

F4 BELGIAN
CHAMPIONSHIP
CERTIFIED BY RACB



RULEBOOK

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Organisation

BSRF

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Broadcast

Startgrid.tv

Intro

The Belgian F4 Championship 2024, certified by RACB and organized by BSRF, is a captivating motorsport competition held on the virtual platform of iRacing. This championship utilizes the FIA approved FIA F4 formula car. BSRF, known for its expertise in the Virtual Belcar and other series, plays a pivotal role in orchestrating this thrilling championship. By embracing iRacing technology and the FIA F4 formula car, and with the guidance of RACB, this championship offers an immersive and realistic racing experience while nurturing emerging talent in the digital motorsport world.

The Belgian Sim Racing Federation aims to promote sim racing as an eSport. Each participant can be sure the organization, race control, and stewards are independent and uphold professionalism. We are all ambassadors of our sport and should act accordingly. The best way to promote sim racing is by broadcasting clean and exciting races.

There are no minimum iRating and Safety rating requirements to enter the competition because the goal of the F4 Belgian Championship is to provide a racing ground for all drivers. Drivers should be open to learn, grow and listen to the recommendations provided by the organization and fellow competitors.

The purpose of this rulebook is to provide a framework to ensure fair racing and great sportsmanship. Looking for loopholes or starting discussions based on subjective interpretations and nuances will not be tolerated. If something is not covered in this rulebook BSRF can fall back to the iRacing Sporting Regulations and real life experience (RACB) to enforce a ruling.

BSRF reserves the right to evaluate potential problems on a contextual basis. We humbly request that drivers and teams respect the decisions made by race control, which we are always happy to explain, and remember that the championship exists to facilitate a fair contest.

BSRF reserves the right to update this rulebook during the season. In case of an update we will communicate this clearly. If the update might have an impact on the championship we will first consult contenders before updating the rulebook.

The winner of the PRO Class will represent Belgium at the FIA Motorsport Games 2024

VISA: S01-eF424 (07/03/2024)

Code of conduct

By participating in the F4 Belgian Championship, you promise to abide by the following code of conduct.

- No cheating (a “smurf” account will be considered cheating).
- Respect other drivers and teams.
- Respect the organization and stewards.
- Be polite, be cool.
- Be helpful.
- Be open minded and open to dialogue.
- Read the rulebook and play by the rules.
- Prepare yourself for each race.
- Embrace fair play.
- Behave honorably and honestly.
- Never give up.
- Master the software.

Second account

No use of a second account (“smurf”) is permitted! If the organizer detects a participant that doesn't race on his main account, he will be excluded from the championship.

Second, third, ... accounts with the same iRating are eligible but should be mentioned to the organizer.

Guest starters

Participation out of competition as a guest driver for one or multiple races is not permitted.

RACB (e-sport) license

The RACB e-sport license is exclusively granted to Belgian citizens and foreigners residing in Belgium. For additional details and the license application form, please visit the RACB website at the following link: https://www.racb.com/obtenir_sa_licence-792.html.

To join the Belgian F4 Championship you will need a valid RACB license. (e-sports or other RACB license)

Registration

To enter the competition you will need:

- RACB License
- Active iRacing account (What if you don't have an iRacing account yet?)
- Register an account at [belgianf4championship.be](https://www.belgianf4championship.be)
- Belgian nationality and official place of residence is Belgium
- To register: <https://www.belgianf4championship.be/dashboard/championships/show/1>
- Register on our Discord server with your real name (this will be our main communication platform)

Registration is open from 03/03/2024 to 16/04/2024 and can only be completed on the website via the following link: <https://www.belgianf4championship.be/dashboard/championships/show/1>. Any registrations submitted outside of this period or through alternative ways will not be considered.

Entry fee per car: 20 EURO

Any entry fee paid is non-refundable.

In case of less than 20 confirmed entries the season will be cancelled.

~~Max. number of cars is 50. If there are more than 50, a qualifying event will be held before the championship.~~ **See revisions 01/04/2024**

~~All drivers that don't get into the top 50 can race in a second split. This split has prizes, social media coverage but no official stream.~~ **See revisions 01/04/2024**

Once we approve and confirm your registration you will receive all payment details. Only after payment you will receive a league invite for the official Belgian F4 Championship (iRacing league id = 10676).

No iRacing account?

If you have no iRacing account you can request one. RACB can provide a base free account with the F4 car included. Not all tracks on the calendar are included in the base package and these tracks need to be purchased.

iRacing is only available on PC, not on console, and a wheel and pedals are highly recommended.

Feel free to contact us for more info.

Practice sessions

Once you have accepted the invite to the Belgian F4 Championship league on iRacing, you will be able to join official practice sessions. These sessions will be available in the league sessions tab on the iRacing website. We will host multiple practice sessions per week. Session details will be published in our Discord server.

Discord

Please join our discord.

Please use your real name on our server.

Classes and cars

Belgian championship

Only drivers of Belgian nationality or foreigners residing in Belgium with a valid license issued by the RACB are eligible to participate. There will be one overall champion from the Pro class and class champions from Am and the Girls category.

Classes

Pro

Open to drivers with an iRating higher than +-2000 and/or previous experience in F3 championships. Drivers that have a lesser iRating can request to join the Pro class.

Am

Open to drivers with an iRating lower than +-2000. Reserved for newcomers and more inexperienced drivers.

Women

Open to all female drivers. Female drivers will also be ranked Pro or Am.

This class is mostly intended to put some extra spotlights on female drivers as they are still a minority in sim racing.

BSRF beholds the rights to sort drivers into the Pro/Am classes if they feel a necessity.

Drivers of the "Girls" category must present a valid passport to confirm their gender.

Car

This is a single make championship and all classes will use the iRacing FIA F4 car.

The setup of the car is open.

Car liveries and decal layers

You are free to customize your car paint and add personal sponsors.

Add your car, suit and helmet paint on the Belgian F4 Championship website.

The organization will enforce series sponsors decal layers. A decal template will be available so you know which areas will be covered by the series sponsors. It is important your own sponsors are not interfering with the series sponsors. If you use a spec map you have to make sure your spec map does not obstruct or alter the series sponsors. (Your spec map will be deleted if this is the case.)

The day before each race we will update and handover the paint pack to the broadcaster. To use the paint pack locally, download it from bsrf.be or belgianf4championship.be

Car numbers

Please select your starting number between 2 and 999, it must be unique. If the chosen starting number has already been claimed by another participant, the organizer will contact you to select a new number if needed.

All numbers are available except for number "1". It is reserved for the Belgian champion (Pro) of the previous year.

The definitive allocation of starting numbers is subject to the organizer's discretion. The timing of registration, including the payment of the registration fee, is importance in determining the allocation of the starting number.

Weather

Weather will be dynamic.

If the simulation updates the weather system, we will investigate the situation and maybe adapt the weather conditions. New information will be communicated to the drivers asap.

Race format and Scoring

See revisions 01/04/2024

Championship rounds

The championship consists of 6 rounds. Each round will have a practice session, qualifying session and two races (heat 1 and feature). Each heat is 30 minutes.

Out of 6 rounds your worst result will be dropped. So 5 rounds will count towards the championship standings. See revisions 01/04/2024

Race format and schedule

Practice session	50 mins
Qualifying	Long qualifying max 3 laps (10 mins)
Race heat 1	30 mins
Warm up	10 mins
Race heat 2 (Feature)	30 mins

See revisions 01/04/2024

Gridding and start procedure

Grid

Based on qualifying.

Heat 1: based on qualifying time.

Feature: based on Heat 1 result, 8 first positions reversed grid (from Heat race 1)

See revisions 01/04/2024

Start

Standing start.

See revisions 01/04/2024

Scoring

Qualifying pole in class: 1 point

Fastest clean lap in class in per heat 1: 1 point

Zero incidents registered: 1 point

To score points for finishing position and fastest lap a driver must have completed 50% of the laps completed by the overall winner.

See revisions 01/04/2024

Points table per position in class

Position	Points	Position	Points	Position	Points	Position	Points	Position	Points
1	100	11	70	21	50	31	30	41	10
2	92	12	68	22	48	32	28	42	8
3	87	13	66	23	46	33	26	43	6
4	84	14	64	24	44	34	24	44	4
5	82	15	62	25	42	35	22	45	2
6	80	16	60	26	40	36	20	46	1
7	78	17	58	27	38	37	18	47	1
8	76	18	56	28	36	38	16	48	1
9	74	19	54	29	34	39	14	49	1
10	72	20	52	30	32	40	12	50	1

Penalties and race control

Automatic penalties

No iRacing penalties will be cleared. It is the driver's responsibility to manage the situation. 'iRacing Bug' penalties are just bad luck. No incident points will be cleared.

Drive Through

If a driver accumulates a certain amount of incident points over the course of the race a drive through penalty will be activated. This limit is set per round. Do NOT stop in your pitbox!

Disqualification

If a driver accumulates a certain amount of incident points over the course of the race, the driver will be automatically removed from the race. This limit is set per round.

Stop and Go

example: speeding in pit

Slowdown

iRacing will handout a 'slow down' for cutting the course. You must execute a slow down penalty in a safe way avoiding the racing line as much as possible. Blocking others while performing a slow down will result in extra penalty points.

Penalty points

See revisions 01/04/2024

Race Control can handout penalties during the race or post race. An incident will be rated as follows:

1 penalty point	Warning or minor infraction
3 penalty points	Severe infraction (example: causing a collision)
5 penalty points	Very severe infraction (example: unsafe rejoin and causing a collision)
Exclusion of one race	In case of very severe infractions or continuous bad behaviour or driving Race Control can exclude a driver for one race.

~~A driver who collects 5 or more penalties points will be excluded from qualifying for the next race (forbidden to set a time), but can start at the back of the grid in Heat 1 (and only in heat 1!).~~

~~Penalty points will be reset back to zero after serving the penalty.~~

~~Remaining penalty points after the last round will result in a loss of championship points (number of penalty points x 2).~~

~~You can clear your penalty points at any race (even if you have less than 5 penalty points).~~

~~However if you reach 5 penalty points you can only reset those points by skipping qualifying and start at the back of the grid in Heat 1.~~

~~If you have less than 5 penalty points and decide to reset your penalty points you can do so by skipping qualifying and start at the back of the grid.~~

~~An overview of the penalty points will be available via belgianf4championship.be~~

Race Control

Race Control decisions will be posted in the race control channel on Discord.

Race Control reserves the right to handout live penalties if needed. Example: 30 sec stop and go.

Race control automatically investigates the entire first lap for incidents, regardless of protests, and reserves the right to impose penalties if necessary.

Race Control may remove drivers from the track if they feel that their speed/lap times are too slow, or if they pose a risk to other drivers due to their driving, car condition, internet connection or equipment condition. In this case, a driver will first be warned and given time to correct this. In the event the issue persists, the driver shall be ordered to pit the car until the issues are resolved (repairs, driver swap for a bad connection, etc.). If the issues persist, the car will be black flagged for the remainder of the race.

Cheating, bad behaviour on and off track (if you want to represent Belgium you will need a professional attitude) will result in a ban (without refund).

Anything not mentioned in this rulebook and if an issue is raised by a driver this will be discussed by the admins and stewards and the resulting decision will be published.

Protesting

1. After the race you will be able to file a protest within a certain time period (minimum 24 hours after the end of the race). We will notify all drivers when this time slot opens and when it closes (communication via Discord).
2. You can file a protest via the website belgianF4championship.be.
3. All protests are publicly available and so will be all decisions by Race Control. You are not allowed to react to protests in the #protest channel.
4. Keep in mind: if you file a protest all involved drivers can receive a penalty. The driver that files a protest is also subject of inquiry and can receive a penalty too. This means there is no need to counter protest when you are being protested by another driver.
5. Race Director will hand over all valid protests to the stewards.
6. Stewards will review the protests and the outcome will be published
7. Right to appeal: if you do not agree with the final outcome of the protest you have the right to appeal. However this appeal comes at the cost of 50 championship points. If the outcome of the appeal is the same as the initial decision you will loose 50 championship points. If after reviewing the appeal and protest the RACB officials decide to revoke the initial outcome and penalty, the 50 reserved championship points will be given back.

Race Control, the organization and RACB will not react or respond to private messages during the race. Race Control will only handle protests that are in the submitted via the website protest form.

Race control automatically investigates the entire first lap for incidents, regardless of protests, and reserves the right to impose penalties if necessary.

Behaviour

Respect the flags

Yellow

Drivers must make an effort to slow down and avoid wrecked cars, failing to do so can result in a penalty.

Blue

The lapped driver must make a sensible attempt at allowing the lead lap cars to pass. The responsibility for the overtake is shared equally between the lapped driver and the driver on the lead lap.}

Race hard but fair and clean

Behave on track. Leave room to race. We embrace fierce competition in a fair way.

Behave in Discord. You can talk about incidents as long as it is not a blaming game, if you talk about an incident in a public Discord channel do it respectfully and make sure all parties can learn from it.

Misbehaviour, on or off track will lead to removal of the league with no refund.

General recommendations

Keep an open mind and think about what you yourself could have done differently to prevent an incident, even if you feel you are not at fault. Study the replay.

If you find yourself entangled in incidents often, you are doing something wrong. No, it is not always bad luck and no it is not always the other drivers.

No incident is exactly the same and we expect drivers to have some common sense about the dynamics racing.

Defending position? Defend early. Closing the door in the braking zone with a car next to you will not end well. Always give room to race.

Attacking? Make sure you are alongside the other car before turn in. If not, bail out, try again later. Especially before a chicane. Dive bombing will end in tears.

Always give room to race.

After a spin or crash rejoin the track in a safe way. Yes, you will lose places, but if you just jump on track again without looking at upcoming traffic you will lose a whole lot more (and pick up a penalty too).

Make sure iRacing, your pc and all other software you use is up to date before you join a race. Make sure your internet connection is working correctly and at adequate speeds. Avoid using wifi.

If you messed up, have the courage to apologize. Accept apologies, everybody can make mistakes. Respect race control. A dialogue about an incident is possible, but in the end the race control decision stands.

Calendar

Round	Date	Track layout
1	23/04/2024	Zolder GP
2	07/05/2024	Oulton Park - International without chicanes
3	21/05/2024	Zandvoort GP
4	04/06/2024	Okayama - Full Course
5	18/06/2024	VIR - Full course
6	02/07/2024	Spa Francorchamps GP

The server and race settings per round are available at the end of this rulebook.

Free tracks: Okayama, VIR, Oulton Park

Paid tracks: Zolder, Zandvoort, Spa

Timing

19h30	Session start	Practice (50 mins)
20h00	Briefing	Discord
20h20	Start qualifying	10 mins / max 3 laps
20h30	Heat 1	30 mins
21h00	Warm up	10 mins
21h10	Heat 2 (Feature)	30 mins
21h40	End of session	Post race interviews

All times are CEST.

See revisions 01/04/2024

Joining the race server

You can only register once for a session on iRacing, if you get it wrong there is no way to correct it and we cannot let you start!

On race day with some stress involved a mistake is easily made. Joining a server, the correct way is like gridding a car correctly or passing technical control, it is all part of racing. Train yourself to get familiar with these procedures.

You must be a league member to be able to join the official races.

ADDENDUM: REVISIONS

Revisions 01/04/2024

Registration

Maximum 55 public registrations.

As of 42 registrations a heat format will be applied.

Race format and Scoring

Championship rounds

The championship consists of 6 rounds. Each round will have a practice session, qualifying session and four races (heat 1, heat 2, consolation and feature). Each race is 30 minutes.

Out of 6 rounds your worst result will be dropped. So 5 rounds will count towards the championship standings.

Race format and schedule

Practice session	50 mins
Qualifying	Lone qualifying max 3 laps (10 mins)
Race heat 1	30 mins (max 30 cars)
Race heat 2	30 mins (max 30 cars)
Race Consolation	30 mins (max 30 cars)
Warmup	5 mins
Race Feature	30 mins (max 30 cars)

Gridding and start procedure

Grid

Based on qualifying.

Heat 1/2: based on qualifying time and spread by iRacing Heat Race Format. Maximum 30 cars per heat. First 15 finishers of each heat will progress to Feature Race, others will progress to Consolation Race.

Consolation: Based on results Heat 1 and Heat 2 (maximum 30 cars)

Feature: based on Heat 1 and Heat 2 results.

Start

Standing start.

Scoring

Qualifying pole in class: 1 point

Fastest clean lap in class per race: 1 point

Zero incidents registered: 1 point per race

To score points for finishing position and fastest lap a driver must have completed 50% of the laps completed by the overall winner.

Final overall classification per round

P1 to P30 = result Feature Race

P31 to P60 = result Consolation Race

The final classification will be used to order the results per class

Points table per position in class

Position	Points	Position	Points	Position	Points	Position	Points	Position	Points
1	100	11	70	21	50	31	30	41	10
2	92	12	68	22	48	32	28	42	8
3	87	13	66	23	46	33	26	43	6
4	84	14	64	24	44	34	24	44	4
5	82	15	62	25	42	35	22	45	2
6	80	16	60	26	40	36	20	46	1
7	78	17	58	27	38	37	18	47	1
8	76	18	56	28	36	38	16	48	1
9	74	19	54	29	34	39	14	49	1

10	72	20	52	30	32	40	12	50	1
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Penalty points

Race Control can handout penalties during the race or post race. An incident will be rated as follows:

1 penalty point	Warning or minor infraction
3 penalty points	Severe infraction (example: causing a collision)
5 penalty points	Very severe infraction (example: unsafe rejoin and causing a collision)
Exclusion of one race	In case of very severe infractions or continuous bad behaviour or driving Race Control can exclude a driver for one race.

A driver who collects 5 or more penalties points will be excluded from qualifying for the next race (forbidden to set a time), but can start at the back of the grid in Heat 1 or 2 (and only in heat 1 or 2!).

Penalty points will be reset back to zero after serving the penalty.

Remaining penalty points after the last round will result in a loss of championship points (number of penalty points x 2)

You can clear your penalty points at any race (even if you have less than 5 penalty points).

However if you reach 5 penalty points you can only reset those points by skipping qualifying and start at the back of the grid in Heat 1 or Heat 2.

If you have less than 5 penalty points and decide to reset your penalty points you can do so by skipping qualifying and start at the back of the grid.

An overview of the penalty points will be available via belgianf4championship.be

Timing

19h30	Session start	Practice (50 mins)
20h00	Briefing	Discord
20h20	Start qualifying	10 mins / max 3 laps
20h30	Heat 1	30 mins
21h00	Heat 2	30 mins
21h30	Consolation Race	30 mins
22h00	Warmup	5 mins
22h05	Feature Race	30 mins
22h35	End Session	

All times are CEST.

ADDENDUM: DETAILS PER ROUND

Round 1: Circuit Zolder GP

Date

23 April 2024

Track

Track	Circuit Zolder
Configuration	Grand Prix

Timing

19h30	Session start	Practice 50 mins
20h00	Briefing	Discord
20h20	Start Qualifying	10 mins (max 3 laps)
20h30	Heat 1	30 mins
21h00	Heat 2	30 mins
21h30	Consolation Race	30 mins
22h00	Warmup	5 mins
22h05	Feature Race	30 mins
22h35	End Session	Post race interviews

Race settings

In sim date	23 april 2024
In sim session start time	15h00
Weather	IRacing realistic weather option by date - no rain
Sky	Dynamic
Track state	Carried over
Drive Through inc limit	10
DQ inc limit	20
Fast repairs	1
Fuel	No limit
Tyres	No limit
Start type	Standing

Round 2: Oulton Park Circuit

Date

07 May 2024

Track

Track	Oulton Park
Configuration	International w/out chicanes

Timing

19h30	Session start	Practice 50 mins
20h00	Briefing	Discord
20h20	Start Qualifying	10 mins (max 3 laps)
20h30	Heat 1	30 mins
21h00	Heat 2	30 mins
21h30	Consolation Race	30 mins
22h00	Warmup	5 mins
22h05	Feature Race	30 mins
22h35	End Session	Post race interviews

Race settings

In sim date	07 may 2024
In sim session start time	15h00
Weather	IRacing realistic weather option by date - no rain
Sky	Dynamic
Track state	Carried over
Drive Through inc limit	10
DQ inc limit	20
Fast repairs	1
Fuel	No limit
Tyres	No limit
Start type	Standing

Round 3: Circuit Park Zandvoort

Date

21 May 2024

Track

Track	Circuit Park Zandvoort
Configuration	Grand Prix

Timing

19h30	Session start	Practice 50 mins
20h00	Briefing	Discord
20h20	Start Qualifying	10 mins (max 3 laps)
20h30	Heat 1	30 mins
21h00	Heat 2	30 mins
21h30	Consolation Race	30 mins
22h00	Warmup	5 mins
22h05	Feature Race	30 mins
22h35	End Session	Post race interviews

Race settings

In sim date	21 may 2024
In sim session start time	15h00
Weather	IRacing realistic weather option by date - no rain
Sky	Dynamic
Track state	Carried over
Drive Through inc limit	10
DQ inc limit	20
Fast repairs	1
Fuel	No limit
Tyres	No limit
Start type	Standing

Round 4: Okayama International Circuit

Date

04 June 2024

Track

Track	Okayama International Circuit
Configuration	Full Course

Timing

19h30	Session start	Practice 50 mins
20h00	Briefing	Discord
20h20	Start Qualifying	10 mins (max 3 laps)
20h30	Heat 1	30 mins
21h00	Heat 2	30 mins
21h30	Consolation Race	30 mins
22h00	Warmup	5 mins
22h05	Feature Race	30 mins
22h35	End Session	Post race interviews

Race settings

In sim date	04 June 2024
In sim session start time	15h00
Weather	IRacing realistic weather option by date - no rain
Sky	Dynamic
Track state	Carried over
Drive Through inc limit	10
DQ inc limit	20
Fast repairs	1
Fuel	No limit
Tyres	No limit
Start type	Standing

Round 5: Virginia International Raceway

Date

18 June 2024

Track

Track	Virginia International Raceway
Configuration	Full Course

Timing

19h30	Session start	Practice 50 mins
20h00	Briefing	Discord
20h20	Start Qualifying	10 mins (max 3 laps)
20h30	Heat 1	30 mins
21h00	Heat 2	30 mins
21h30	Consolation Race	30 mins
22h00	Warmup	5 mins
22h05	Feature Race	30 mins
22h35	End Session	Post race interviews

Race settings

In sim date	18 June 2024
In sim session start time	15h00
Weather	IRacing realistic weather option by date - no rain
Sky	Dynamic
Track state	Carried over
Drive Through inc limit	10
DQ inc limit	20
Fast repairs	1
Fuel	No limit
Tyres	No limit
Start type	Standing

Round 6: Circuit Spa-Francorchamps

Date

02 July 2024

Track

Track	Circuit Spa-Francorchamps
Configuration	Grand Prix

Timing

19h30	Session start	Practice 50 mins
20h00	Briefing	Discord
20h20	Start Qualifying	10 mins (max 3 laps)
20h30	Heat 1	30 mins
21h00	Heat 2	30 mins
21h30	Consolation Race	30 mins
22h00	Warmup	5 mins
22h05	Feature Race	30 mins
22h35	End Session	Post race interviews

Race settings

In sim date	02 July 2024
In sim session start time	15h00
Weather	IRacing realistic weather option by date - no rain
Sky	Dynamic
Track state	Carried over
Drive Through inc limit	10
DQ inc limit	20
Fast repairs	1
Fuel	No limit
Tyres	No limit
Start type	Standing