

WRE 2025 SPORTING RULES - RACE

(Version 1 2025)

1. RACE DIRECTION TECHNICAL COMITEE MARSHALS

- 1.1 Race Direction: All comphrensive responsability
- 1.2 Race Marshals: The only allowed to take the cars
- 1.3 Technical Comitee: Responsable for tech.

2. SPORTMENSHIP BEHAVIOUR

- 2.1 All the participants are invited to behave in the most sporting way for all the time of the race either inside then outside the building.
- 2.2 Anti sportmenship behaviour will be sanctioned
- 2.3 The building is a non smoking area.

3. RACE DURATION

- 3.1 For the race 32 teams will be admitted.
- 3.2 The race will be contested during 32 heats of 45 minutes each one, including 5 min. for the changing lane, according to the international rule of "odd increasing, pair decreasing; (1, 3, 5, 7, 9....; oppure 29, 31, 32, 30...; oppure 6, 4, 2, 1, 3....);
- 3.3 The tracks layout is made by 4 tracks of 8 lanes each, so each team will race over all lanes of all tracks
- 3.4 The results will be given by the total amounts of all the laps done on each heat. In case of same result the winner team will be the one who has done more sectors of tracks.
- 3.5 The race will be on Policar tracks

4. RACE DEVELOPMENT

- 4.1 It is allowed to bring two different models in race configuration at the tech (example Lola short/long tail and Porsche 908)
- 4.2 During the first 4 heats it is possible to swap the car that the Team has beeing using till then with the other (verified) one. This will means 10 laps penalty and the Team will have to finish the 24 hours with such second car.
 - It is just an opportunity, a free choise for the team.
- 4.3 At 22.00 hours will start the night period which will last till 06.00 a.m.

5. TEAM COMPOSITION, RACING TURNS & DRIVERS CHANGE

- 5.1 Teams can be made of 4, 5 or 6 drivers
- 5.2 Each driver can not drive more/less than what specified in the following schedule:

DRIVERS NUMBER	MINIMUM ROUNDS FOR DRIVER	MAXIMUM ROUNDS FOR DRIVER
4	7	9
5	5	7
6	4	6

- 5.3 On the driver's rostrum only the Team's driver is allowed to stay, no one else for whatever reason
- 5.4 The driver change is done during the lane change, the new driver can get on the drivers rostrum only when the going out one has left.
- 5.5 A wrong driver's change will be penalized by 10 laps.
- 5.6 The controller can be left by the leaving driver on the due following lane.
- 5.7 Before starting his turn the driver must report in Race Direction.

6. MARSHAL TURNS

- 6.1 The Corner Marshal must be one of the Team's driver
- 6.2 Each Team has to follow the marshalling turns according to the schedule given to the Team leader before the race briefing.
- 6.3 During the free practices and the race, the corner's marshal must always be in the assigned position. There will not be any advise call.
- 6.4 The corner's marshal must be at his position 3 minutes before the restart.
- 6.5 For each missing time from marshalling the Team will be penalized by 10 laps.
- 6.6 The marshal can not do any fixing job on the cars at exception of guide and brades and only on driver's call in case the car doesn't start.

7. MAINTENANCE & REPAIR

- 7.1 For maintenance and /or repair the Team's mechanic has to ask to a race marshal who will take the car from the track and will put it back on the pit lane section once the maintenance/repair has been done.
- 7.2 If a car gets immobilized wherever on the track, the marshals will bring it to the pit table then once repaired it will be put back on the pit lane section to restart.
- 7.3 At the pit table it is allowed only one mechanic who can not necesserely be a component of the Team.
- 7.4 Petrol, oil, racks, are supplied by Race Direction.
- 7.5 Inside the spare parts box there can only be the pre-race verified parts. The motor and the wheels will be given by the race marshal.
- 7.6 The maintenance /repair jobs can only be carried out when power on the track and not during lane changes or any other not planned race stop.
- 7.7 During the stop for switching on the lights it is allowed to do maintenance/repair.

8. TECHNICAL INSPECTIONS

- 8.1 Cars must be presented to the technical control area without engine, with the body (without screws) separated from the chassis.
 - The rear axle must be free of wheels (rim + tire).
- 8.2 Together with the car, the technical inspection form must be delivered, filled out completely by the driver.
 - Technical inspections are carried by the technical committee, which will also check if the information written in the form are correct.
 - If the inspection form is not delivered, there will be a 3 lap penalty for the driver.
- 8.3 The car delivery time in the parc fermé must ABSOLUTELY be respected. Any delay in delivery will be penalized with 10 lans
- 8.4 From the start and up to 15 minutes after the end, the Technical Committee may carry out inspections requested by a competitor or decided by the Race Direction.
- 8.5 From the OK of the Technical Committee, the driver has a maximum of 10 minutes to assemble and deliver the car. When the time is up, if the car is not delivered, the driver will be given a penalty of 1 lap for each extra minute of delay.
- 8.6 If the car will be judged "unregular", it will be hold in the tech untill the end. Then, the driver will have 5 minutes to take it and bring it back in regular conditions (in that 5 minutes you can do whatever you want, even bring another car).

- If at the end of the 5 minutes the car will still be unregular, the driver will get 10 laps penalty.
- 8.7 It is the driver's responsibility to check the regularity of the car before the technical inspections.
- 8.8 There will be available a Offset Marshal tool at the Race Direction to self verify the model before the tech.

9. PENALTY

- 9.1 The penalty will be inflicted by Race Direction in proportion to the gravity of the fault committed against Technical or Sport Rules.
- 9.2 Faults related to driving turns, use of magnets, use of liquids or stuff not allowed, repairs carried out away from the pit table will mean Team's DESQUALIFICATION.
- 9.3 Smoking inside the race building will result in 20 laps penalty.
- 9.4 Faults related to driver change or marshal turns will result in 10 laps penalty.

10. FREE PRACTICES

- 10.1 Free practices will consist in 10 min. turns on each lane per Team.
- 10.2 The lane change will follow the race rule: odd going up, pair going down.(1,3,5..6,4.
- 10.3 Each driver (not the whole team) can have free practice only one day. If you have test on Friday, you can not test on Saturday.
- 10.4 The team must bring the car to the technical inspection in the same day of the first drivers member's test

If one of your drivers have free practice on Friday, your team will have to verify the car on Friday.

Then the rest of the team can have free practice on Saturday with backup cars (cars can't be used in the 24h race).

11. QUALIFICATIONS

- 11.1 The starting grid will be determined by qualifications which will be raced on one lane choosen by draft between lanes 19-20-21-22
- 11.2 The Team will choose his representative driver whom will have one minute for his best lap time.
- 11.3 The qualification entry order will be the same as Tech. Control.
- 11.4 There is one minute between driver change, if the Team's driver is not ready the Team will be given the last qualifying time.
- 11.5 The top 8 Teams will have the right to choose the starting lane.
- 11.6 Teams from 9th qualifying time down will be given lanes starting from the first available.

12. NEWS & INFORMATIONS

- 12.1 All communications from the Race Direction will be included in the WhatsApp group.
- 12.2 Team's leader are invited to verify all the infos.



TIME TABLE

FRIDAY	
Free practice Scrutineering Night free practice (unofficial car)	7 p.m.
SATURDAY	
Free practice (for teams absent Friday) Scrutineering (for absent teams Friday) Qualifying Race start Night phase	11 a.m. / 12:30 p.m. 1:30 pm 3 p.m.
SUNDAY	
End of the race Awards Ceremony	·