

## Sporting regulations

The full regulations (see [www.lemans.org](http://www.lemans.org)) cover everything from what can be done where, the penalties for infringement, to a list of the 19 trademarks filed by the ACO. Although the regulations look rather comprehensive and strict, the organizers often leave themselves the option to decide differently because of "force majeure", a term which can be found many times in the sporting regulations. The following list is just a summary of the rules.

### In-car Cameras

- All competitors have to accept and facilitate the setting up in their cars of a system of technical means enabling the production, the storing, the selection, the compression and the transmission of a video signal or any other signal via satellite.

### Practice

- Any car entering the pits may be weighed – the weighbridge can be seen at the entrance to the pit lane

### The start

- The starting grid will be in a staggered 2 x 2 formation, after one lap behind the pace car there will be a "flying" or "rolling" start.
- The fastest driver in the team shall start the race.
- If a car can't make it to the starting grid, it is allowed to start from the pits. There is a maximum of 1 hour after the actual start to do so, after which the car will be excluded from the race.

### Pit stops

- The engine must be switched off at the start of the pit stop; once the pit stop is finished it must be re-started without any additional device or outside assistance.
- During refuelling no one is allowed to work on the car (except for driver changes and windscreen cleaning), the car cannot be jacked up.
- For tyre changes and repairs in the pit lane a maximum of 4 mechanics are allowed to work on the car. Should the car be pushed back into its garage, more people can work on it.
- Speed limit within the pit lane is 60 km/h.
- It is strictly forbidden to spin the wheels when leaving the pits!!

### Repairs

- Chassis, engine block, gearbox casing and the differential casing cannot be changed.
- Reserve cars are not permitted, so if a car is totalled during practice or warm up, it is out!

### Time penalties

- If you have been a naughty boy (or girl) the race marshals will show you the black flag and give you a time or drive-through penalty. When this happens, you can do a maximum of 4 more laps before coming into the pit lane for your penalty. These penalties cannot be combined with a pit stop.

### Drivers

- A maximum of 3 drivers is allowed for each car. Drivers are not allowed to change to another car during the race, not even within the same team.
- During practise sessions, drivers must achieve a lap time at least equal to 125 % of the average of the 3 best laps set by 3 cars of different makes, and at least equal to 115 % of the best time achieved by the fastest car in each of the four classes. Furthermore, they have to do a minimum of 3 laps during night time practice sessions.
- A driver is only allowed to drive a maximum of 4 hours within a 6 hours time frame (minus pit stop time)
- Maximum total drive time for a driver is 14 hours.

### Sound Levels

- The sound emitted from each car must not exceed 113 dbA during the qualifying practices and the race. The measurement will be made at 15 meters from the edge of the track.

### Cockpit Temperature (closed cars)

- The temperature inside the cockpit must not exceed certain limits, and each closed car must be fitted with either an efficient air conditioning system or an efficient ventilating system. A sensor may be fitted by the ACO at driver's head height, out of any air-stream, to measure the temperature. If this goes above limits, or if the sensor is disconnected, the car will be stopped until such time as the problem is fixed.

### Fuel

- All teams have to use the fuel provided by the race organizer.

### **En route**

- If a car stops on the race track and the driver leaves it and walks further than 10 metres away from his car then the car will be excluded from the race. No outside assistance is allowed; only the driver can carry out repairs using tools and spares carried aboard. Supplying with fuel, water, oil, etc., is prohibited on and along the track
- Drivers are not allowed to push their cars.
- Headlights must be on at all times, on the track and in the pit lane.
- One of the silliest rules and difficult to enforce at night time: Drivers are not allowed to cross the white lines marking the race track or use the kerbs.

### **End of race / classification**

- Le Mans is an endurance race! You'll only be classified if you have covered at least 70 % of the race distance of the winner in your class **and** if you pass the chequered flag at the end of race. Leading the race for 23 hours and 55 minutes and retiring e.g. with a blown engine 5 minutes prior to race end won't get you on the podium or even classified, even if you have done already more laps than the subsequent winner.
- It is forbidden to stop on the circuit to wait for the chequered flag – a rule blatantly ignored without penalty by a Peugeot in 2007.
- At the end of the race, cars must go to the Parc Fermé, and they may be weighed.