20.10.2026

Correction of 20.10.2026: red strikethrough = previous, incorrect text; green = correct text.

Sporting Briefing

1 Respect

Please treat other drivers with respect on and off the track. Avoid “Dive Bombs” and do not change lane or line if another car is close by or alongside.

2 Driving Rules

The championship follows the realities of motorsport and its rules. The event is run in accordance with the FIA International Sporting Code and its appendices, the National Sporting Regulations of the ASS, the provisions of the NSK, the NSK standard regulations for virtual circuit racing and the supplementary regulations (links to all relevant regulations and codes can be found in the general SSRS regulations under point 7).

3 Driving Aids and Car Settings

Car: The SSRS TC351 is used with a fixed setup. Only ABS, TC, ESC and the brake balance can be adjusted.
Racing line display: In the categories PRO, LADIES, JUNIORS and Ü50 the racing line display is prohibited in qualifying and in the races.
~~**Difference qualifying / race:** In qualifying, ABS, TC, ESC and brake balance can be chosen freely, tyre wear and damage are set to 0 %. In the races~~ **On race days, in practice, qualifying and the race,** ESC is 0 %, tyre wear is 100 % and damage is 50 %. **ABS, TC and brake balance remain freely selectable.** Allow for tyre degradation **already in qualifying and** over the race distance and drive accordingly carefully after any contact.
Further server settings: Tyre compound medium, fuel load 30 l, fuel consumption 0 %, grip level optimum.
No individual settings: All simulators are centrally set to identical values. Individual changes to hardware, software or in-game settings are not permitted. You may of course adjust the seat and pedal position to suit you.

4 Technical Problems with the Simulator

If you have a technical problem with the simulator, report it immediately to the Center Manager or the technical scrutineer. If a technical problem occurs during a session, please raise your arm and make yourself noticed without disturbing the other drivers. In the event of a failure during qualifying, carrying over the lap time already set is not possible for

technical reasons. In the event of a failure during the race, the driver has to rejoin the race from the pit lane with the simulator or a replacement simulator (if available).

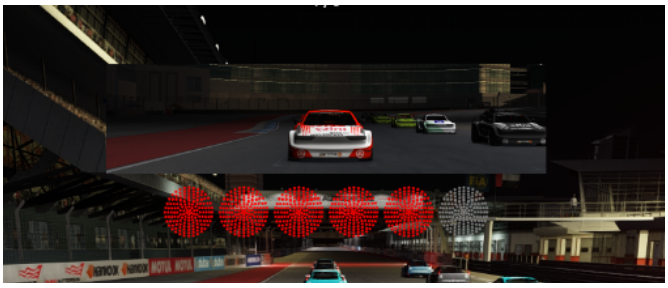
5 Session Duration

In qualifying, once the session time has elapsed, you have as much additional time as 105 % of the fastest lap time set on the server so far to complete your current lap. In the race the maximum remaining time after crossing the finish line is 100 seconds.

6 Race Start

Starting grid: Races 1 and 3 start according to the qualifying result. Races 2 and 4 start with a top-5 reverse grid: the first five of the previous race line up in reverse order.

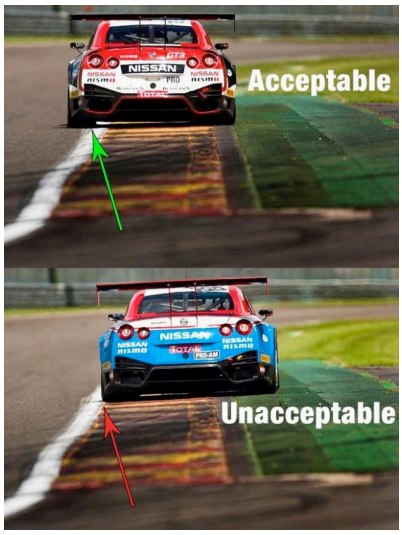
After switching from the 30-second break into the grid you have 4 minutes until the red lights appear one after the other. Make absolutely sure that your steering wheel is straight. The start is run as a "Locked Start". This means that all your inputs (throttle, shifting) only work after the appearance and extinction of the last red light of the starting lights.



At the start the cars are very close together, especially on the way to the first corner. If there are cars ahead of you, you have to brake considerably earlier than usual. The race is not decided in the first corner – you will have many more opportunities to overtake later on.

7 Off-tracks in Qualifying and Race

In qualifying a lap is invalid if the lap time turns red. The track limits are set so that at least two wheels have to stay inside the white track lines. Track limit violations are penalised in the race as well.



8 Slow Zones

In the race, every spot where an advantage could be gained (e.g. concrete areas next to the green apron) will be covered by a slow zone. This means that your speed is reduced from the moment you leave the track until you rejoin it. Race Control still reviews driving behaviour and penalises any advantage gained by leaving or cutting the track.



9 Giving the Position Back

If you push another driver off the track or take them out by unfair means, you can usually avoid a penalty from Race Control by giving the position back immediately.

10 Drive-Through Penalties

A drive-through penalty has to be served within 3 laps of being shown by Race Control. The driver may therefore complete a maximum of three full laps after the notification before driving through the pit lane. If this is disregarded, a 45-second time penalty is applied after the race. According to the system message the drive-through has to take at least 14 seconds. Respect the pit lane speed limit, otherwise the penalty will not be counted.

The drive-through penalty is shown automatically at the top of the screen when it is issued and on every subsequent crossing of the start/finish line.



11 Display of Warnings and Time Penalties from Race Control

All time penalties and warnings from Race Control are shown at the top of the screen directly above the virtual mirror. They appear twice for 4 seconds, always after start/finish, in the following form: “SURNAME + 10” or “SURNAME - WARNING”, addressed directly to the driver.

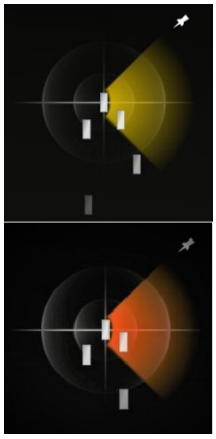




12 In-game Aids

12.1 Using the Helicorsa

Use the “Helicorsa” (radar) to see where your rivals are. The so-called “Helicorsa” is a radar function showing you the position of the cars around you. The radar only appears on your screen when other cars are really very close. It is displayed at the top centre of the screen.

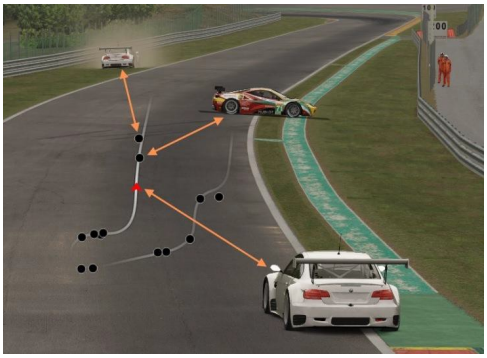


Slightly offset
As soon as a rival places the front of their car close to your bumper, this is shown by a yellow radar segment. From this point on, changing lane or line is no longer allowed and you have to leave room for the other car in the corners.

Directly alongside
As soon as a rival is alongside your car, this is shown by an orange radar segment. From this point on, changing lane or line is no longer allowed and you have to leave room for the other car in the corners.

12.2 Track Map

The track map is shown at the bottom of your screen, slightly right of centre.
It shows the section of track you are currently on. Other cars appear as black dots. Use this map to avoid an “unsafe return”. If you have left the track after an accident or a mistake, you have to make sure that you do not obstruct any other car when rejoining.



13 Blue Flag

The blue flag indicates (on the screen or your display flashes blue) that you are being lapped. You have to let the approaching car past without fighting for position, so that the battle between the leading drivers is not affected.



14 Yellow Flag

The yellow flag indicates (on the screen or your display lights up yellow) that there is an incident on the track ahead of you. This can be a stopped car, an accident, car parts, oil and so on. You have to reduce speed and drive carefully. Overtaking is not allowed at that moment.



Note: In the simulation the yellow flag appears every time the car in front of you runs outside the “track limits”. In that case it is shown only for a brief moment.

15 Operating the Simulators

15.1 Simulator setup

All participants drive on identically configured simulators with the same hardware, which gives everyone equal opportunities.



1	Throttle and brake pedal: Once you are seated in the simulator you can adjust the pedal position yourself by pulling up a lever between your legs.
2	If the steering wheel is not at the right height for you, the Center Manager will adjust it. Please make sure not to lean on the steering wheel when getting in and out, so that it is not damaged.

15.2 Keyboard and escape ban

It is prohibited to make any changes via the keyboard, for example to change the view or to open AC apps. It is also prohibited to reset yourself to the pits during a running session.

16 Disconnect and Rejoining

Even though it is unlikely, a disconnect can happen in practice, qualifying and the race. However, you can get back to the loading screen and therefore onto the track within a few seconds. The Center Manager can help you with this.

Practice and qualifying: individual disconnects or failures do not lead to a restart or a delay. Only if an entire center goes down before 50 % of the practice and qualifying session has elapsed may the session be restarted.

Race: individual disconnects, start-line accidents or failures do not lead to a restart or a delay. If an entire center goes down before the race start, the session may be delayed. In that case the session is restarted, because a server restart cannot be carried out. The cars concerned may start from the last row. In the event of a multiple collision at T1 involving more than 9 cars (33 %) of the field, a restart may be considered. Race Control puts all drivers back on the grid.

General rule: Race Control may delay the start of the following session until the drivers concerned are back on the server. This is done by restarting the session, during which the drivers may keep driving on the track.