Armed Forces Virtual Race Challenge (AFVRC) 2026 - Regulations

1.   The Royal Air Force Motor Sports Association (RAFMSA) will deliver an online eSports championship for the benefit of UK Military personnel and veterans. The aim is to promote motor racing in the military and provide synthetic training opportunities to competitors – the championship will be known as 'AFVRC 2026'.

2.   AFVRC 2026 is a championship as defined in this agreement and will be referred to as 'the championship'.

3.   The RAFMSA delivers the AFVRC to promote eMotorsports to the varied UK military community (including veterans). Championship registration is £15 and is limited to 40 participants.

ELIGIBILITY

4.   The championship is open exclusively to members and veterans of the UK Armed Forces. Applications for registrations must be co-ordinated through the championship Discord channel. The organisers reserve the right to invite appropriate celebrities and civilian guests who will bring benefit to the competition and its profile. Foreign military forces, such as US forces may also be permitted to enter at the organiser's discretion.

All competitors will be divided in to Professional and Amateur Categories. A "PRO" driver will be defined as any driver who has achieved an iRating of 2001 or higher at any point. All other drivers will be placed in the "AM" category.

Note – the organisers reserve the right to promote or demote competitors between PRO and AM to balance participation or as they see fit.

CONDUCT OF COMPETITORS

5.   The Motorsport UK general regulations apply to this championship in respect of conduct online and offline as if the championship was live at a physical venue. Competitors are representing their service when competing and the highest possible standards of personal and driving conduct are required. All abusive, disrespectful or bullying behaviour, whether within the championship or in any other media or any social media regarding the championship, by any participant, may be assessed against Ethos, Values and Core Standards. Any communications found to be in breach of these standards will result in automatic disqualification from the championship.

6.   All participants must install the required software, such as Discord. A comprehensive guide will be provided prior to the first online event. All competitors must be connected to a dedicated AFVRC voice channel during all qualifying and race sessions. For those competitors who do not wish to communicate during the sessions, 'quiet' channels will be provided. Competitors must change their Discord name to their proper name in the AFVRC Discord channel, so as to allow the event admin team to identify participants.

7.   The following guidance has been developed over previous years of AFvRC running:

a.   **Respect**. Please respect that there is a variety of experience and skill across the competitors. Some have real-world race experience, and some have extensive race simulator experience. However, there are some who have neither. Please respect that and assess who you can race closely with and who you need to give some room to.

b.   **Etiquette**. Recognise when you have been legitimately overtaken, or 'lost' a corner to another competitor and focus on getting that place back in a sporting way. As per the sporting code of iRacing, deliberate blocking, crowding of a competitor off the track, or moves that can be considered unsporting are not what the AFVRC is about. If you lose control or spin, then only rejoin the track when it is safe to do so and in a manner that does not impede those on track. Acknowledging when you have been passed and understanding why will make you a better racer. Please temper any response to an incident and work on the assumption that it was not a deliberate act, until such a time as it can be reviewed. If you make a mistake, then admit as such. Any act of retribution will not be tolerated.

c.   **Standards**. We are showcasing military eMotorsport to a wider and more prominent audience through the championship being broadcast. Don't quit out of a session because your race has gone bad. If you wish to retire from the race, then do so via the pits. At the end of the race, you are also required to complete a 'cool down' lap and return to your pit box, rather than stopping on track and causing a potential crash.

d.   **Comms**. **DO NOT** broadcast any chat over the iRacing comms channel. Utilise the Discord channels; iRacing voice chat will be muted when qualifying commences.

e.   **Spotters** - Not all sim setups provide the same level of situational awareness. Some drivers will be racing on a single screen with little to no situational awareness when a car is alongside. To that end, especially for those new to iRacing, you should strongly consider the use of a 'Spotter'. There is a spotter within iRacing, under the 'Sounds' tab, offering a variety of voices that will keep you informed of what is going on, including warnings about cars stopped on track, crashes and most importantly when a car is left or right of you i.e. overlapped, so that you can keep to your side. Other spotter programs exist with one of the popular alternatives being Crew Chief. Visual aids may also be used such as RaceLabApps or iOverlay. They both contain features that can visually aid you, such as displaying close proximity cars and car relatives.

f.   **Lapped cars and flashing lights** - Whilst flashing the car headlights is widely used in some series to try to distract the driver in front, their principal use is the same as for the road i.e. to warn another road user of your presence. In the case of AFVRC we would only routinely expect headlights to be flashed to indicate to a lapped car that there is a lead car approaching. It remains the responsibility of the overtaking car to pass safely. The overuse and continued flashing of lights in order to distract will not be tolerated and may be protested post-race. Lapped cars are not required to leap out of the way (ala F1). Lapped cars should maintain the racing line and remain predictable, only moving over when it is obvious and safe to do so to facilitate the pass. It is far safer for a lapped car to remain on the racing line and lift off the throttle during a straight to facilitate a pass than it is to try to second-guess where the leaders might go and end up both going the same way.

g.   **Re-joining** - A reminder that it is a re-joining car's responsibility to do so safely. If you run wide, then you must ensure that you do not impede on track cars as you re-join. If you spin out and remain on the track, then **DO NOT MOVE** until you are sure that it is clear and safe to do so. It is very easy in the heat of the moment to try to get going and find yourself in the path of another vehicle and end up ruining their race too. Hold your brakes, check any info you have displayed about cars around you and only move again when you know you are clear.

h.   **Conduct in the face of crashing cars** - Sim racing removes the IRL fear factor of arriving at an incident (as well as the cost) and it is very common to see iRacing official racers gambling on an incident to make places, in many cases not even lifting. The nature of some the chosen tracks could well lead to some incidents, and we implore anyone approaching such an incident to apply caution so that hopefully those arriving on scene might stand a chance of getting through. If we were to apply an IRL logic to such an incident, then technically the race would be neutralised in that sector and anyone passing under yellow would be penalised. Please apply a similar respectful logic to our races so unnecessary contact is avoided.

REGISTRATION

8.   Registration for the championship will be via a Google forms signup. On approval, a link will then be supplied enabling the competitor to register via GridFinder, where the championship will be administered. All subsequent communications will be disseminated via the AFVRC Discord server channels.

9.   Registration will be £15 per competitor; all monies will be paid into the RAFMSA account to support the Championship costs. Details of payment will be sent to each competitor following sign-up; this is to be completed using the online merchant account, where a link will be provided once signed up and is to be paid prior to the commencement of the championship.

COMPETITION STRUCTURE

10.   The Championship will be organised by the RAFMSA and shall include general practice sessions, qualifying sessions and races, with results calculated by the application of a logarithmic points system (See para 18). An additional point shall be awarded to the driver with the fastest lap during a race. Double points shall be awarded for the 3 selected

endurance rounds. There will be 2 championships run within the series, in the form of a PRO and AM category. These will both be scored from the same points table.

WINNER

11.　The overall Championship winners, runners up and 3rd placed drivers in both PRO and AM categories will receive a prize in the form of iRacing vouchers, paid for / provided by RAFSMA/eMotorsports, utilising a portion of the entry fees. Prizes of iRacing vouchers *may* also be awarded to the competitors who achieve the least amount of incident points throughout the season, (average per race,) and the most positions gained throughout the season. (To be eligible, competitors must complete a minimum of 8 rounds).

STEWARDING & DISPUTES

12.　No live stewards will be in place for any races. In race stewarding will be carried out by iRacing, utilising its incident point penalty system. An off track (1x), loss of control (2x), and contact (4x) will be awarded as necessary. Any further disputes regarding the results of or conduct of the championship shall be resolved through a protest system in place hosted on the championship Discord channel. Post-event stewarding will be carried out by a member from each team with a voting system. Note; team members from the team being disputed will not get a vote. This will be carried out in accordance with the AFVRC Stewarding Document.

CALENDAR

13.　Free Practice 1 (FP1) sessions will be hosted at 7pm (Local) on the Sunday prior to a race week. The championship race events will be held on Wednesdays, with the Free Practice 2 (FP2) session starting at 6pm (Local) and running over a 10-week period. The calendar detailed below is subject to change and all competitors will be informed of any changes at the earliest opportunity. Round 6 will be chosen during the Round 4 broadcast, from a selection of free content tracks available on the iRacing service.

Date	Session	Circuit	Layout	Format	Notes
22nd Mar	FP1	Donington Park	National	N/A	Afternoon
25th Mar	**FP2/Qual/Race**	**Donington Park**	**National**	**2 x Sprint**	**Afternoon**
29th Mar	FP1	Snetterton	200	N/A	Morning
01st Apr	**FP2/Qual/Race**	**Snetterton**	**200**	**2 x Sprint**	**Morning**
05th Apr	FP1	Silverstone	GP	N/A	Noon
08th Apr	**FP2/Qual/Race**	**Silverstone**	**GP**	**Endurance**	**Noon**
12th Apr	FP1	Thruxton	Thruxton	N/A	Dawn
15th Apr	**FP2/Qual/Race**	**Thruxton**	**Thruxton**	**2 x Sprint**	**Dawn**
19th Apr	FP1	Spa Francorchamps	GP Pits	N/A	Evening
22nd Apr	**FP2/Qual/Race**	**Spa Francorchamps**	**GP Pits**	**Endurance**	**Evening**
26th Apr	FP1	Mystery Round	Free Content	N/A	Noon
29th Apr	**FP2/Qual/Race**	**Mystery Round**	**Free Content**	**2 x Sprint**	**Noon**
03rd May	FP1	Donington Park	GP	N/A	Morning
06th May	**FP2/Qual/Race**	**Donington Park**	**GP**	**Endurance**	**Morning**
10th May	FP1	Knockhill	International	N/A	Noon
13th May	**FP2/Qual/Race**	**Knockhill**	**International**	**2 x Sprint**	**Noon**
17th May	FP1	Oulton Park	Int'l w/out Brittens	N/A	Morning
20th May	**FP2/Qual/Race**	**Oulton Park**	**Int'l w/out Brittens**	**2 x Sprint**	**Morning**
24th May	FP1	Brands Hatch	GP	N/A	Afternoon
27th May	**FP2/Qual/Race**	**Brands Hatch**	**GP**	**2 x Sprint**	**Afternoon**

EVENTS

14.   Each race event will run in the following format, all times displayed are in local:

Sunday.

- 19:00 – FP1 Open practice starts
- 21:00 – FP1 Open practice ends

Wednesday – (Sprint Round.)

- 18:00 – FP2 Open practice starts
- 20:00 – FP2 Open practice ends
- 20:01 – Qualifying starts
- 20:20 – Qualifying ends
- 20:22 – Race 1 starts
- 20:42 – Race 1 ends
- 20:43 – Leave server to access Race 2.
- 20:44 – Warmup starts
- 20:54 – Warmup ends
- 20:55 – Race 2 starts
- 21:15 – Race 2 ends

Wednesday – (Endurance Round.)

- 1800 – FP2 Open practice starts
- 2000 – FP2 Open practice ends
- 2001 – Qualifying starts
- 2020 – Qualifying ends
- 2021 – Race starts
- 2100 – Race ends

STREAMING

15.   No competitor is permitted to stream their race without gaining prior consent from the AFVRC organisers. If permission is granted, they must ensure that private chat from the AFVRC Discord voice channel **is not** broadcast.

TECHNICAL

16.   The events will be run as a single car, using the Porsche 911 Cup (992.2).

    a.   Setups will be fixed for all competitors, using the 'iRacing Medum Downforce Sprint' setup, with all fuel capacities being restricted to 43% capacity. This will be applicable for all races.

    b.   Races will be a standing start for all events. It is worth competitors learning about the launch control procedure for the Porsche Cup 992.2.

    c.   Weather and time of day will be pre-set by the organisers. In sim time settings are pre-determined and are annotated in the calendar listed at para 13. In

sim weather conditions will be announced 1 week before the event via the AFVRC Discord channel.

d.   Qualifying will be 20 minutes in length and in an open pitlane format, with no restriction on the number of laps. Competitors are to be mindful of the open qualifying format and should avoid obstructing other competitors during the event. Should any such incidents occur, a protest may be submitted.

e.   The championship will consist of 10 rounds. 7 rounds will be 2x 20-minute sprint races, of which the second race will be a randomly selected reverse grid. This will be decided post-race 1. The remaining 3 rounds will be a 40-minute endurance race. Fuel is limited to 43% to force all competitors to make a fuel stop during the race. A 'No-Stop' strategy is allowed but is unlikely to be possible or quick. A tyre change during this pitstop is not mandatory but can be carried out.

f.   All competitors will receive 1 'fast-repair' for every race.

g.   There will be a 17x 'Drive Through' penalty and a 25x Disqualification limit applied for every race. FP1, FP2 & Qualifying will not carry incident limit penalties, but poor driving in any live session may still be protested.

POINTS

17.   The competitors 2x worst scores from a complete round will be dropped and the final Championship total will be made up of their best 8 points finishes from a complete round from across the season. This is to allow competitors up to 2 full weeks of absence from the championship due to shifts/deployments, or low-scoring round, without being unfairly penalised.

18.   Individual Championship points will be awarded to drivers based on their overall finishing position, regardless of PRO/AM category, as per the following:

Position	Points
1st	100
2nd	95
3rd	90
4th	86
5th	82
6th	78
7th	74
8th	70
9th	66
10th	62
11th	59
12th	56
13th	53
14th	50
15th	47
16th	44
17th	41
18th	38
19th	35
20th	32
21st	30
22nd	28

23rd	26
24th	24
25th	22
26th	20
27th	18
28th	16
29th	14
30th	12
31st	10
32nd	8
33rd	6
34th	4
35th	2
36th – 40th	1

19.   An additional point will be awarded for setting the fastest lap of the race; each race entrant is eligible no matter where they finish.

3rd PARTY SOFTWARE

20.   Liveries will be free choice, but respective Single Service branding should be visible where possible. Commercial liveries showing sponsors, or derivatives thereof will not be allowed without prior approval from the organisers. Service or Veteran related logos are permitted. All liveries will be uploaded to the Google Drive folder made available within the Discord server and will be vetted before week one, if a suitable livery is not uploaded then the organisation will provide one. A paint pack will be available to download, ensuring all correct liveries will be applied. There will also be a mandatory number board and sponsor pack applied to all cars. Please see the images below detailing which areas (in red) are reserved for the sponsor pack. It is also advised that you untick or removed the Porsche Cup decal layer. The sponsor pack will also be applied by the broadcast team. Trading Paints may also be run but may not reflect the correct paint for every competitor. The organisers also hodl the right to add/remove sponsors as applicable.