



Welcome to ACC Career Mode

We're glad to have you here! This rulebook describes how events and racing should take place within ACM. Please read where relevant, abiding by these rules means we all have a good time!

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Please note that due to our event hosting being held on SimGrid, we by extension may refer to the [SimGrid Rulebook](#) for cases which are not explicitly defined in here.



General Track Rules

Penalties will be applied in the case that these rules are not followed

- Respect of flag on track (see page 3)
- Switching lines multiple times going into corners/along straights
- Always leave space to the other car, avoiding contact and damage is priority
 - Contact between two cars that leave no damage or time loss will not be penalised
 - Intentionally pushing other cars wide however will gain you a penalty
- During multiclass racing, the slower car class has right of way, and contact must be avoided

Heavy penalties may occur for:

- Contact between car classes
- Lap 1

Overtaking Rules

Arguably the most important - it is where penalties occur!

- ACM goes by the 50% rule of overtaking
 - This means that if you are not ~50% alongside the opposing car, you are *not entitled** to be left space
 - * Space still should be left (etiquette), however it is not expected, and in the event there is an incident, the car that is not 50% alongside the other, will be penalised
 - The 50% rule is broad, and as aforementioned, do not cut off those peeking into a space. **The driver behind should judge whether they will be able to make it 50% alongside/be able to complete the overtake** - if not, don't attempt it!
 - On corner exits if you get a better exit, and there is little room, **do not attempt the overtake** - the other car does not have to yield to you
 - This **does not mean that rapid changing of directions and weaving is allowed** - it isn't
 - These rules are very strict, and will be stewarded harshly
- Overtakes which are completed off track are punishable through penalties / warnings.
- Overtakes which happen as a result of an incident may cause a higher penalty to be given.

These rules are specifically broad - it is the stewards' decisions on the final outcome, and *overtaking incidents are viewed harshly*. Remember the **race is not won in one** [corner]

Pit entry and pit exit

- Do not cross the white pit entry line/sexit line to gain an advantage
- When coming down the pit straight be aware of cars exiting the pits and leave space
- Rule of thumb - *watch the white line!*

Qualifying Rules

Ruining others' races ruins yours!

- Leave enough space to the car in front before starting a lap
- Do not overtake cars on a fast lap during the qualifying session!
 - * If there is a car on a fast lap behind you as you are on an out-lap, move over to the dead side of the track **when safe**
 - ** Please also consider your current lap compared to other cars, if you are on a losing lap, allow the faster car through **where safe!**
- When exiting the pitlane onto the racing line, be considerate of the cars around you, slow down if possible and safe to do so

End of the race rules

- After crossing the finishing line, continue driving and do not stop on the straight/racing line - there may be still some people racing
 - Leave the track safely, be it via the escape button or via an in-lap into the pits
- Don't wreck your car or others car after crossing the finishing line - general etiquette

Flag rules

See them, abide by them!

Yellow:

- Be careful, don't keep the throttle pinned
- Be aware of cars rejoining the track
- Slow down if necessary and do not make an attempt to overtake

Blue:

- Hold your line and be predictable
- Let past on the straights and not in the corners!
- Only lift/shift up early. Do not brake!

Other cases:

- Mechanical Damage Flag: (meatball ;))
 - Return to the pits (drive) and repair damage
- White flags - slow car ahead
- Chequered flag - Race over, slow down safely

Penalty system

The penalty system is broad for a reason! The punishment decision is final, and will take into account your view/perspective of the incident

General overview:

Incidents and general disrespect of the rules:

- 5 - 15 second penalty
- 1 - 4 Penalty points

Avoidable incidents and misunderstandings of the rules:

- 15 - 25 second time penalty
- DT/SG
- 3 - 6 Penalty points

Intentional take outs, bad behaviour on and off track:

- Quali/Race ban (one race/one week/one season)
- 5 - 10 Penalty points or more

Penalty Points and bans carry over race to race, excluding difference in championship

- i.e. A one week race ban is a one week race ban from all ACM races within that week
- I.e. A singular race ban is the next race you participate in, it doesn't have to be the same series.

Penalty points

This is managed by *ACM Bot*, you are able to view the amount of penalty points and the relating incidents at any time through this system

During the Discord Series:

- 20 or more penalty points in a race:
 - DT penalty for the next race you participate in
- 25 or more penalty points in a race:
 - Quali ban for the next race you participate in
- 30 or more penalty points in a race:
 - Review of the situation at discretion of the stewards - further action may be taken

During the Sunday Series:

- 10 or more penalty points:
 - Quali ban for the next race
- 12 or more penalty points:
 - 1 Race ban and 5 Penalty points for the next season
- 15 or more penalty points:
 - Review of the situation at discretion of the stewards
 - Ban from the current season

Penalty appeals

An appeal process is available for those drivers who think a penalty isn't deserved, and wishes for a secondary review of their incident. The appeal *has to be created during the 24 hours* after a race finishes. Exactly like a normal ticket.

The process for appeal:

A driver asks for an appeal by creating a ticket in the *#send-a-ticket* channel. The driver just follows the instructions in the panel that pops up when creating a ticket. An anonymous poll is then started for stewards to debate and provide their opinion and vote if the penalty is eligible for an appeal or not.

**Most importantly keep the racing clean and safe -
that's how we have fun!**

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