



1. Basic requirements

- 1.1. By participating in this league every team and driver confirms that he has understood and accepted the rules.
- 1.2. If you have yet to understand every rule, please make sure to post your questions on the forum or Discord.
- 1.3. Every driver must use his real name in the forum and Le Mans Ultimate. Make sure the first letter of your first and last name is in capital letters e.g. Max Racer. **Do not use special characters** like ä, ö, ü, etc.
 - 1.3.1. Ingame name and the name in the entry list need to be identical to avoid trouble during the event. This further means no extra blanks between your name or at the end.
- 1.4. Every driver has to be on the P1-Gaming e.V. TeamSpeak server while he is driving an official session (qualification and race) and must be able to hear whisper messages from race control.
 - 1.4.1. It is not allowed to enter channels from other teams in TeamSpeak.
 - 1.4.2. It is not allowed to whisper to channels from other teams in TeamSpeak. The only exception is the race stewards.
- 1.5. Every driver has to make sure his ping is stable and has a good internet connection.
- 1.6. You are not allowed to share any content or passwords used on P1-Gaming e.V.

2. Code of conduct

- 2.1. All drivers have to be respectful with each other (no insults, racism, etc.) in the forum, on the track, on TeamSpeak as well as in the live stream.
- 2.2. All attempts to gain an unfair advantage e.g. using a bug (without reporting it to the staff), cheating, etc. will be penalized.

3. General rules

- 3.1. Official sessions will not be delayed due to client-side technical problems. Make sure your system is running fine before an official session.
- 3.2. If a briefing is announced for an official session, at least one team member has to take part and must inform the rest of his team.
- 3.3. Horn usage is not allowed and will be penalized.
- 3.4. Usage of the "ingame" chat will be penalized.

4. Liveries

- 4.1. You have to use the livery templates and the livery guide provided by P1-Gaming e.V.
- 4.2. It is not allowed to remove or to move number plates.
- 4.3. If any company logos or copyright-protected images are used, you must have permission to use them.
- 4.4. Teams on the reserve list should also submit their liveries, in case a team drops out or is demoted.



5. Sign-ups

- 5.1. Car numbers with a **leading zero** are not allowed. (e.g. 1 is ok, **01** will not be allowed.) If we find a car with a leading zero in the number in the entry list, the car will be removed.
- 5.2. Its is only allowed to use letters and numbers in the team name.
- 5.3. A driver is only allowed to drive one specific car in a race.
- 5.4. Not participating in a race without previous notification of the organizers may result in the signup being demoted to the reserve list.

6. Drivers

- 6.1. For each penalty, there will also be penalty points awarded. If a driver reaches 15 points, he will not be allowed to participate in the next race.
- 6.2. You will lose 5 penalty points for participating in a race without penalty. Negative penalty points are not possible.
- 6.3. If a driver has more than 15 points and has served a race ban, they can no longer drop beneath 15 points. The limit for the next race ban will be 25 points.
 - 6.3.1. With each following race ban the limit will be increased by 10 points.

7. Ontrack behavior

7.1. General on track behavior

- 7.1.1. Erratically driving like brake checking, unnecessary slowing through a corner, punting, bump-passing, cutting-off or chopping are all deliberate actions, whether there is contact or not, and subject to penalty.
- 7.1.2. Blocking is not allowed and is subject to a penalty.
- 7.1.3. Weaving to break a draft is considered blocking.
- 7.1.4. Flashing of headlights (headlight pulse) is permitted. The number and duration of flashes should not exceed the ingame flash functionality. Excessive usage is not permitted.

7.2. Flags

- 7.2.1. If not otherwise described (e.g. blue flag in race) general racing flag rules apply. A description of the flag rules can be found [here](#).

7.3. Cutting (track limits)

- 7.3.1. Track limits will be determined by the simulation.

7.4. Qualifying

- 7.4.1. You have to run sufficient engine cooling. Smoking engines will not be tolerated.
- 7.4.2. Cars on a fast lap always have the right of way compared to cars on an in- or outlap.
- 7.4.3. Make sure not to impede any driver when you are on an in- or out lap.
- 7.4.4. Each driver is responsible for finding a sufficient gap in Qualifying without impeding other cars.
- 7.4.5. There is no guarantee a driver keeps their starting position in case they leave the server during qualifying.



7.5. Formation lap

- 7.5.1. The formation procedure is managed by the simulation.

7.6. Race Start

- 7.6.1. The race start will be handled by the simulation.

7.7. Pitting

- 7.7.1. You are not allowed to cross the white lines on the pit exit.
- 7.7.2. The car in the fast lane in the pitlane always has priority.
- 7.7.3. You have to stay in the fast lane of the pitlane until you reach your pit box.
- 7.7.4. You are not allowed to drive in the slow lane of the pit lane for an unnecessarily long distance.

7.8. Overtaking

- 7.8.1. Overtaking means to pass someone not driving through them. Drivers are not allowed to push cars out of the way to overtake them. Though contact may not always be avoidable it may not act as a means to make the pass.
- 7.8.2. A driver can only attempt a pass when there is room for it and when the chance is reasonably high that it becomes successful without causing contact. On road courses, this means that the overtaking car must be able to get a significant overlap with the defending car before they get to the point of turn-in for a corner. On ovals, any bit of overlap is enough to claim space.
- 7.8.3. The defending driver is allowed to defend his position by changing the line once per straight. As soon as the overtaking car has overlap on the straight the defending driver can only use the width of the track between the overtaking car on the one side and the track boundary on the other side to move in without applying physical force to widen it. Retaking the racing line for a corner is not defined as making a defensive move if it is done safely and does not contravene other racing rules.
- 7.8.4. You need to make a proactive defensive move. Moving in reaction is not allowed.

7.9. Lapping (Blue flags)

- 7.9.1. Cars in a slower class have to be predictable (No sudden changes of direction) and are not allowed to slow down (no braking) on the racing line when being lapped by cars from a faster class.
- 7.9.2. If a car receives a blue flag while being lapped by a car in the same class the lapped car has to make way for the faster car as quickly as possible.

7.10. Yellow flags

- 7.10.1. Local yellow flags will be displayed by Le Mans Ultimate. We highly recommend keeping your eyes open in case of a local yellow flag.



7.11. Incidents, crashes etc.

- 7.11.1. A driver who left the track due to an incident or spin has to make sure he rejoins the track in a safe manner without impeding other drivers.
- 7.11.2. If a team has a heavily damaged car, they should inform race control, so other drivers can be warned.
- 7.11.3. If you have heavy damage, you have to pit immediately to repair your car.
- 7.11.4. Out-of-control or spinning drivers have to lock their brakes to make it easier for other drivers to predict their movements.

8. Points

- 8.1. There will be a team standings table for each class.
- 8.2. There will be a driver standings table. A driver can score points in any class for each race he participates in.
- 8.3. Point system
 - 8.3.1. P1 - 30 Points
 - 8.3.2. P2 - 26 Points
 - 8.3.3. P3 - 23 Points
 - 8.3.4. P4 - 20 Points
 - 8.3.5. P5 - 18 Points
 - 8.3.6. P6 - 16 Points
 - 8.3.7. P7 - 14 Points
 - 8.3.8. P8 - 12 Points
 - 8.3.9. P9 - 10 Points
 - 8.3.10. P10 - 9 Points
 - 8.3.11. P11 - 8 Points
 - 8.3.12. P12 - 7 Points
 - 8.3.13. P13 - 6 Points
 - 8.3.14. P14 - 5 Points
 - 8.3.15. P15 - 4 Points
 - 8.3.16. P16 - 3 Points
 - 8.3.17. P17 - 2 Points
 - 8.3.18. P18 - 1 Point

9. Severability clause

- 9.1. Basis for the complete execution of the race series and events as well as all decisions within the scope of these events, are exclusively these "General Regulations" and, if available, the respective series-specific regulations in the version valid at the time of the event.
- 9.2. Should the wording of these regulations not be suitable in an individual case to make a decision that complies with the principle of sporting fairness, a decision deviating from the wording of the regulations can be made in this case with sufficient justification.
- 9.3. If this case occurs, the responsible functionaries shall subsequently specify, change or supplement the wording of the regulations in such a way that it becomes generally valid for all subsequent events.



10. Authority of the race control

- 10.1. If necessary in an individual case, the race control can make decisions during a race event that deviate from the rule book and those decisions will be binding for all participants.
- 10.2. It must be ensured that all participants can receive the corresponding information.
 - 10.2.1. The information will be shared using whisper in TeamSpeak and posted in the forum event thread.

11. Definitions

- 11.1. Overlap: Is defined as any part of the car behind overlapping (lining up) with any part of the car in front.
- 11.2. Turn-in Point: Is defined as the point where the driver starts to turn into the corner entry. It can be observed with steering input of the driver. Determining a turn-in point for any corner can be very tricky due to different class cars having varying speeds and braking performances and will be at the discretion of the race stewards.
- 11.3. Dive-Bombing: A driver who is following another driver up close, suddenly pulls off and dives on the inside unexpectedly at corner entry (past turn-in point). It is prone to contact and is ill-advised.
- 11.4. Blocking: Changing racing line more than once as a defensive maneuver.
- 11.5. Pitlane: Is the part of the track where the speed limits apply.





Changelog

1st January 2026

- Initial release

