

2025/26 FORMULA STUDENT SIM RACE SERIES

Edition: 15th November 2025 – V1.11



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1. INTRODUCTION

the Formula Student Sim Race Series 2025/2026 is separate from the main Formula Student event with no points offered towards the actual Formula Student competition.

This document covers the following topics:

- General Rules
- Race Calendar + Track & Car List
- Event Format
- Scoring
- Communications & Practice Server
- Hardware & Software Requirements
- Server Settings

Any amendments to previous versions will be highlighted in red.

2. GENERAL RULES

All times mentioned in this rule book are quoting the UK Time Zone.

Compete with Respect:

We kindly ask competitors to always act in a respectful, constructive and sporting manner, so we can all have an enjoyable time.

Abuse towards any other competitor or staff member, be it verbal, physical or deliberately ruining another person's race, is not tolerated. Your team will take no further part in the current round and be excluded from the next available round you wish to enter.

It is prohibited to modify any of the car or track files. You should not be able to join the servers if you do so. Any team found entering the servers with modified content, at any time, will be disqualified from that round and excluded from the following round.

Contacting Staff:

Your primary contact (**new for this season**) is fssim.rs@member.imeche.org

This e-mail is monitored by all of the FS Sim Racing Admin Team and should be used for:

- Submitting Protests
- Submitting Joker Declarations
- Any other deadline specific tasks (unless otherwise stated)
- General inquiries/flagging matters

If you use an alternative e-mail address then you risk your e-mail not being seen or acted upon. Deadline specific tasks sent to an incorrect email address will be treated as “not submitted”.

All staff members can also be contacted through the “Help” text channel on the Discord server. DM’ing should be reserved for **critical urgent matters only**.

- **Event Captain:**
 - i. James (Monty) Montgomery AKA: IMechE Sim.Racing
sim.racing@member.imeche.org
- **Chief Judge:**
 - i. Dan Jones AKA: IMechE Chief Judge
chief.judge@member.imeche.org
- **Race Directors:**
 - i. Callum Lowery AKA: IMechE Callum Lowery
 - ii. Tyler Lewis AKA: IMechE BroccoliNinja
- **Engineering Challenge Lead**
 - James Tatham AKA: IMechE James T
- There is also a team of additional support staff during each round who you will be able to communicate with through Discord’s help channel.

The Admin Team are volunteers with day jobs and are not always on hand to respond immediately.

- They aim to respond to all questions within a few days. In some cases this may only be a holding reply, advising that the query requires further consideration before a formal response can be made.
- They meet once a week on Thursday evenings to discuss, review, agree and implement any flagged issues or changes.
- If competitors have not heard back from the Admin Team by the first Friday after the initial query is raised, please feel free to send a chase up.
- Any team member(s) who publicly escalates a query, e.g. by using the Discord server to force a response from the admins before the stated response times, will not be allowed to participate in the next round they wish to enter.

- Direct Messages to any staff member on Discord and emails specifically to the Event Captain or Chief Judge are not visible to the whole Admin Team, consequently they should not be used for general inquiries and must only be used, as stated above, in exceptional circumstances.

Penalties:

The staff will consider and respect the penalty system which is embedded within Assetto Corsa and server software (flags, jump starts etc). There is no in-race penalty or reporting systems in addition to these.

We reserve the right to investigate and penalise any teams with a time penalty, disqualification or grid penalty for their next race if they deliberately cause accidents, gain an unfair advantage, or for any other unsporting behaviour. Penalties may also be applied for foul play/unsporting behaviour on the Practice Servers.

The time penalty applied to a driver will be dependent on the severity of the incident; please see the supplementary document which provides examples of incidents and the resultant penalties that will typically be applied.

Whilst the stewards endeavour to remain consistent, teams are reminded that no two incidents are the same and we discourage the practice of drawing comparisons to previous penalties applied in “similar incidents”.

Incorrect GUID's:

Please ensure the GUIDS submitted on your registration forms are correct. Any errors must be reported to the Sim Racing team ASAP. Incorrect GUIDS will result in your nominated driver not being able to access the server.

If this is brought to our attention during the event (including during the practice server being live), this will force the organisers to shut off the server to make the necessary changes. There are no guarantees we will be able to make the changes in good time, so your driver risks not being able to participate.

If we can make the changes in time, that affected driver will have to start their race from the back of the grid.

Stewarding & Protesting:

The deadline to submit protests for the Stewards to review is the **day after the race, 23:59 (UK Time)**. The organisers reserve the right to adjust this deadline and will give notice accordingly.

Each team will be allocated 1 “complimentary protest” to use.

- If the protest is **successful**, the complimentary protest is returned to the Team for future use.
 - i. **Note:** A protest may be deemed successful without a penalty being applied.
- If the protest is **unsuccessful**, then any future protests submitted by the team will carry a bond of three (3) championship points.

- i. The points will be returned to the team for each successful protest outcome.
- ii. The team will lose championship points for each unsuccessful protest outcome.
- The complimentary protest may only be used for one protest per round. If a team wishes to submit multiple protests, they must use the three (3) point bond rule per additional protest.

How to Protest:

Each protest must be submitted via email to fssim.rs@member.imeche.org, and must include the following information:

- Team Name
- Team #
- Offending Team
- Offending Team #
- Race 1 or 2
- Server #
- Lap
- Turn
- Description of the incident

Protests missing any of this information will be automatically thrown out and you will lose your Complimentary Protest / three (3) point bond.

The IMechE Stewarding team will review the protests and submit their decisions before the Final Results are published. The Steward's decision is final and cannot be appealed.

Protests Channel:

To ensure consistent application of penalties and help drivers understand the expectations of the organisers, there is a Protests Channel embedded within the Discord Channel.

This will be used for Stewards to publish the outcome of any protests received, accompanied with a video of the incident and detailed explanation given for their rationale to help educate competitors on good/bad examples of racing etiquette.

Aborted Start Procedure:

- Cars will automatically spawn onto the grid 4 minutes before the race start.
- Drivers may call for an aborted start during this waiting period, up to the point of the starting lights appearing (10 seconds before race start), if they have reasonable grounds to believe that their car has been compromised **due to a technical issue with the server only**.
 - i. e.g. Their car has been spawned in the incorrect grid slot/in the pits/somewhere else on the map, or your car has been spawned with damage/penalties already applied.
- Drivers must use the “Aborted Start” channel on Discord to call for an aborted start.
 - i. Aborted start requests will not be accepted if:
 - a. They are published elsewhere on Discord
 - b. They are submitted once the starting lights have appeared
- In the event of an aborted start, the session will be reset and the 4-minute countdown recommence. The race will remain at its full duration.
- Due to timing constraints, we can only afford to implement **1** aborted start procedure per race.
- All aborted start claims will be reviewed by the server admin team after the round is completed. If any team is found to have falsely claimed an aborted start, they will be disqualified from that race’s results.
 - i. False claims are (but not limited to), human error whilst on the grid. Such as, jumping the start due to selecting a gear/coming off the clutch, or joining the grid, then returning to the pit menu and finding that you cannot spawn to the grid again.

In the event of a server crash:

In the event of the race server crash, one of the following procedures will take place:

- Server goes down within the first 2 minutes.
 - i. A full restart will take place
- Server goes down from 2 minutes to 75% race distance.
 - i. A restart with a timer count at 50% distance
 - ii. Grids determined on the race positions by a 1 lap countback from the last completed lap of the leader
- Server goes down from 75% race distance or more.
 - i. Race is complete
 - ii. Results determined by a 1 lap countback from the last completed lap of the leader

This will only come into action in the event of a server crashing. No restarts will take place due to a racing incident e.g., 1st lap pile up.

3. DRIVER ELIGIBILITY

The Entry Form can be found on [Formula Student's website](#) to submit.

- Only active members, or Alumni of your Formula Student team may participate in this series, of which 2 must be present for each round.
 - i. A team consisting of only Alumni members is allowed – however priority will be given to active Formula Student team members first.
 - ii. If you can only field 1 driver for that round, please refer to the One Driver Entries section below.
- All fields in the Entry Form must be completed, we use this information to produce a roster list throughout the season to identify each driver in your team e.g. “Driver A, B” etc...
 - i. If a team wishes to modify their Roster List (to add or remove drivers), please resubmit your registration form before the Practice Server closes, so changes can be made in time for that round.

Modifications requested after this deadline will only be implemented for the subsequent round.

Pre-race declaration form:

- A team must submit the pre-race declaration form if they intend to compete in that round. This form contains:
 - i. Any joker allocations
 - ii. Your selected vehicle for that round (in the event of multi car rounds)
- The form will be available to fill out via the Discord channel.
- If a team does not submit this form, your entry will not be processed for that round, even if your drivers have successfully completed the pre-race requirements in the Practice Server.
- **Deadline to submit** the Pre-race declaration form is before the Practice Server closes.
- **Code of Conduct** – Competitors are reminded this is a fun series, anyone found submitting a form on behalf of another team will be disqualified from the offending round and banned from the next round they wish to enter.

One Driver Entries:

- In the event of a team only being able to enter one driver for a round, the sole driver will be allowed to participate, but will face the following penalties:
 - i. Start from the back of the grid for both races
 - 1. You will still have the option to participate in qualifying. For any tiered races, your qualifying time will determine which server you will be placed at the back of the grid for. Any bonus points on offer for fastest time in qualifying are retained.

- ii. In the event of multiple single driver entries, the team with the highest place in the championship will start rear-most on the grid.
- iii. The points you earned in both races of that specific round will be capped by a % factor. The % is determined by how often your team has entered a one driver team – the higher the count, the harsher this factor becomes.
 - 1. Bonus points are not affected by the % factor.

One Driver Entry Count	1	2	3	4	5	6	7
% of points earned for that round	100	90	75	55	35	35	35

4. EVENT FORMAT

Race Format:

The FS Sim Race Series will be held monthly using an online server to connect all competitors from your location

- The Series will consist of seven (7) rounds
 - i. Rounds 1 - 6 will last approximately 2.5 – 3 hours in total
- Rounds 1 – 5 will be held either as a “**Classic**” or “**Feature & Sprint (FS)**” format:

Classic	2x races i. Race 1 = 25 minutes ii. Mandatory driver change between Race 1 > 2 - o Please refer to the Driver Registration section in the event of one driver entries iii. Race 2 = 25 minutes iv. The races will be split into tiers where your qualifying position will determine whether you are entered into: - o 1st Tier (Top 20 qualifiers) - o 2nd Tier (21st – 36th position) - o 3rd Tier (The remainder of the field) - o The number of servers will be scaled if entry numbers change for a specific round. v. Qualifying - o Qualifying will be held in two separate sessions, where each session is split between Server A, B & C. - o Qualifying 1A, 1B & 1C will determine the grids for Race 1 - o Qualifying 2A, 2B & 2C will determine the grid for Race 2 - o <u>Your driver must enter the race they have qualified for.</u> vi. Weather conditions will be equal and unchanging in every qualifying session.
Feature & Sprint	2x races i. Race 2 = 35 minute “Feature” ii. Mandatory driver change between Race 1 > 2 - o Please refer to the Driver Registration section in the event of one driver entries iii. Race 2 = 15 minute “Sprint” iv. The races will be split into tiers where your qualifying position will determine whether you are entered into: - o 1st Tier (Top 20 qualifiers) - o 2nd Tier (21st – 36th position) - o 3rd Tier (The remainder of the field) - o The number of servers will be scaled if entry numbers change for a specific round.

	v. Qualifying ○ Qualifying will be held during the event in two separate sessions, where each session is split between Server A, B & C. ○ Qualifying 1A, 1B & 1C will determine the grids for Race 1 ○ Qualifying 2A, 2B & 2C will determine the grid for Race 2 ○ <u>Your driver must enter the race they have qualified for.</u> vi. Weather conditions will be equal and unchanging in every qualifying session.
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- Rounds 6 – 7 will be run to unique formats which we will present a supplementary rule book for closer to the time
- Practice Server and Race Prerequisite Criteria
 - i. The Practice Server will be launched the day after the previous round has finished and will close at 23:59 on the Thursday before the Round (see Race Calendar in Section 4 for details).
 - ii. It is a prerequisite for **any driver** who is competing in that round to complete at least 5 consecutive incident free laps within 107% of the top 5 fastest teams (averaged) in the practice server.
 - 1. This must be completed before the practice server closes. No laps will be accepted afterwards. Any driver who has not completed this, will not be allowed to race in that round for their team.
 - 2. Weather conditions will be constant while the Practice Server is Live.

From Round 1 – Round 5:

- The organisers will announce the Car & Track combinations for Rounds 1 -5.
- A +5% car mass will be implemented throughout this period. Teams will have the opportunity to run a joker, where this mass is reduced to the original weight of the car, two (2) times during this period.
 - i. You must DECLARE your intention to run the “joker” car mass before the practice server has closed.
 - ii. Unused “jokers” will not be implemented by the organiser. You MUST declare your intention to use it for it to be enabled.
- Track conditions will not be fixed during an event; weather forecasts will be provided during the Car & Track batch announcements.
 - i. Like in real-life, these forecasts are not 100% accurate, but will still give a representative expectation as to what conditions you should expect for each Round.
 - ii. Weather will be controlled through a DLC app, please refer to section 7 “Hardware & Software requirements” for more information.

Round 6 Special:

- Will run to a special format. A supplementary regulations book will be distributed to all teams closer to the event.

Round 7 Special:

- Will run to a special format. A supplementary regulations book will be distributed to all teams closer to the event.

Non-Championship:

- To be used as a “test race” for the organisers & teams. We will run the event to the stated rules, but the results will not count towards the championship. Teams will have freedom of setup choice, but no jokers may be used.

5. RACE CALENDAR + TRACK & CAR LIST

The FS Sim Race Series will consist of 7 events held on a monthly basis.

Round #	Format	Race Date	Practice Server Opens (00:00 UK Time)	Practice Server Closes (23:59 UK Time)
Non-Champ	Classic	01/11/2025	18/10/2025	30/10/2025
1	FS	15/11/2025	25/10/2025	13/11/2025
2	FS	13/12/2025	16/11/2025	11/12/2025
3	Classic	31/1/2026	14/12/2025	29/1/2026
4	FS	28/2/2026	01/02/2026	26/2/2026
5	Classic	28/3/2026	01/03/2026	26/3/2026
6	Special	25/4/2026	29/03/2026	23/4/2026
7	Special	Formula Student 2026	TBC	TBC

Race Server Schedule

Classic Rounds

Time (UK Time)	Event	Notes
17:45	Free Practice	<i>Not a requirement to attend full session, we strongly recommend logging in to the server at least 10 minutes before the Driver's Briefing begins.</i>
18:15	Drivers Briefing	
18:30	Qualifying 1	<i>10 Minute Session.</i>
18:40	Grid Prep 1	<i>Preparing the Grids</i>
19:00	Warmup 1	<i>Server moves into 5 Minute warmup session for drivers to conduct final setup checks before grid is formed for Race 1.</i>
19:05	Race 1	<i>25 Minute Races, grids determined by Qualifying 1.</i>
19:40	Interlude	<i>Driver 1 disconnects and prepare Driver 2 for next server launch. (Winner of Race 1 Top-Tier to be interviewed on live stream)</i>
19:50	Qualifying 2	<i>10 Minute Session.</i>
20:00	Grid Prep 2	<i>Preparing the Grids</i>
20:20	Warmup 2	<i>Server is relaunched now 1 driver entries have been repositioned. 5 Minute session for drivers to conduct final setup checks before grid is formed for Race 2.</i>
20:25	Race 2	<i>25 Minute Race, grids determined by Qualifying 2.</i>
21:00	Post Race Interview	<i>The winning driver of the Top-Tier Server for Race 2 will be interviewed on live stream.</i>
Post Interviews	Post Race De-Brief	

Feature & Sprint Rounds (FS)

Time (UK Time)	Event	Notes
17:45	Free Practice	<i>Not a requirement to attend full session, we strongly recommend logging in to the server at least 10 minutes before the Driver's Briefing begins.</i>
18:15	Drivers Briefing	
18:30	Qualifying 1	<i>10 Minute Session.</i>
18:40	Grid Prep 1	<i>Preparing the Grids</i>
19:00	Warmup 1	<i>Server moves into 5 Minute warmup session for drivers to conduct final setup checks before grid is formed for Race 1.</i>
19:05	Feature	<i>35 Minute Races, grids determined by Qualifying 1.</i>
19:50	Interlude	<i>Driver 1 disconnects and prepare Driver 2 for next server launch. (Winner of Race 1 Top-Tier to be interviewed on live stream)</i>
20:00	Qualifying 2	<i>10 Minute Session.</i>
20:10	Grid Prep 2	<i>Preparing the Grids</i>
20:30	Warmup 2	<i>Server is relaunched now 1 driver entries have been repositioned. 5 Minute session for drivers to conduct final setup checks before grid is formed for Race 2.</i>
20:35	Sprint	<i>15 Minute Race, grids determined by Qualifying 2.</i>
21:00	Post Race Interview	<i>The winning driver of the Top-Tier Server for Race 2 will be interviewed on live stream.</i>
Post Interviews	Post Race De-Brief	

Track + Car Combinations

The series will be run using Assetto Corsa, some DLC's will need to be purchased if you do not have the Ultimate edition. If any additional third-party [downloaded content](#) is needed, we will supply a cloud-drive link.

When a round requires choice of car, teams must declare their chosen car before the Practice Server Closes.

Below is a list of cars and tracks expected to appear during the contest.

Cars: Mazda MX-5 Cup Taatus F4 LMP2 (2017 IMSA) Classic TCR Porsche 911 RSR V8 Supercars	Tracks: Goodwood VIR North Spa Francorchamps Watkins Glen Sachsenring Interlagos
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6. FS SIM RACING ENGINEERING CHALLENGE

For full details please refer to the Engineering Challenge supplementary regulations.

Concept

- The Engineering Challenges are hosted between each round of the Sim Racing Series - championship points will be rewarded to the top participants. The purpose of these challenges is to test, and reward your team's Race Engineering skills, not just your driving / hot lap ability.
- Each challenge will be published in between rounds and will specify the Engineering element you will be focusing on. Circuit and car choices will be consistent with the upcoming round; however, weather conditions may differ from what is forecasted for the actual race.
- You will use the Engineering Challenge server for publishing your lap time, however please refer to the deadlines within the supplementary regulations to ensure you have completed this in the required time period.
- The Engineering Challenges do not need to be completed by Team Members stated in your driver roster, however, you may only call upon the assistance of colleagues within your Formula Student Team to compete.
 - Any Team Member taking part in the Engineering Challenge Round, but not for the Sim Racing Round must include "EC" at the start of their name. Failure to do this will result in their lap times not being counted towards the challenge.

7. SCORING

The FS Sim Racing Series is a stand-alone event with zero points contribution to the live Formula Student event. A Sim Race Series championship table will be formed where points can be scored for both races in each round.

The best 6 out of 7 results for a round will count towards your team's final position in the Series.

POSITION	1st Tier	2nd Tier	3rd Tier	Bonus Points Available: - Fastest Lap per Race (Each Tier) = 1 Point - Highest Climb per Race (Each Tier) = 1 Point - (When applicable) Qualifying 1 fastest time = 1 Point - (When applicable) Qualifying 2 fastest time = 1 Point - A DNF/non-classified finish will result in 0 points for that race. - <u>You must complete 75% race distance to be classified for points.</u>
1	60	30	15	
2	54	27	13	
3	50	25	11	
4	48	23	10	
5	45	21	9	
6	42	19	8	
7	38	17	7	
8	36	15	6	
9	34	13	5	
10	32	12	4	
11	30	10	2	
12	28	9	1	
13	26	8	0	
14	24	7	0	
15	23	6	0	
16	22	5	0	
17	21	4	0	
18	20	3	0	
19	19	2	0	
20	18	1	0	
21	17	0	0	
22	16	0	0	
23	15	0	0	
24	14	0	0	

Engineering Challenge Scoring:

- Please refer to the Engineering Challenge supplementary regulations.
- These cannot be used towards your drop score.

8. COMMUNICATIONS

All communications will be sent via Discord's announcement page. We will use the e-mail address of your nominated Team Captain (Driver A) for emergency purposes only. **Please contact the Sim Racing Admin Team if this needs to be changed.**

Discord:

Every competitor is expected to join the series' Discord server as this will serve as primary communication during and inbetween events. All Rules, Regulations and supporting documents will be available to download from there as well.

JOIN THE DISCORD SERVER >>> <https://discord.gg/Z6Qtqd8Pat>

9. HARDWARE & SOFTWARE REQUIREMENTS

Racing Simulation:

Assetto Corsa, all DLC's will need to be purchased – the game + combined bundle is available on Steam for ~£60 per account.

PLEASE NOTE: Steam are currently running a special offer (30% discount) on their “Ultimate edition” bundle for a limited time, this will give you access to all Kunos DLC that we may use.

A screenshot of the Steam store page for the 'Assetto Corsa Ultimate Edition' bundle. The top section features the title 'ASSETTO CORSA ULTIMATE EDITION' in large white letters on a dark blue background. Below this is a promotional image showing an orange sports car (a Lamborghini Huracán) driving on a road, with the 'Assetto Corsa' logo and 'ULTIMATE EDITION' text to its right. The bottom section of the image shows the bundle's price information: '-30%' discount, 'Your Price: £43.91', and a green 'Add to Cart' button. The text 'Buy Assetto Corsa Ultimate Edition BUNDLE (?)' is visible above the price details.

https://store.steampowered.com/bundle/6998/Assetto_Corsa_Ultimate_Edition/

Mandatory Mod to Install:

Every team is expected to have Helicorsa installed. The server will not allow you in if this is not installed.

Weather DLC:

The server will be running CSL and Sol Apps –

<https://www.racedepartment.com/downloads/sol.24914/> - follow every instruction in this link to activate the mods.

The server will be configured to run:

- **CSP patch version 3435**
 - WARNING: All patreon patch versions do not appear on Content Manager, you must download from the specific patreon page and install manually.
- **Once the patch is installed:** On Content Manager, set the CSP setting to 0.2.9
- **SOL:** Minimum requirement of version 2.2.9.

As mentioned in Section 4, the event will be running customised, free content such as race circuits and data logging telemetry. **We will supply you with a cloud-drive** link in a future document release to download this free content – you will not be able to take part in the event without these files.

Servers must be accessed through Content Manager – this is free to download, please sync your Steam accounts (for each registered driver) to the app.

HARDWARE REQUIREMENTS – Teams are recommended to enter the series using a steering wheel controller. Your computer must be capable of running Assetto Corsa. According to Steam, the system requirements are:

SYSTEM REQUIREMENTS	
MINIMUM:	RECOMMENDED:
OS: Windows 7 Sp1 - 8 - 8.1 - 10	OS: Windows 7 Sp1 - 8 - 8.1 - 10
Processor: AMD Athlon X2 2.8 GHZ, Intel Core 2 Duo 2.4 GHZ	Processor: AMD Six-Core CPU, Intel Quad-Core CPU
Memory: 2 GB RAM	Memory: 6 GB RAM
Graphics: DirectX 10.1 (e.g. AMD Radeon HD 6450, Nvidia GeForce GT 460)	Graphics: DirectX 11 (e.g. AMD Radeon 290x, Nvidia GeForce GTX 970)
DirectX: Version 11	DirectX: Version 11
Network: Broadband Internet connection	Network: Broadband Internet connection
Storage: 15 GB available space	Storage: 30 GB available space
Sound Card: Integrated	Sound Card: Integrated

10. SERVER SETTINGS

Server Login Details:

Server login details and passwords can be found on the Discord server under #race-server-info. As we run multiple servers, we will communicate which server you will need to be in for each round.

Server Settings:

- Fuel Rate x2
- Tyre Wear x3
- Blankets on
- Flags on
- Cut Penalty On
- ABS/TC – factory default, optional turn off
- Jump Start – Drive Through
- Standing Start
- 50% Damage
- Mid Race Join - Disabled