

# PIT STOP RULES MANDATORY

## Refuelling:

For security reasons, refuel will be made in the "refuelling area" – a secure zone immediately after the last box – with the vehicle engine off.

**a)** The maximum number of elements in each team responsible for the refuelling operation is 1 (one), who must be equipped with full fireproof clothing (fireproof overall, gloves, long underwear, balaclava, socks and shoes). His/Their only function will be refuelling the vehicle using the event supplied fuel pump (just like commercial fuel pumps). The organization will have Marshalls with a 5 kg fire extinguisher behind each car in case of a fire. The refuelling procedure can only start with the car engine off and no other mechanical procedures can be done at the same time.

**b)** Each team is responsible for their refuel procedure. All regulations measures are according to FIA regulations. If an accident or big delay happens during refuelling, no responsibility can be appointed to the organization.

**c)** During this operation it is not allowed to change driver. However, teams may use the same entry in the pit lane for the driver change and refuel.

**d)** The minimum time for refuelling is 3 minutes. Control of this rule will be made through electronic sensors placed at the beginning and end of the pit lane. From input to output of the pit lane, the vehicle will have to stop more than 4 minutes and 35 seconds, corresponding to 3 minutes of refuelling, 1 minute stop to change drivers and 35 second for the car to tour the pit lane.

**e)** Even if a car don't need to refuel during the race, one of the pitstops need to take at least 4 minutes and 35 seconds between loops.



Handicap	+	Time in Pitlane	=	TOTAL
60seg	+	35seg	=	95seg

Teams with 1 driver has to stop 5 seconds more at non refueling pit stops.

Handicap	+	Time in Pitlane	+	Refueling	=	TOTAL
60seg	+	35seg	+	180seg	=	275seg

Pit Windows	
Pit Stop	Race Time
1	25 - 35 min
2	50 - 65 min
3	85 - 95 min

Loop - Pit lane entrance

Loop - Pit lane exit

Refueling

Drivers change

