



1-The simulator and content:

Events and championships using the rFactor 2 (rF2) simulator together with the additional content (DLC) GT3.

The cost of acquiring the simulator and DLC must be borne by each participant, as well as the correct configuration of the equipment (PC, steering wheel and related) for its correct use. Link to purchase rFactor 2:

https://store.steampowered.com/app/365960/rFactor_2/

Acquisition of DLC or additional in-game content will be disclosed in the event or championship details.

2-Vacancies, registrations and substitutions:

Registrations must respect the registration deadlines, stipulated for each event

Registration is individual. It will be allowed to transfer it ONLY before the championship starts;

VAR management reserves the right to accept registrations during the season to replace dropouts or excluded drivers;

The driver who replaces the withdrawn or excluded driver will pay an amount proportional to the number of races to participate. Except for the case that the substitute driver is on the same team as the withdrawn or excluded driver. This may fill the vacancy without additional costs;

In the case of replacement of a pilot participating in the season due to absence at any stage, the same must be communicated within a maximum period of 24 hours in advance of the stage for substitution. The order must be placed on the link <http://virtualamerica-racing.com/GT3/substituicao/>

Substitutions will be accepted, but it is important to note that in the case of the last stage of the championship, that substitution will be accepted as long as the substitute driver runs at least one of the previous stages to whom he will replace and that he has not committed any medium or serious infraction, or is in direct dispute for the championship title.

3-Registration costs and payment terms:

The registration cost disclosed together with the league / event information held by the league. Events with international grid may be paid in Reais (BRL) or Dollar (U \$) per seat. Payment can be made via direct bank transfer, PicPaY or PayPal or other official means of the league.

** In the case of payment in PayPal mode, there will be an increase of R \$ 3 (three), in order to offset the administrative fees charged for said service. **

Shortly after the payment has been made and the payment has been confirmed, the registration will be accepted and the place guaranteed to the payer or whoever he determines to participate.

Payment receipts must be sent to virtualamericaracing@gmail.com along with the details of the registered driver. The deadline for withdrawal and refund request is 72 hours after confirmation of registration. After this period, the VAR league does not refund registration fees

4-The deadlines for sending the Skins:

The VAR league will accept shipments of skins for making the carset of specific championships must respect the deadline stipulated in the information of the championship or event.

If the driver does not send on time, he will use the standard car provided by the league. Carsets will be updated up to the third stage only.

Send:

The skins should be sent to the email: virtualamericaracing@gmail.com

5-Team formation:

Teams must be composed of a maximum of 3 drivers.

The driver is prohibited from racing in the Virtual America Racing league for 2 or more different teams.

The formation of sub-teams will be allowed, as long as the characterization of the cars are different, colors or details.

Teams with 4 or more drivers must indicate before the start of the championship the spare driver (s) who will not score for the team even if they score on the track. Only 3 drivers of the team can score.

6-The event, date and times:

All times mentioned below correspond to the official time in Brazil.

You must respect the stipulated times for each championship or event.

(Brasilia - GMT -3)

Briefing: It will be sent on the official League channels always before the stages.

Classification Format:- Unlimited laps within 10min. The driver who is on a fast lap and is hindered by some other driver who is not on a fast lap, the underdog can send a protest and the offender will lose 5 positions on the grid of the next stage.

Forbidden double row in the pits, the offender loses 5 positions in the starting grid of the next stage. Server schedules for official qualifying training: defined by event.

7- Server rules:

- Flags: Only black;
- Mandatory cameras: Cockpit / Cockpit TV;
- Start: Safe start (Game Pattern rFactor 2), when the lights go out or the green light, pilots leave in a DOUBLE row for the presentation lap, when they pass over the finish line at the end of the lap, the driver can accelerate and is start. If you overtake before the finish line you are automatically punished by the game.
- Setup: Open for modifications;
- Parc fermé: No;
- Mandatory Pit Stop: Yes;
- Car damage multiplier: 75%;
- Fuel: X1;
- Tire consumption: X1;
- Time Progression: by event.
- Mechanical failures: Normal
- Rubber progression: X3
- Track Condition: Established by the league;
- Climate and temperature - Dynamic Climate (Real), It will be published through prints of the configuration of the official server on the official communication channel of the event (Grupo WhatsApp).

Allowances allowed:

- ABS: OFF - Available only in the car setup.
- TC: OFF - Available only in the car setup.
- Clutch: Allowed.
- Pit Stop: Mandatory - Tire change (4). There is no obligation to change the compost and the 4 tires must be of the same compost.

8 - The score for each stage:

Observe the score table according to the event or championship.

In the event of a tie in the number of points between PILOTS, the following tiebreaker criteria will be used, in order:

A - Criterion of results obtained:

- greater number of victories won;
- greater number of second places;
- greater number of third places;
- highest number of fourth, fifth, sixth places and so on.

If the tie persists, the following will be used:

B - Criterion of results obtained in classification:

- greater number of pole positions won in classification;
- greater number of seconds, third, fourth places won in classification and so on.

If the tie still persists, the disciplinary question will be adopted, where the best driver will be the one with the least number of punishments suffered during the season.

In the event of a tie in the number of points between TEAMS, the following tiebreaker criteria will be used, in order:

A - Lowest average among the pilots' classification:

- The lowest weighted average will be a tiebreaker factor, considering the final classification of the pilots of the respective teams (EXAMPLE: Team A - 1st and 8th = $9/2 = 4.5$ / Team B - 3rd and 4th = $7/2 = 3.5$ ** Team A wins **).

B - Higher sum of the number of victories of the pilots of the respective teams, and;

C - Largest sum of the number of pole positions achieved by the drivers of the respective teams. If there is a tie between PILOTS or TEAMS after the application of all predicted tiebreakers criteria, a draw will be held with dynamics to be determined by the Direction of Liga VAR to resolve the impasse.

9-Championship of pilots and teams:

- * The champion driver will be the one who scores the most valid points at the end of 6 (six) stages; ● * The champion team will be the one in which the pilots that compose it, have the highest number of valid points at the end of the season, and;
- * Result will be discarded (worst pilot result).

10- Disciplinary regulation - infractions and punishments (WITHOUT PROOF DIRECTION):

LIGHT PUNISHMENTS

L1) Take - 5 seconds added to the final run time:

- Cause touch with opponent, without loss of position and fairplay;
- Leave the pits without respecting the marked line;
- Obtain irregular advantages (cut of track for example).

In case of cut or widening of the track it is stipulated: every 3 cuts = 5 seconds.

L2) Take - 5 seconds added to the final run time:

- Cause touch with opponent, without loss of position and fair play, with damage to the opponent's car;

L3) Take - 5 seconds added to the final run time:

- Cause touch with loss of time to the opponent and damage to the car;
- Change direction lane more than once when defending the position;
- Use of Chat during official session (Classification and Race) whatever the purpose;

Recurrences: 2 light penalties in the same race: in addition to the 15 seconds, loss of two positions on the grid of the next stage.

3 light punishments: 3 positions on the grid for the next stage.

4 light punishments: 5 more at the end of the stage and loss of 4 positions on the grid for the next stage.

AVERAGE PUNISHMENTS

M1) Average - 15 Seconds

- Cause touch with damage to the opponent's car condition with loss of time, loss of position;

M2) Average - 20 Seconds

- Do not respect the Blue Flag signs;
- Stay on the track with the damaged car causing risk to other drivers;
- Cause an accident when overtaking on a latecomer;
- Cause an overtaking accident by being late;
- Recurrences:

2 average penalties in the same race: in addition to the 30 seconds, loss of 5 positions on the grid of the next stage.

3 average penalties: loss of 6 positions on the grid for the next stage.

4 average punishments: 10 seconds more at the end of the stage and loss of 8 positions on the grid for the next stage.

Severe or Serious -

60 seconds added to the final race or disqualification time:

- Cause a touch with damage to the condition of the opponent's car with loss of time or loss of position caused by unsportsmanlike attitude;
- Stay on the track with the damaged car causing an accident with other drivers;
- Carrying out an irregular overtaking being in dispute for position with undue advantage (without fair play), configuring unsportsmanlike attitude;
- Disrespect any procedure foreseen in which was discussed in the official Briefing of the event;
- Cause an accident when maneuvering or recklessly returning to the track;
- Cause an accident involving more than one opponent on the track and causing damage to cars that require abandonment or pit stop for repairs.
- Obtain irregular advantages (track cut for example) in a repetitive manner that sets an unsportsmanlike attitude;
- Discussion on official channels and unsportsmanlike attitudes may lead to ban from the League. (Always look for the correct way to protest).

Obs. 1: Any incident practiced in the first lap of the race will have a DOUBLE punishment;

Obs. 2: For accidents and incidents to be analyzed, the pilot who feels injured must make the protest on the page <http://virtualamerica-racing.com/gt3/protestos/> by checking the PROTESTAR field specifying the bid and a brief description what happened.

The appeals and defenses must follow the same process only by differentiating the fields marked RECORRER and DEFESA, respectively.

Obs. 3: In case of recurrence of infractions, the added time will be multiplied by the number that occurred. This is only a multiplier factor and in the event of a serious or very serious violation the pilot will be disqualified and suspended in the next stage.

11-Disciplinary regulation - infractions and punishments WITH Direction of Evidence

In the category with Race Direction, penalties are applied during the race according to the race director's judgment. The driver who does not obey the Race Director will suffer a disqualification from the stage, being removed from the server. talk to the League Board.

Light Punishments: Fair Play or Drive Thru application.

Average Punishments: Stop / GO

Serious Punishments: Loss of Positions and Stop / Go

Severe Punishments: Disqualified from the stage (removed from the server).

It is expressly prohibited chat with the race director during the stage or in whatsapp groups. The pilot who fails to comply will suffer severe League penalties. It may even be banned from VAR.

- Appeal punishment

Within the VAR website there are ways to appeal or protest. In order to appeal against a punishment by the Trial Director, the pilot must access the link:

<https://virtual-america-racing.com/protestos/>

11.A - Illustrated track conduct:

Linha Vermelha: Ponto de freada



Tentativa de ultrapassagem do carro azul:

Ao chegar no ponto de frenagem, carro azul precisa ter meio carro a frente para ter a preferência na saída de curva, caso contrário como nesta imagem, ambos mantêm a sua linha.

Linha Vermelha: Ponto de freada



Ultrapassagem do carro azul:

Tem meio carro ou um pouco mais, mas ainda há presença do oponente ao lado, carro azul tem preferência apenas na saída de curva. Carro vermelho reduz e segue atrás.

Linha Vermelha: Ponto de freada



Ultrapassagem:

Carro azul ao chegar no ponto de frenagem, tem todo carro a frente, o que significa que a ultrapassagem foi concluída, pode buscar a melhor tangencia e o carro vermelho é obrigado a ceder, podendo tentar o X caso haja espaço.



12-Obligations:

The participant, upon registration is approved, complies with this regulation and the rules explained therein.

13- Awards

The award will be made according to the Event or Championship in which the driver is registered. Shipping of the award follows a general rule for all events and championships, the shipping cost is the responsibility of the champion driver or champion team.