

FORMULA STUDENT
ALPE ADRIA

VIRTUAL ALPE ADRIA II
COMPETITION HANDBOOK
2024





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CHANGELOG

Section	Version	Changes Made
1 - 8	1.0	created

1. GENERAL INFORMATION

1.1. FORMULA STUDENT ALPE ADRIA

Formula Student Alpe Adria (FSAA) is part of the Formula SAE Competition Series and is open to entries with electric, combustion, and combustion-hybrid powertrains. This document contains the event-specific rules and procedures for the Formula Student Alpe Adria Virtual Sim Racing Event only.

1.2. VIRTUAL FORMULA STUDENT ALPE ADRIA

The Organizing Committee of FSAA is excited to present the 2nd Edition of the Virtual Formula Student Alpe Adria (vFSAA) competition, following the overwhelming success of the inaugural event. With a remarkable turnout of teams from across the region, the first edition showcased an incredible level of talent, innovation and passion for motorsport. Due to the strong participation and enthusiasm from students, teams, and partners alike, we are thrilled to bring this virtual racing challenge back, providing an even more refined and competitive experience for all participants.



1.3. OFFICIAL LANGUAGE AND COMMUNICATION

The official language of the competition is English. All official documents, announcements, and communications will be provided in English.

Before the registration deadline, the primary method of communication between teams and organizers will be email. Once registration is complete, communication will shift to Discord, where all teams are required to join for updates, coordination, and event-related discussions.

The Discord server is open to the general public, but specific sections are restricted to designated roles. Roles will be assigned to team members after registration. You can join the official Discord server using the following link: <https://discord.gg/JQhHe6vKh2>

1.4. OFFICIAL EVENT TIME ZONE & DATE/TIME FORMAT

The official time zone for the Virtual Formula Student Alpe Adria (vFSAA) Event is **Central European Time (CET)** during the winter period and **Central European Summer Time (CEST)** during the summer period, in accordance with European time changes.

The competition date/time format for all event-related timings is “**YYYY-MM-DD hh:mm**” in a **24-hour format**. This standardized format will apply to all deadlines, schedules, and time-sensitive communications.

Participants are required to ensure compliance with this time format and time zone for all submissions, event participations, and any time-sensitive actions during the Virtual Formula Student Alpe Adria Event. It is recommended that teams confirm the correct time zone and format alignment to avoid misunderstandings regarding event deadlines and start times.



1.5. SIM RACING PLATFORM

The official sim racing platform for the competition will be **Assetto Corsa**.

A custom Formula Student Alpe Adria Track Mod will be used for the event, ensuring a unique and realistic racing experience.

Teams will compete using a Vehicle Mod specifically provided by MAD Formula Team, designed to simulate the dynamics of a Formula Student car.

The event will be held on a virtual temporary circuit built inside a recreation of the Bugatti Rimac Proving Ground in Micevec.

Links to download the car and the track used on the event will be provided prior to the competition. Both will receive updates compared to the versions utilized in vFSAA I.

1.6. PODIUM FINISHER REWARD

The **first three Formula Student teams** in the final standings of the virtual competition will **receive a guaranteed spot in the 2025 Formula Student Alpe Adria event**.

This reward is limited to official Formula Student teams, and ensures their automatic qualification for the real-world competition. While Formula Student Teams can enter multiple entries, only one of the entries can be eligible for the classification of FSAA 2025.

2. REGISTRATION & ELIGIBILITY

2.1. REGISTRATION PROCEDURE

Registration will be open from **Friday, November 1st, 2024, 10:00 until November 27th, 23:59** via the provided Google Forms link.

<https://forms.gle/uZSsnA3UV6Qoeh7T7>



2.2. ELIGIBILITY

Eligible to participate in the event are Formula Student Teams with Electric (EV) or Combustion (CV) vehicles, as well as Alumni Formula Student Teams.

2.3. WILDCARD APPLICATIONS

Wildcard applications can be submitted by Sponsors and Friends of the competition. These participants are not guaranteed a place in the provisional entry list, and they will be selected by the organization.

2.4. SLOTS & ENTRY LIST

The event has a maximum number of entries to ensure smooth broadcasting. After registration closes, the organizers will publish an official entry list, detailing which teams have been promoted to the event. In the case of excess applications, the organizers reserve the right to announce additional rules or criteria for selection. Final decisions will be made by the officials.

2.5. TEAM CAPTAIN / CONTACT PERSON

- During the registration process, each team must designate a Team Captain or Contact Person.
- The Team Captain will serve as the main point of contact for all organizational matters related to the event. This person will receive all official communications from the organizers, including important updates and instructions.
- During the dynamic events, the Team Captain is responsible for supervising the drivers and ensuring they are prepared for their races. The captain will also handle any issues that arise, including protests, and will communicate directly with the event officials on behalf of the team. It is therefore recommended that the team captain will be a different person than the drivers.



2.6. DRIVER REGISTRATION

After a team has been granted entry to the competition, they must designate two drivers for the event:

Driver A will participate in all events marked as **A**.

Driver B will participate in all events marked as **B**.

For Formula Student teams, both Driver A and Driver B must be eligible drivers in Formula Student competitions as per FS rules.

3. SCHEDULE & DEADLINES

3.1. KEY DATES

This section outlines the key dates and submission deadlines for the Virtual Formula Student Alpe Adria event. All teams are required to adhere strictly to these dates to ensure smooth participation and organization.

Please refer to the table below for specific dates and times:

Registration	From	To
Team Registration	2024-11-01 10:00	2024-11-27 23:59
Provisional Entry List Published	2024-11-28 12:00	
Important Dates	From	To
Release of the Track & Car	2024-11-28 14:00	
Practice Server	2024-11-29 20:00	2024-12-10 23:59
Test Event 1	2024-12-04 20:00	2024-12-04 23:00
Submission Deadlines	From	To
Driver Registration	2024-11-28 16:00	2024-12-02 23:59
Livery Submission	2024-11-28 16:00	2024-12-02 23:59



3.2. MAIN COMPETITION DATES

The main competition for the Virtual Formula Student Alpe Adria event consists of two key days: the Semi-Finals Day and the Finals Day. These days will feature the primary competitive events, and all participating teams are required to be prepared and available during the specified times. Please refer to the schedule below for exact dates and times.

Main Competition Dates	From	To
Semi-Final Day	2024-12-11 19:30	2024-12-11 23:59
Final Day	2024-12-12 19:30	2024-12-12 23:59

3.3. DEADLINES

Please adhere strictly to the deadlines. Late submissions of required materials (e.g., driver information, livery files) may result in penalty points or, in severe cases, exclusion from the competition.



4. DYNAMIC EVENT

The Dynamic Event of the Virtual Formula Student Alpe Adria (vFSAA) is a competitive, virtual wheel-to-wheel racing challenge that incorporates elements from real Formula Student events. This event consists of a Semi-Final Day and a Finals Day, each designed to test teams' skills across multiple disciplines and closely simulate a real racing experience.

4.1. SEMI-FINAL DAY

4.1.1. Group Assignment

Teams will be assigned to groups for the Semi-Final Day by the organization. The number of groups will depend on the total number of registered teams and will be confirmed once the provisional entry List is published. The official entry list will then indicate which teams will compete in each of the semi-final groups.

4.1.2. Points Semi-Final Day

In the Qualification Event, teams have the opportunity to score a maximum of **1000+5 points** across multiple disciplines, as outlined in the table above. Points are allocated based on performance in two AutoX sessions (AutoX A and AutoX B) and two Endurance sessions (Endurance A and Endurance B). Additionally, teams with a custom livery can earn a **Design Bonus** of 5 points. The cumulative points from each of these sessions will determine the teams' rankings and advancement potential for the Finals Day.

Event	Total Points
AutoX A	100
Endurance A	325
AutoX B	150
Endurance B	425
Design Bonus	5
Total Points Qualification	1005



4.1.3. Qualifying Format

Each group will participate in two qualifying sessions, followed by two races. Each race will feature one of the team's designated drivers:

- **Qualifying Session A:** Fixed car setup (Driver A).
- **Qualifying Session B:** Open car setup (Driver B).

The organization will provide a file containing the fixed car setup. This includes all car parameters, fuel level and tyre pressure and it will be enforced by server settings.

4.1.4. Group Structure and Disciplines

Each group's event consists of the following disciplines:

- **AutoX A:** A 10-minute qualifying session with a fixed car setup, with a maximum of 100 points.
- **Endurance A:** A 14-lap race with a fixed car setup, worth a maximum of 325 points.
- **AutoX B:** A 10-minute qualifying session with an open car setup, with a maximum of 150 points.
- **Endurance B:** A 14-lap race with an open car setup, worth a maximum of 425 points.
- **Design Bonus:** Teams with a custom livery receive an additional 5 bonus points.

4.1.5. Advancement to Finals

The top teams from each group, based on cumulative points from the above disciplines, will advance to the Finals Day. The number of teams advancing per group will depend on the total number of groups, which will be confirmed with the Provisional Entry List.

4.1.6. Protest Procedures

Any protests regarding qualifying sessions or races must be submitted within a 30-minute window after the session or race concludes. Protests are handled via a Google Forms sheet and must include all required information, such as the specific discipline, driver names, and team names. Incomplete or unclear reports will not be reviewed. Race stewards will address all valid protests promptly and communicate their decisions shortly thereafter.



4.1.7. Points System

Points for the AutoX and Endurance events are awarded based on finishing positions as detailed in the official points table. Custom liveries receive additional points, and point allocations may be adjusted based on the total number of teams or groups. In cases of larger groups, the duration of AutoX and Endurance sessions may be shortened.

	Day 1: Semifinal group points system				
Position	AutoX 1	Endurance 1	Design	AutoX 2	Endurance 2
1 st	100	325	5*	150	425
2 nd	80	260		130	340
3 rd	70	230		120	300
4 th	60	200		110	260
5 th	50	170		100	220
6 th	40	150		90	200
7 th	30	130		80	180
8 th	20	110		70	160
9 th	10	100		60	140
10 th	5	95		50	120
11 th		90		40	100
12 th		85		30	90
13 th		80		20	80
14 th		75		10	75
15 th		70		5	70
16 th		65			65
17 th		60			60
18 th		55			55
19 th		50			50
20 th		45			45
21 st		40			40
22 nd		35			35
23 rd		30			30
24 th		25			25
*	Points awarded to all teams racing with a custom livery				



4.2. FINALS DAY

4.2.1. Total Points Finals Day

On Finals Day, teams have the opportunity to score a maximum of **1000+25 points** through a combination of Hotlap and Endurance disciplines, along with points awarded in the Design Competition. Each driver will participate in separate sessions with unique setups: **Hotlap A** and **Endurance A** for Driver A, and **Hotlap B** and **Endurance B** for Driver B. Additionally, teams can earn **Design Bonus** points based on livery evaluations by an independent design jury. The cumulative points scored on Finals Day will determine the final standings and overall winners of the competition, as outlined in the table above.

Event	Total Points
Hotlap A	100
Endurance A	325
Hotlap B	150
Endurance B	425
Design Bonus	25
Total Points Qualification	1025

4.2.2. Hotlap and Endurance A

On Finals Day, Driver A will compete in a Hotlap and Endurance event with a fixed setup.

- **Hotlap A:** A two-lap qualifying session where each driver has two consecutive flying laps to set the fastest time. This session awards a maximum of 100 points and determines the starting grid for Endurance A discipline.
- **Endurance A:** A race with a duration of 1,371.9 seconds (based on the winning Endurance time from FSAA24), rounded to the nearest minute plus one lap. This race requires a mandatory pit stop and uses a fixed setup provided and enforced by the event server. The Endurance race awards up to 325 points based on race position.



4.2.3. Design Competition

During the Finals Day, a Design Competition will be held, where independent judges will evaluate and select their three favorite custom liveries from the finals grid. The Organization reserves the right to hold a Design Final, where selected finalists can present the highlights of their liveries.

- **Design Points Allocation:**
 - 1st Place: 25 points
 - 2nd Place: 15 points
 - 3rd Place: 10 points
 - All other teams with a custom livery: 5 points

The top designs will be announced between the Endurance A and Hotlap B sessions, providing an engaging intermission while stewards review incidents from previous races.

4.2.4. Hotlap and Endurance B

Driver B will participate in a Hotlap and Endurance event with an open setup.

- **Hotlap B:** A two-lap qualifying session where each driver has two consecutive flying laps to set the fastest time. This session awards a maximum of 150 points and determines the starting grid for Endurance B discipline.
- **Endurance B:** (Similar to Endurance A). A race with a duration of 1,371.9 seconds (based on the winning Endurance time from FSAA24), rounded to the nearest minute plus one lap. This race requires a mandatory pit stop and an open setup is allowed. The Endurance race awards up to 325 points based on race position.

4.2.5. Overall Winner

The overall winner of the competition will be determined by the highest cumulative points scored on Finals Day. Points from Hotlap A, Endurance A, the Design Competition, Hotlap B, and Endurance B will be combined to establish the final standings.



4.2.6. Points System

Points for the Hotlap and Endurance discipline are awarded based on finishing positions as detailed in the official points table.

	Day 2: Finals points system				
Position	Hotlap 1	Endurance 1	Design	Hotlap 2	Endurance 2
1 st	100	325	25	150	425
2 nd	80	260	15	130	340
3 rd	70	230	10	120	300
4 th	60	200	5*	110	260
5 th	50	170		100	220
6 th	40	150		90	200
7 th	30	130		80	180
8 th	20	110		70	160
9 th	10	100		60	140
10 th	5	95		50	120
11 th		90		40	100
12 th		85		30	90
13 th		80		20	80
14 th		75		10	75
15 th		70		5	70
16 th		65			65
17 th		60			60
18 th		55			55
19 th		50			50
20 th		45			45
21 st		40			40
22 nd		35			35
23 rd		30			30
24 th		25			25
*	Points awarded to all teams racing with a custom livery				



4.3. COMMUNICATION REQUIREMENTS FOR DYNAMIC EVENTS

4.3.1. Discord Voice Chat Requirement

During dynamic events, all drivers must be present in the designated Discord voice chat. This ensures clear communication between the Race Director and drivers throughout the event. It is mandatory for all drivers to remain reachable on the chat at all times during the event. Failure to respond or follow the Race Director's instructions will result in penalties.

4.3.2. Goal of the Chat

The primary role of the chat is to facilitate communication from the Race Director to drivers. It can also be used for driver-to-driver communication during critical situations (e.g., pile-ups).

4.3.3. Push-to-Talk Requirement

Drivers must use Push-to-Talk mode to communicate and avoid unnecessary disturbances to other drivers during the race.

4.3.4. Conduct and Behavior

Criticism, insults, or any form of rude behavior towards other drivers are strictly prohibited. This is a friendly competition, and any abuse of the chat will lead to penalty points being issued.



5. RACING AND SPORTING STANDARDS

All racing conduct during the competition must adhere to the International Circuit Sporting Code to ensure fairness, safety, and professionalism.

A comprehensive set of detailed regulations will be provided in advance of the event and will be thoroughly reviewed during the mandatory driver briefing. Attendance at this briefing is required for all participants to ensure full understanding and compliance with competition rules.

6. PROTESTS AND PENALTIES

6.1. PROTEST

A protest can be submitted by the team lead within 30 minutes after the completion of the dynamic discipline.

Protests must be filed through the designated Google Forms document, which will be shared with all teams prior to the event.

6.2. PROTEST GUIDELINES

It is highly recommended that protests are limited to serious breaches of the rules and/or incidents that significantly impacted the result of the race. Protests for unfair driving can be submitted as mentioned in the Dynamic Event section. The protest must be filed via a Google Forms sheet and include all required information necessary to review the incident, such as the specific dynamic discipline, the names of drivers involved, and team names. Reports that are incomplete or unclear will not be reviewed by the race stewards.

In the event that the Stewards consider a report to be without substance or made with the sole purpose of negatively impacting other drivers, a minimum penalty of 15 points will be applied to the team submitting the report.



6.3. SPORTSMANSHIP CONSIDERATION

Wherever possible, it is desirable that racing incidents are resolved directly on the track by the drivers involved. Drivers should prioritize avoiding incidents. In the event of an incident, drivers are expected to behave in a sportsmanlike manner, such as giving back a position that was gained unfairly (e.g., through cutting a corner).

Sportsmanlike behavior after incidents will be taken into account when evaluating a protest, and may positively influence the Stewards' final decision.

6.4. RACE CONTROL

Race Control will actively monitor all races, and decisions regarding race incidents will be communicated via Discord in real time. In cases of clear intentional actions that violate the sporting code (e.g., reckless driving, deliberate collisions), immediate penalties can be applied during the race, which can include the exclusion of a driver from the session. In most cases, however, Stewards will review incidents and apply penalties after the race has concluded.

6.5. PENALTY PUBLICATION

Penalties for infractions during the first dynamic event will be published before the start of the second dynamic event. For subsequent events, penalties will be announced after the conclusion of the dynamic day and prior to the next event.



7. LIVE BROADCASTING

7.1. LIVE STREAMING

The event will be live-streamed on the official YouTube page of FS Alpe Adria, allowing a global audience to watch the competition unfold in real-time.

7.2. TEAM REPRESENTATION

By participating in the event, teams are representing the competition, its sponsors, and the broader Formula Student community during the live broadcast. Teams are expected to maintain a professional image, as sponsors and partner logos will be visible during the stream.

7.3. PROHIBITED CONTENT

Any form of political messages, racism, or other inappropriate content that could negatively impact the event's image or its audience is strictly prohibited. Teams must ensure that their communication, behavior, and visual elements (e.g., car liveries, team attire) align with the event's values of respect and professionalism.

7.4. TEAM STREAMING PERMISSIONS

Teams are allowed to stream the event from their own perspective (e.g., through Twitch or YouTube), provided they mention the virtual FS Alpe Adria event in their stream title or description to ensure proper acknowledgment of the event.

7.5. CONSEQUENCES

Any team found to be in violation of these rules may face penalties, including disqualification, to protect the integrity of the event and its stakeholders.



8. CONTACT INFORMATIONS

Event Ambassador & Spirit of the Event

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