

# Full Course Yellow Procedures



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**Please note:** This document is a description, in layman's terms, of the typical Full Course Yellow process. The specific regulations are addressed in the respective Series Rules, and/or the instructions of The Organizers / Race Control.

# THE PROCESS



## 1. Full Course Yellow (FCY) Announcement - Pits are Closed

- iRacing Pace Car (iPC) picks up the Overall Leader
- Cars form the Pacing Line on the right side of the track behind the iPC

## 2. FCY Extension

- Race Control (RC) extends the FCY

## 3. 1st Wave-by

- Cars with their class leader behind them are eligible
- Eligible cars take their wave-by on the left side of the track at race speed

## 4. Pits Open

- RC announcement
- First lap: All classes
- ***Important note:*** This step does not occur with a short FCY.

## 5. Check Car Positions

- Any car that pit AND came out in front of a car that did not pit, regardless of class, results in a sorting.
- If required, all cars that came into the pits will again enter pit road, stay in the fast lane, and come to a stop at pit exit until Race Control gives the command to exit and rejoin the pacing line.
- ***Important note:*** This step does not occur with a short FCY.

# THE PROCESS



## 6. 2nd Wave-by

- Cars 1+ laps down or with their class leader behind them are eligible
- Eligible cars take their wave-by on the left side of the track at race speed
- ***Important note:*** This step does not occur with a short FCY.

## 7. Restart

- RC removes any unneeded laps from the FCY and lights on the iPC will turn off
- Single file restart with no gaps between Prototypes and GTs, race restart at the end of the lap.

# 1. FCY Announcement - Pits are Closed



- **RC will throw the iRacing FCY in sim.**

Driver's will see the "FCY Black Box" appear on screen that informs them the race has been neutralized and the FCY is in effect.

- **Pit Lane Closes**

iRacing automatically closes pit lane when the FCY is thrown. Any car on pit lane when the FCY is thrown or who enters pit lane while iRacing considers pit lane closed, will automatically receive an End of Line (EOL) penalty when exiting the pits. This is unavoidable and must be served.

- **iRacing Opens Pit Lane**

At the end of the first pacing lap, iRacing will open pit lane. All Competitors are to ignore this message as the pit lane will NOT open until RC announces it has opened over voice and text chat in sim.

## 2. FCY Extension



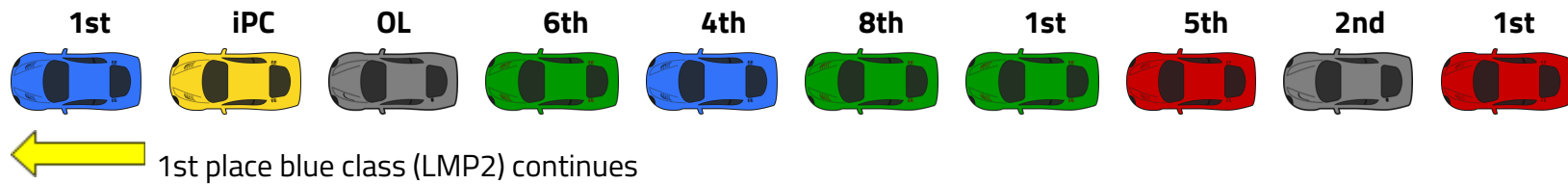
Once the pace car crosses the S/F line for the first time, RC will extend the FCY by 20 laps. The FCY will not last 20 laps, this is only done to ensure Race Control has plenty of time to complete all the required steps, and avoid any potential oddities of the iRacing FCY programming.

### 3. 1st Wave-by

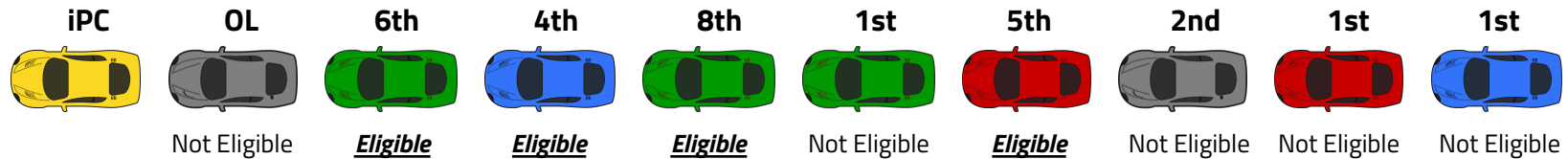
Prevents cars that are not in the same class as the Overall Leader from losing track position by being “trapped” behind the iSC, if their class leader was ahead of the iSC at the time of the FCY.

In the scenario below, 1st and 2nd in the pink class would be split when the iPC picks up the Overall Leader (OL). 1st in the pink class automatically gains track position on 2nd because of where the OL happened to be when the FCY was thrown.

#### POSITIONS UPON iSC PICKING UP OVERALL LEADER



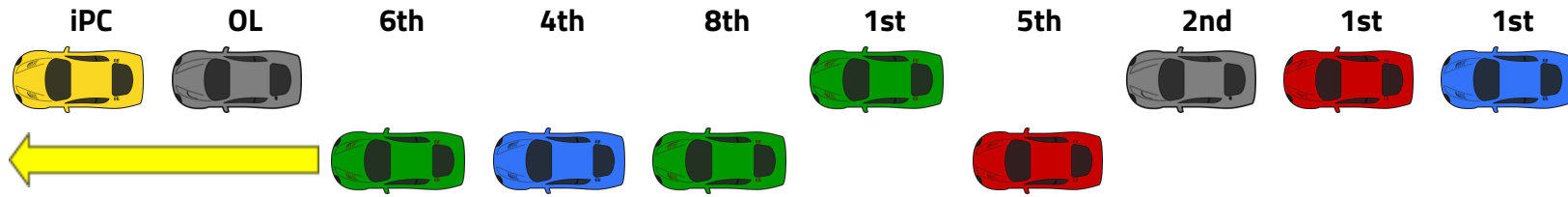
#### POSITIONS BEFORE 1ST WAVE BY



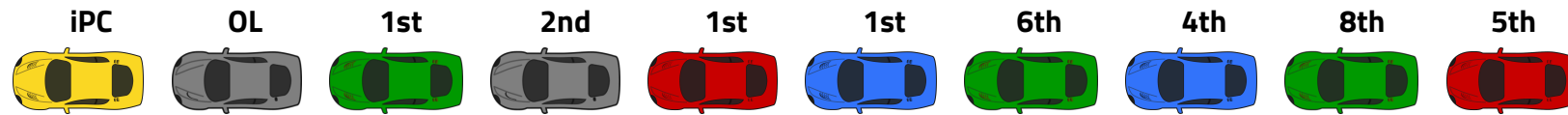
Eligible cars will be issued a wave-by from RC. Once issued a wave-by, iRacing will inform the Driver via the FCY black box to “pass ## car”.

Drivers are required to move to the left side of the track, and proceed to pass all cars iRacing is informing them to pass. Wave-bys are required to be taken at race speed.

### 3. 1st Wave-by



#### POSITIONS AFTER 1ST WAVE BY



## 4. Pits Open



RC will make a voice and text announcement in-sim: "Pit entry open for all cars at the end of this lap". All cars can pit on this lap if they choose.

Pit lane is deemed open once the first car in the pacing line has crossed the yellow cones either in pit lane, or the relative position of the yellow cones on the racing surface.

**Important note:** Any car that enters pit lane and passes a car that does not enter pit lane prior to crossing the yellow pit entry cones, will be given a penalty from iRacing for passing under caution and will result in an additional time penalty added to your pit stop. Race Control cannot and will not clear this penalty.

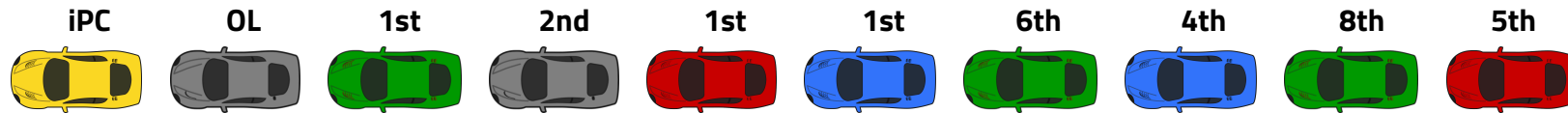


# 5. Check Car Positions

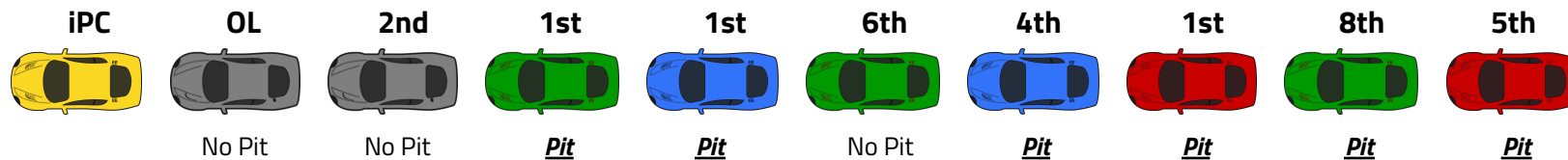


If a car came into the pits and exited the pits ahead of any car that did not pit, all cars that entered pit lane will need to do a manual sort and enter pit lane at the end of the lap.

## POSITIONS BEFORE PIT STOPS



## POSITIONS AFTER PIT STOPS



1st place in the green class (GT AM) and 1st place in blue class (LMP2) came into the pits and exited the pits ahead of 6th place in the green class, who did not pit.

RC will make a voice and text announcement in-sim: "All pit stop cars proceed with sorting this lap". All cars who came into pit lane will be required to enter pit lane at the end of the current lap, proceed down pit lane in the fast lane, and stop before the green cones at the end of pit lane until RC announces to continue and catch the pacing line.

**Important note:** Any car that enters pit lane and passes a car that does not enter pit lane prior to crossing the yellow pit entry cones, will be given a penalty from iRacing for passing under caution and will result in an additional time penalty added to your pit stop. Race Control cannot and will not clear this penalty.

# 5. Check Car Positions



## CARS REQUIRED TO ENTER PIT LANE

iPC	OL	2nd	1st	1st	6th	4th	1st	8th	5th
	No	No	<u>YES</u>	<u>YES</u>	No	<u>YES</u>	<u>YES</u>	<u>YES</u>	<u>YES</u>

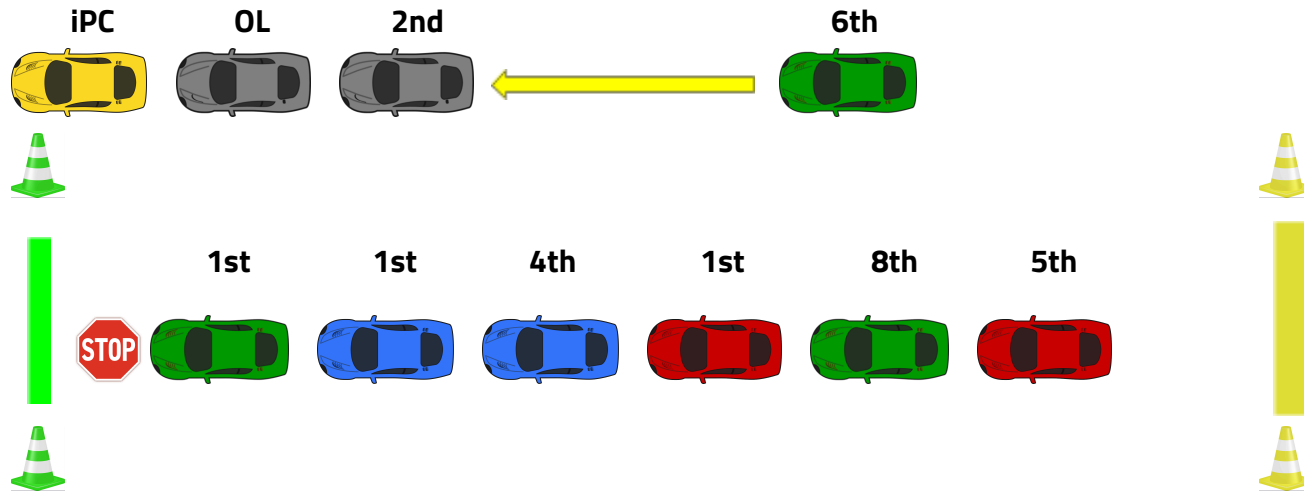
## ENTERING PIT LANE

iPC	OL	2nd	1st	1st	6th	4th	1st	8th	5th

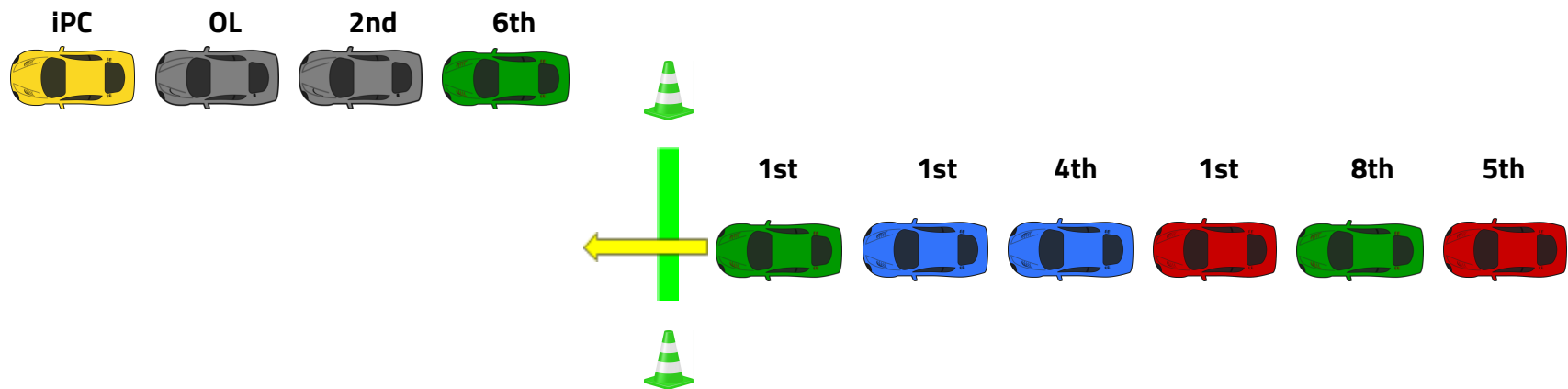
# 5. Check Car Positions



CARS STOP AT PIT EXIT



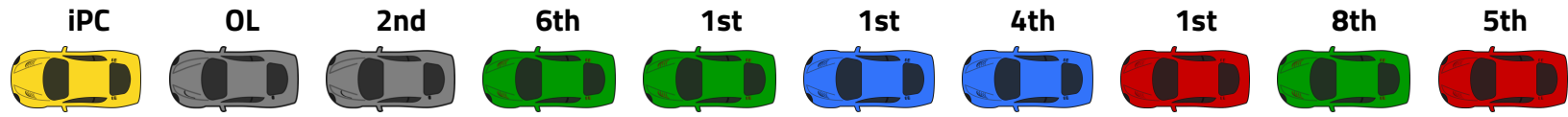
RACE CONTROL ANNOUNCES CARS IN PIT LANE TO CONTINUE AND CATCH THE PACING LINE



# 5. Check Car Positions



POSITIONS AFTER PIT SORT

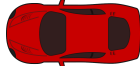
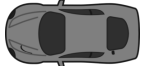



## 6. 2nd Wave-by

Any car that is one or more laps down, or has their class leader behind them in the pacing line will be eligible for the second wave-by regardless if they pit or not. This allows cars not on the lead lap to get back into the race.

In the scenario below, 2nd place in the gray class (GTP) is eligible because it is on the lead lap but has their class leader behind them. Likewise, 3rd place in the green class (GT AM) is eligible because it is multiple laps down.

### POSITIONS BEFORE SECOND WAVE-BY

IPC	2nd L89	1st L70	1st L85	2nd L70	3rd L68	1st L72	1st L90	2nd L72	2nd L85
									
	<i>Eligible</i>	Not Eligible	Not Eligible	Not Eligible	<i>Eligible</i>	Not Eligible	Not Eligible	Not Eligible	Not Eligible

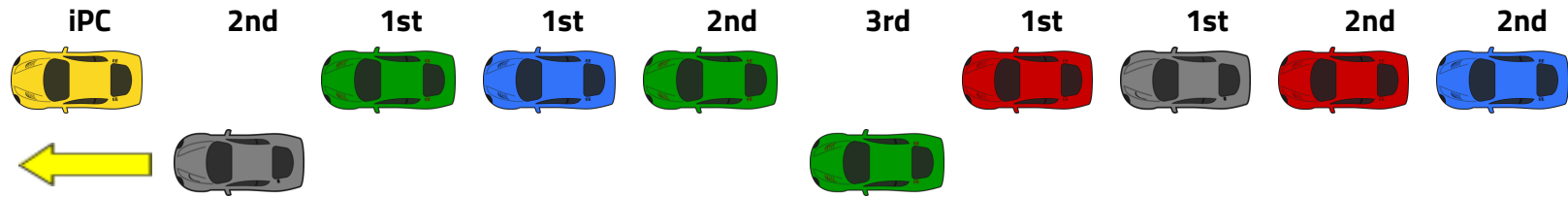
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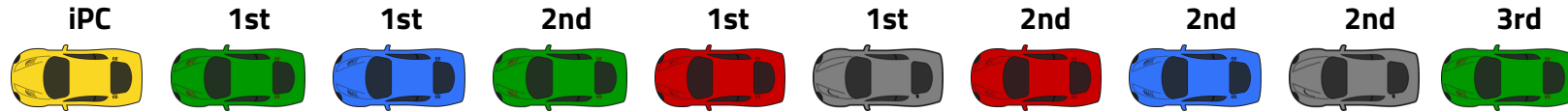
# 6. 2nd Wave-by



## 2ND WAVE-BY ISSUANCE



## POSITIONS AFTER 2ND WAVE-BY ISSUANCE



## 7. Restart

### **RC will remove unneeded FCY laps.**

Driver's will see the "FCY Black Box" change from "Delayed Start" to "One to Green" that informs them the race will be restarting at the end of the current lap. The lights on the iPC will turn off.

### **Reminders**

- The restart could have classes intermixed.
- A LMP2, GT PRO, or GT AM could be the first car in the pacing line.
- Race Control will not announce a "green flag" on the restart.
- The first car in the pacing line can go at their own choosing between the iRacing pace car pulling off the racing surface and the iRacing green flag.
- Under normal racing conditions at the restart, creating physical overlap before the start/finish line on another car for position is prohibited.
- Creating physical overlap and/or passing between GTP, LMP2, and GT PRO/GT AM before the start/finish line is allowed however is not allowed between GT PRO and GT AM.
- Competitors are allowed to submit an incident report on an entry they feel have "gained an advantage" on the restart for Race Control to review post race. Any car that Race Control deems to have gained an advantage on the restart is subject to a post race penalty.
- Any on track related incident (i.e. car contact, unsafe rejoin, etc.) that occurred within the first lap of a restart where a Driver is found guilty and a penalty is issued post race, will be double the severity and 2 penalty points.