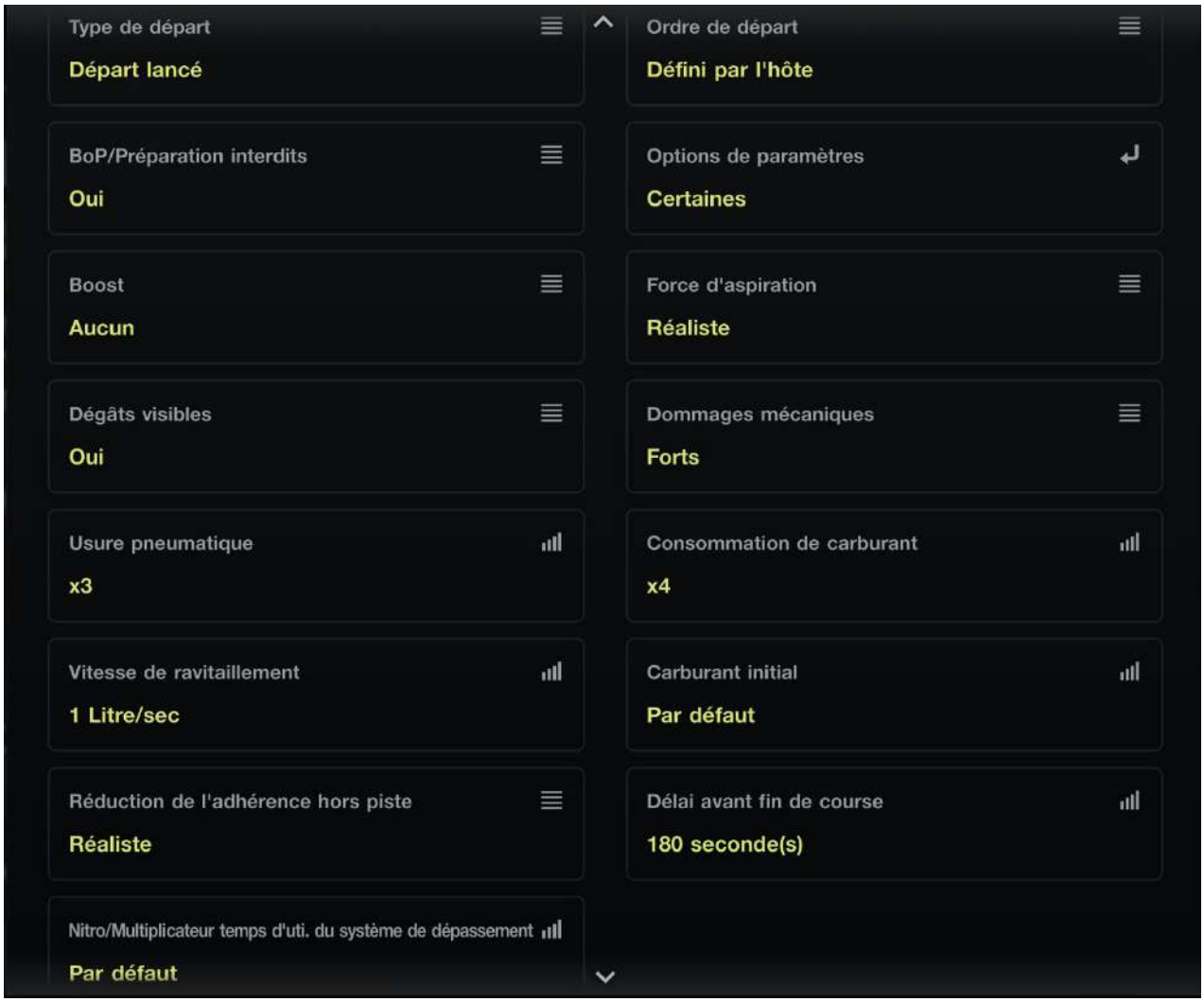
Round 1 Gr4 /13h00 "16h00



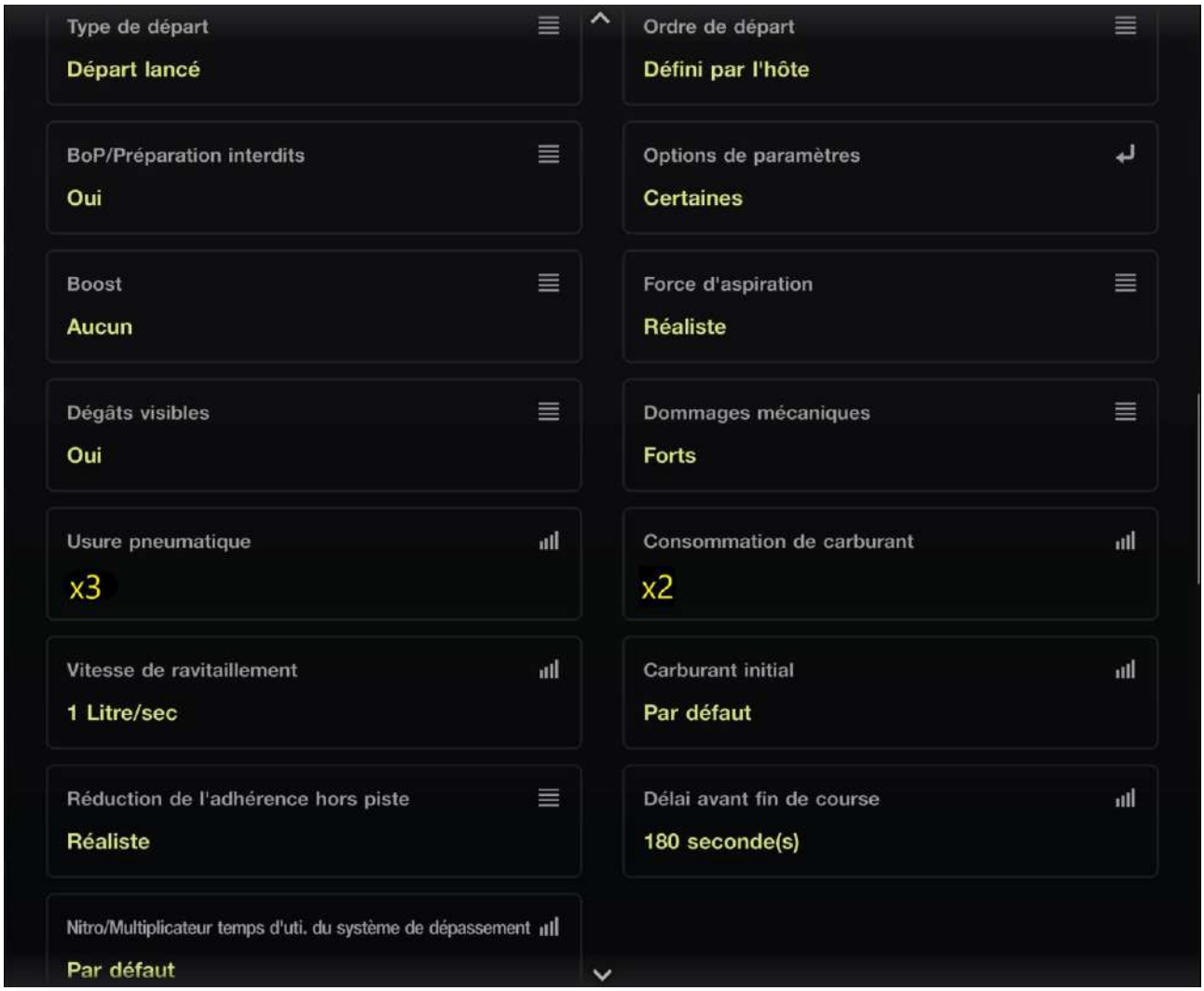
Round 2 Gr3 / 17h00 " 20h00



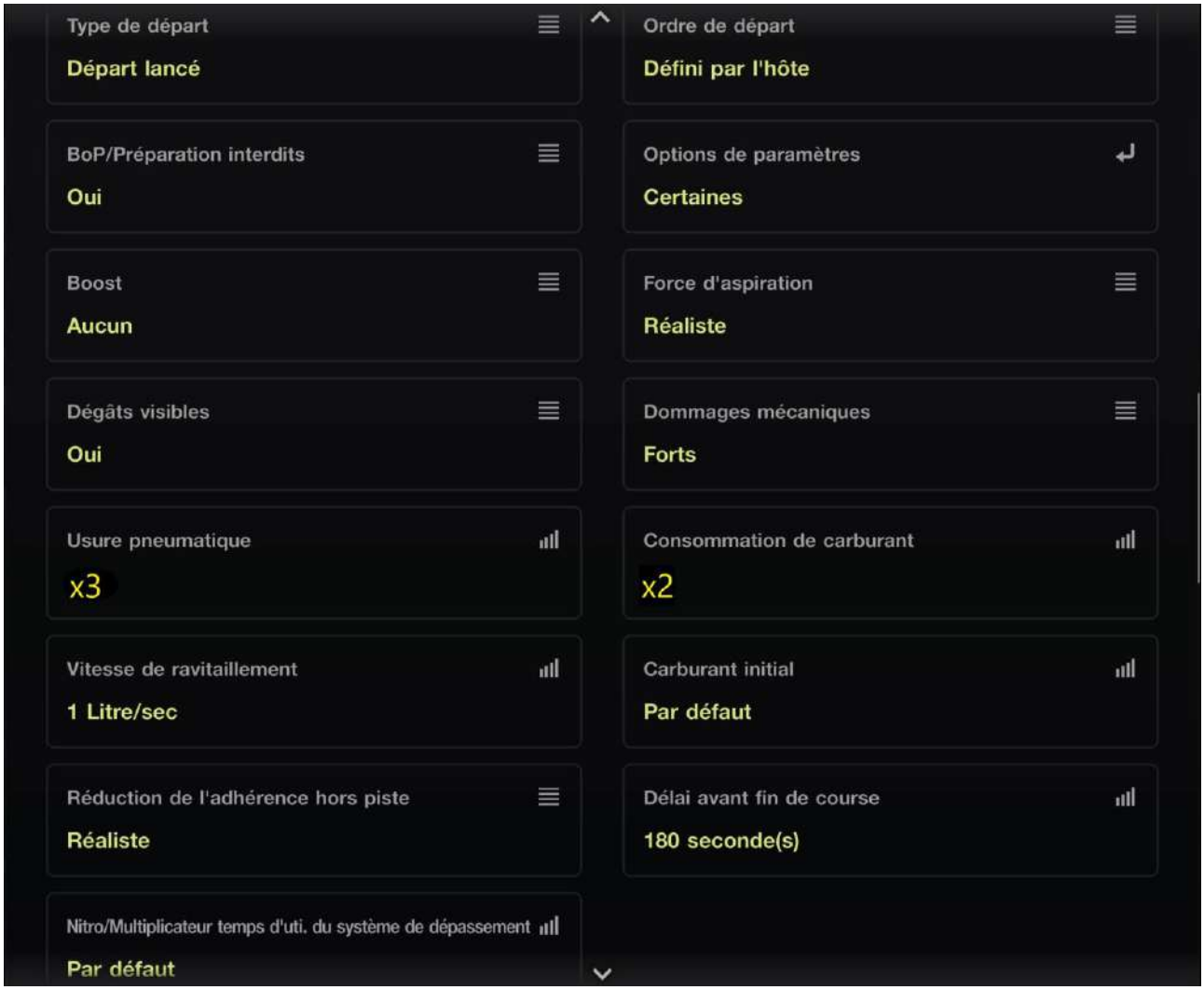
Round 3 GrN / 21h00 " 00h00 (Porsche 911GT3 RS'22)



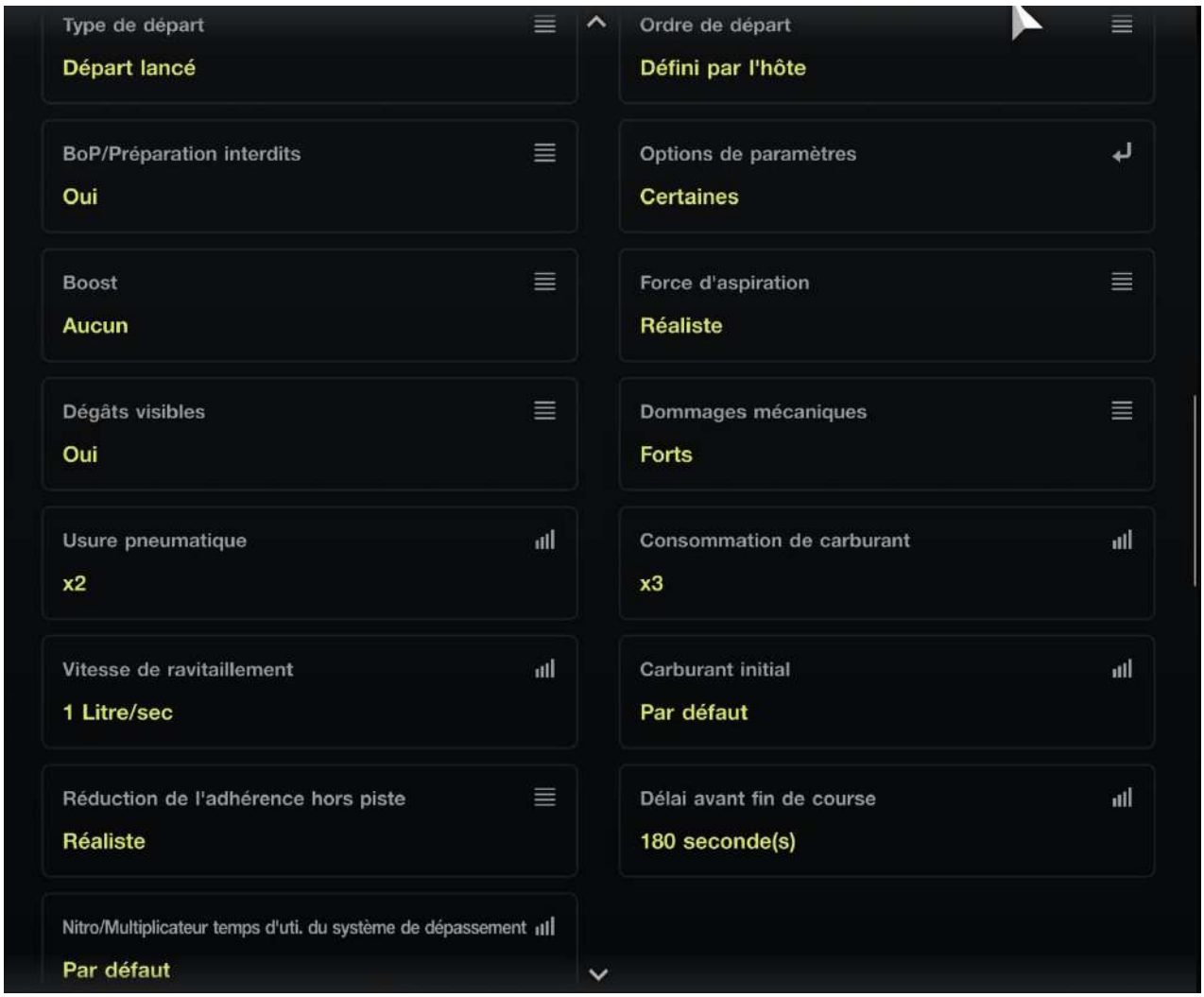
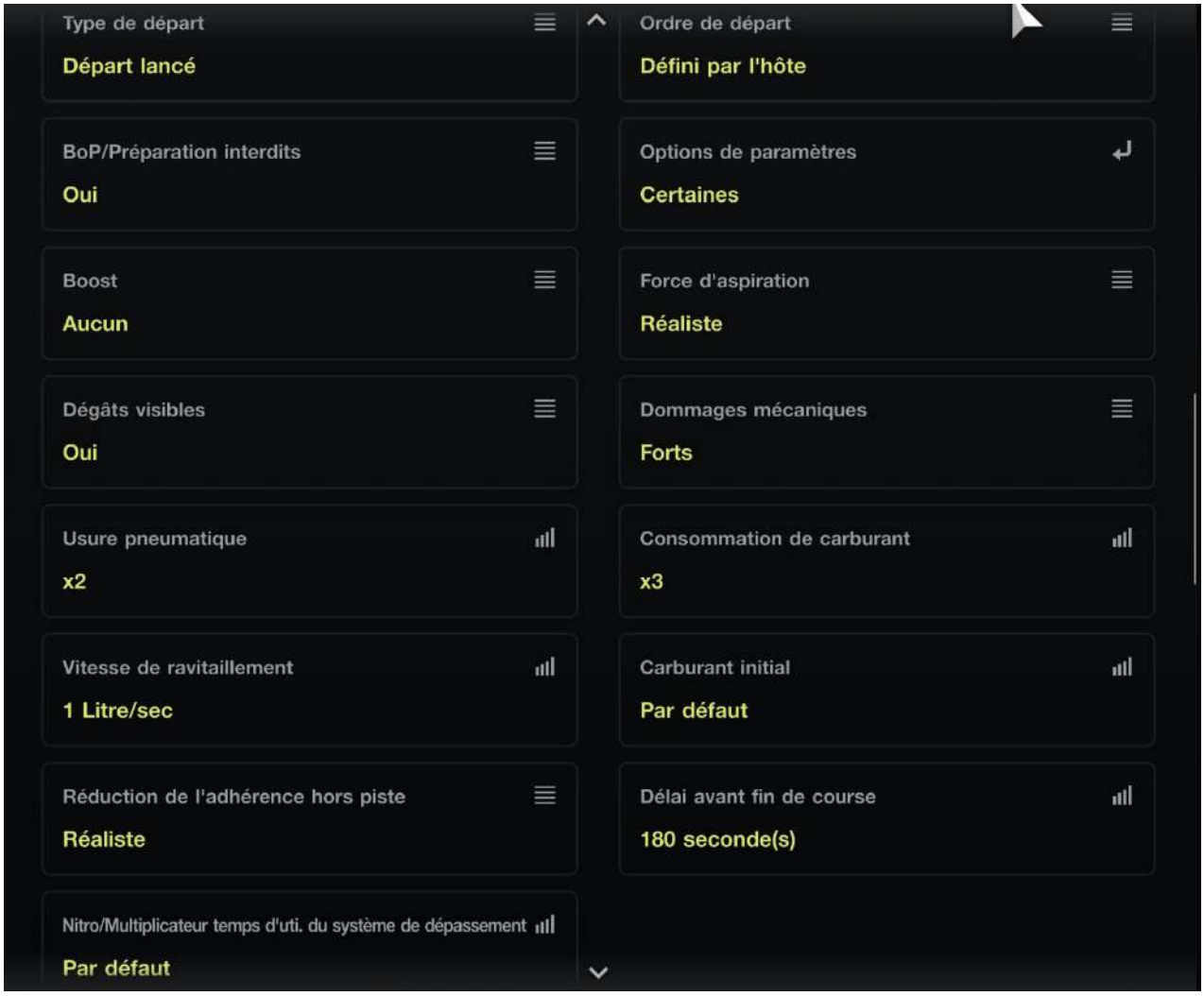
Round 4 Gr4 / 1h00 " 4h00



Round 5 Gr3 / 5h00 " 8h00



Round 6 Gr1 / 9h00 "12h00 (Audi R18 TDI'11)



Round 7 Gr1 Final / 1:00 pm " 4:00 pm (Porsche 919 Hybrid)