



Scaleauto Slot Cars Championships 1/32

**EUROPEAN
CHAMPIONSHIP
2023**

race rules

1. Race organization

1. Race organization are brand related people. This selected people will act as race director and and will have the following attributions:
 - Ensure compliance with the conditions set forth in the regulations
 - Race direction
 - Make the decisions that are appropriate.

2. Technical Scrutinising team

1. The Technical Committee will be made up of the race director and technical delegates. The technical delegates will be selected by the race directors of each race. The functions of the technical committee are;
 - technical scrutineering
 - lane changes .

*Una vez verificados los coches, estos solo podrán ser manipulados por el comité técnico

3. communications

1. All communications from the Race Direction will be broadcast through a microphone.
2. The captains of each team are solely responsible for communications between race director and the team.
3. The briefing will be before the start of free practice on both Friday and Saturday and is mandatory for all captains.
4. The changes in regulations, results and official announcements will be made through the Scaleauto Official Facebook website and communicated by the WhatsApp group of the championship.

4. Behavior

1. All participants are invited to behave with the utmost sportsmanship throughout the duration of the event, even outside the place where the race takes place
2. Inside, smoking is absolutely prohibited..
3. Unsportsmanlike conduct will be penalized.

5. TEams

1. In 2 circuit events, a maximum of 22 teams will be admitted.
2. The teams may be of 2 or 3 pilots. One of them will exercise the figure of captain.
3. Participating teams may register in one of the 2 categories; SCALEAUTO GT-3, GT-4,
4. The winning team of the GT-4 Categories (GT-Am until 2022) will go up in category, to GT-3 or GT-2.
5. The GT-4 (GT-am) teams cannot contain more than 1 driver who have won any of the races of the previous editions. In case of doubt, the judgment of the Race Direction will prevail.

6. registrations

6. by e-mail at promotion@ibbautoracing.com or circuitroutiersweb@gmail.com with:
 - Team name:.
 - Class (GT-3, GT-4)
 - Captain name and drivers names.

7. Race event

1. During the weekend the test will take place, consisting of 3 races of 4 hours with a total duration of 12 hours..
2. The races will be held on SCALEAUTO PRO TRACK circuits with an unprecedented design in each of them.
3. Para cada prueba, los equipos deberán presentar:
 - GT-3: 2 o 3 different models: mandatory model P911.2 at race #2 (and after if wish) .
 - GT-4: 1, 2 o 3 different models.

8. Technical rules

1. The International GT Scaleauto technical regulation. where each of the categories is specified, and which is published on the Official Scaleauto Website to its last update.

9. Free training

1. Free trainig are setup in 4 series :1 friday, 2 in saturday and 1 on sunday as per time schedule.
2. The order of entry to the track will be a list generated based on the registration for the test.
3. Free practice will be timed with a duration of between 3 and 5 min per lane for all lanes for the duration stipulated in the schedule..
4. Lane changes will be ascending: 1-2-3-4-5-6-....
5. The lane change will be carried out by the teams themselves..
6. On the driver platform there can only be one pilot per team, having more than one will be a reason for sanction.
7. It is mandatory to have a marshall if there is a driver from the team on the track, failure to provide assistance will be forcing for a sanction.
8. Free practice session on Sunday will last 15 minutes in order to clean the track before starting Race 3.



10. Free training not timed

1. Non-timed free practice will not have Timing Software and will not have time for lane change, that is, the DS300 will have the total duration of the training.
2. The non-timed training on Saturday will have a duration established in the schedule in order to give extra training time and keep the track clean for the Pole Position.
3. It is not mandatory to have a marshal on the track, lane changes will be free and there may be more than one driver per team on the track if there are free lanes.

11. TEchnical scrutineering

1. Scrutineering is carried out by members of the technical committee.
2. The order of verification will be by order of deposition in the parc fermé, and by GT2 and GT4 teams followed by GT3 teams.
3. The cars must be deposited in the parc fermé:
 - at the scheduled time. Failure to do so will result in a 1 second Pole Position penalty for each timed lap.
 - with the corresponding verification forms (one per model)
 - with the body without screws and separated from the chassis.
 - the chassis must be without engine, the rear axle disassembled and the rear wheels without tires.
4. The bodywork must have the identification stickers and the race numbers supplied by the Organization (one number for each side and on the windshield with the Team name)..
5. The technical scrutineering team chosen by the direction of the race from the Technical Commission, whose task is to carry out the verification. In case of doubt about the regularity, it is mandatory to call the race management to decide if the car checks or not.
6. The team must indicate in the verification form for which race each model corresponds.
7. The checked and ready cars, together with the verification forms, will be collected by the race management. From that moment it will not be possible to manipulate or reassign the cars.
8. The delivery of the engine will be carried out by lottery at the time of assembly of the cars. Each mechanic will confirm the correct operation of these on delivery.
9. In the warm up prior to each race it is possible to perform:
 1. Clean tyres and braids.
 2. Adjust suspension screws and body screws.
 3. fixing the body accessories that may be loosen or broken.
 4. Change of the cables of the motors or the motor (with prior authorization from the direction of the race at the start of the warm up). if not enough, you can continue in race time.
10. The models, even if they have already passed the verifications, may be subject to an additional verification by the race management (whether the car is in the race or in parc fermé).
11. From the start of the race and up to 15 minutes after the end of the race, the Technical Committee can carry out controls at the written request of a team (claim). In the case of a check, it will be done during lane changes and outside of race time. In the event that the car that is verified is regular, a sanction will be applied to the claiming team.



12. Pole Position

1. Pole Position will be 1min per indicated lane, starting just after the sensor. Not being ready to enter the track will be penalized.
2. The order of the Pole Position will be by categories, first GT-4, followed by GT-3, and according to the motor number, from the lowest to the highest number.
3. The Pole Position will be held simultaneously on 2 circuits with the 2 cars from Saturday's races*.
4. The lane for Pole Position will be number 3 of each circuit.
5. The cars can only be manipulated by the technical committee and the team mechanic. All repairs that do not involve opening the car can be made.
6. The classification for GT3, GT4:
 - The average from the fastest lap of Circuit 1 and 2 will fix the starting grid from all the races.
7. GT-4 teams that present only 1 car, will complete only 1 lane and will count only 2 timed laps and their average
8. In the event of a tie, the order of completion of the Pole Position will apply.
9. The choice of circuit and lane will be made by the first classified GT-3 and the rest of this category will follow, respecting the lane change. Subsequently, and in the same way, the first GT-4 will choose lane and the rest of this category will follow.
10. If there are empty lanes, the first classified in both categories will not be able to open the track. If this happens, at the end of the general election of lanes, the last of each category will automatically move to those lanes.

13. Race

1. The 3 races will be held on the 16 lanes of 2 PRO TRACK SCALEAUTO circuits.
2. The duration will be: Between 10 and 12 min for 16 lanes, a total of 4 hours, depending on the registered teams.
3. A Warm-Up will be held prior to each 3-min race in the starting lane. the teams that start off resting will warm up together immediately afterwards.
4. Lane changes will be: 1-3-5-7-9-11-13-15-16-14-12-10-8-6-4-2
5. Lane changes will be carried out by the technical committee and manipulation of cars is totally prohibited.
6. Lane zero , will be :
 - 1 or 2 lane zero, will be continuous after ending lane 2 and reentering by lane 1 .
 - 3 or 4 lan zero , will be continuous after ending lane 2 and 15 reentering by lane 1 and 16.



14. Marshall

1. The commissaire must be a member of the team..
2. In free training:
 - timed it is mandatory to have a commissioner if there is a team driver on the track, failure to provide assistance will be grounds for sanction.
 - not timed it is not mandatory to have a marshal on the track
3. In qualifying training:
 - There will be 2 groups with 2 commissioners per team, the first group will attend half the duration and the second the rest.
 - the marshal must be at the assigned position 2 minutes before the start of the lane.
4. In race time:
 - each team will have its corresponding marshal positioned in the same position as the driver's lane number.
 - the marshal must be at the assigned position 2 minutes before the start of the lane.
 - the marshal cannot manipulate the car, with the exception of the braids and only in the event that the car cannot reach the pits.
 - the steward must remove the car from the track in the event that it cannot continue to the pits.
 - it is not allowed to leave the commissary post or make commissary changes in commissary posts that are difficult to access.

15. Car maintenance and repair

1. For maintenance and/or repair, the team mechanic must carry out the collection in the area delimited as Boxes.
2. If the car is stopped along the track, both the mechanic and the commissioner may be the one to bring the car to the pits; after repair.
3. The return of the vehicle will always be in the area defined as Boxes.
4. Only one pit mechanic is allowed to repair the car; He may be helped by other people and may or may not be a member of the team.
5. Fluids, lubricants, rags and tape to clean tires are supplied by the organization.
6. Any spare parts needed during the race must be checked before assembly, except for the engine and tires that are delivered by the race organization in the pits..
7. Car repairs are carried out only during race time, with track current.
8. If a repair is being carried out and for the race time, the mechanic must stop the repair until the resumption of the race.
9. Between the lane change it is not allowed to touch or manipulate any car.
10. The wing may be repaired outside of race time only in the event that it has been broken by action of a commissaire. Otherwise, it must be repaired during race time, a maximum of 5 laps after the incident..
11. Engine changes: If you want to change the engine, this is allowed only in warm up time or during race time.
12. It allows the teams that repeat cars, to make the following arrangements before the start of the next race with a maximum time of 15min..
 1. Cleaning or changing tires and braids.
 2. Adjust body and suspension screws.
 3. put damaged body parts back in their proper place
 4. Change of motor or any necessary mechanical part that prevents the correct start of the car's race.

16 Scoring and Classification

- The final rankings will be:
 - Class GT-3
 - Class GT-4
- To determine the final classifications of the test of each weekend, the points obtained by:
 - the sum of points from the 3 races.
 - The sum of the extra points for: Pole Position and Fast Lap in the race..
- The classification of each race will be based on the sum of the laps and the total sectors.
- The score in each race will be as follows:
- The extra score will be by categories:

Position	race 4h (points)
1°	25
2°	20
3°	16
4°	13
5°	11
6°	10
7°	9,8,7,...,0

- In the case of a tie between laps, the sector of the track will break the tie and, failing that, the one that has completed the last lap before.

	Points
Pole Position	1
fast lap	1

- In the event of a tie on points at the end of the 3 races, the total number of laps obtained in the 3 races will break the tie..



17. sanctions

1. The sanctions, imposed by the Race Direction, will be proportional to the seriousness of the infractions to the technical and sporting regulations.
2. It is understood as a punishable action, any action that fails to comply with any point of the technical and sports regulations..
3. sanctions are divided into 3 levels.
4. In the event that a sanctionable action is not regulated, the judgment of the race direction will prevail to determine the level of sensation.
5. general sanctions:
 - 1 extra second on each fastest lap of Pole Position for:
 - ▶ Deposit the cars in the closed park outside the stipulated hours
 - ▶ Not being prepared when performing the Pole Position.
 - 3 points from the classification for:
 - ▶ Have more than 1 driver in free practice
 - ▶ The absence of a commissioner during timed free practice with a driver on the track.
 - ▶ Failure to allocate lanes per driver
6. Light Penalties - 3 Lap Penalty:
 - The change of race commissioner in positions that are difficult to access.
 - Handle the car in qualifying practice
 - Handling the car in the pits and out of race time
 - Behaviors that do not ensure a good career environment.
 - Verification claim of a car that does not violate the regulations will penalize the requesting team
7. Intermediate sanctions - Penalty 10 laps
 - The use of liquids and products not allowed from the moment the scrutineering begins.
 - Manipulate the car in the neutralizations between lane and lane.
 - Manipulating or repairing the car outside the "pit table"
 - Absence of commissioner in race
 - Smoking inside the facilities
8. Serious anctions - Penalty with the decalcification of the race.
 - unsportsmanlike behavior



18.timing

day	event		time schedule	
Friday				
	Breafing		17:45	18:00
	Free training	timed	18:00	21:00
Saturday	Breafing		9:00	9:15
	free training	timed teams attending saturday	9:00	10:30
		timed - all teams	10:00	10:30
		not timed with muletos cars all teams	11:00	12:00
	parc fermee	car delivery + motor assembly	10:30	10:45
		technical scrutineering	11:00	12:00
		car parade	12:00	12:15
	Official timing	Pole Position	12:15	13:15
	race 1	Warm Up 1	13:25	13:30
		Race 1 - 4h	13:30	17:30
		Race 2	Warm Up 2	17:55
Race 2 - 4h	18:00		22:00	
Sunday	parc fermee	Parc Fermee- teams that repeat cars	9:00	9:15
	free training	timed con muletos - All teams	9:00	9:30
	race 3	Warm Up 3	9:25	9:30
		Race 3 - 4h	9:30	13:30
	trophy ceremony		14:00	

