

# OKSE iRacing Rules 2026-27

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## Tournament Rules & Regulations

### 1. OKSE Handbook Reference

All non-game specific rules and regulations referenced in this document can be found in the *OKSE High School Rules Handbook*.

### 2. Game Classification

iRacing is classified as a **VIRTUAL** game during the Fall 2026 and Spring 2027 Season of OKSE.

**Virtual Game Benefits:** Virtual games can be played from home or on the go, providing maximum flexibility for teams and players. Reference Section 3 "Types of Tournaments" in the handbook for additional information.

### 3. Conduct Principles

#### Respectful Behavior

Be respectful and courteous on and off the track. It is expected that each member will treat other members, drivers, OKSE officials, spectators, and guests in a respectful, fair, and courteous manner.

**PROHIBITED:** Bullying, abusive, threatening, rude, mean, and disrespectful language or actions.

OKSE has sole discretion to determine if the behavior of a member is causing negative issues or angst with others and the community.

## Competitive Environment Standards

Emotions will run as high in our races as they do in all competitive environments. However, rude behavior - whether in actions behind the wheel, in oral communications through Google Meet, or in writing on forums such as Discord - have no place here.

Upon joining this league, you agree that OKSE will have sole discretion of what constitutes inappropriate on-track or interpersonal behavior, and shall have the authority to impose penalties up to and including suspension of a race or series, or a removal for the year.

Those individuals who are habitually unable to treat others in an appropriate and respectful fashion will no longer be welcome as a member of OKSE iRacing.

## 4. On-Track Conduct

### Racing Standards

OKSE places a high value on responsible driving and fair competition. Accidents in racing are inevitable; they are a natural consequence of close competition. The OKSE Executive Board stresses the development of driving skills and the avoidance of accidents, rewarding safe driving and minimizing the number of on-track accidents.

### Reporting Process

While there will be Executive Directors monitoring each race, we cannot be aware of everything. So, teams can report reckless and/or erratic driving and attempts at on-track intimidation to the OKSE Executive Board by submitting a protest through the proper channels (see section labeled **PROTESTS**).

Failure to drive with respect for other competitors could lead to disqualification and higher penalties as determined by OKSE. Those who habitually engage in bad on-track behavior will be removed from any OKSE iRacing seasons.

## 5. Voice and Text Chat / Forums

### Communication Standards

The high emotions that are a normal part of close racing do not justify verbally abusive or other inappropriate expressions towards officials or other racers / teams / schools.

Disrespectful communications, including foul or threatening language and insults, will not be tolerated and could lead to suspension or the cancellation of the offender's membership.

## 6. Incident Classification

| NASCAR Racing Incident Types      | F1 Racing Incident Types          |
|-----------------------------------|-----------------------------------|
| Light contact with another driver | Light contact with another driver |
| Wheels off the racing surface     | Wheels off the racing surface     |
| Loss of control                   | Loss of control                   |
| Contact with other object         | Contact with other object         |
| Heavy contact with another driver | Heavy contact with another driver |

## 7. Race Settings

| Setting            | NASCAR Settings  | F1 Settings      |
|--------------------|------------------|------------------|
| Car                | NASCAR Next Gen  | FIA F4           |
| Car Settings       | Fixed Settings   | Fixed Settings   |
| Warm-Up            | 10 minutes       | 10 minutes       |
| Qualification Time | 10 minutes       | 10 minutes       |
| Start Type         | Rolling Start    | Rolling Start    |
| Race Duration      | 40 minutes       | 40 minutes       |
| Total Event Time   | 1 Hour 0 Minutes | 1 Hour 0 Minutes |

## 8. Points System

### Point Assessment

- Points will be assessed at the end of each race.
- Standings will be updated within 48 hours of the end of the race.
- Decisions from protests and appeals may affect standings and will be announced at the conclusion of any dispute.

## 9. Caution Procedures

### Pace Car Rules

All participants are expected to obey Race Control as it relates to the Pace Car. This includes staying behind the Pace Car, passing the Pace Car, letting the Pace Car by, or remaining in pace order.

Disobeying Race Control as it relates to Pace Car positioning may result in a **Stop-and-Hold penalty**.

### Caution Compliance

Drivers must follow all iRacing rules and instructions while under caution. Failure to comply with Caution rules (e.g., continuing to drive at full speed or crashing into others to prolong caution) may result in a **Black Flag** and possible removal from race (see FLAG SIGNALS - Yellow Flag).

## 10. On-Track Rules

### Qualifying Rules

- Drivers on an out lap or an invalid lap must yield the racing line to a driver on a hot lap in such a way as to not impede the driver on a hot lap.
- The purposeful impediment of another driver during qualifying will result in a severe penalty.

### Overtaking and Defending

- No more than one defensive move is permitted on each straight. Weaving on a straight in front of another car is forbidden.
- A car may not make a defensive move on a straight in reaction to a trailing car if the move is late enough to invite contact.
- When making a defensive move on a straight, the defending driver must leave a car's width plus 6 inches to the edge of the racing surface if the trailing car has already committed in that direction and has achieved an overlap.
- When defending into a corner, the defending driver must maintain a consistent line through the braking zone.
- Leaving the track while overtaking is forbidden. Penalties will be applied unless the position is given back.
- If there is any overlap between cars on a straight, neither driver may move over into the path of the other.

## 11. Pit Procedures

### Pit Lane Definitions

For Race Control purposes, the start of pit lane is defined by a pair of yellow cones, one on each side of the lane, and the end of pit lane is defined by a pair of green cones, one on each side of the lane.

### Pit Lane Traffic

When leaving his or her pit stall, a driver shall, as quickly as is practical, enter the acceleration/deceleration lane to avoid incidental contact with cars being automatically placed into nearby pit stalls.

Similarly, a driver should remain in the acceleration/deceleration lane until just before entering his or her pit stall in order to avoid incidental contact with cars being automatically placed into nearby pit stalls.

### Speed Limits & Control

- Pit lane speed limits are in place for all iRacing series sessions. Drivers must slow to the posted pit lane speed limit before passing through the two yellow cones marking the entrance to pit lane, and may not accelerate above the pit lane speed limit until after passing through the two green cones marking the exit.
- Failure to obey the posted pit lane speed limit will result in a penalty ranging from a **Drop-to-End penalty** to a **Stop-and-Hold penalty**.
- Race Control may announce that pit entrance and exit are closed. The pit entrance will often be closed at the start and end of a caution period to maintain control of the field. The pit exit may become closed when the pace car is approaching and passing the exit for drivers' safety.
- Drivers entering or exiting the pits while they are closed will receive a penalty.
- Drivers will be allowed **3 Quick-Fixes** during a race.

## 12. Prohibited Actions

### Intentional, Retaliatory, and/or Malicious Wrecking

- Driving in the opposite direction of race traffic during any session will be viewed by Race Control as deliberate reckless driving. A furled black flag warning will be displayed immediately. Failure to comply promptly will result in disqualification.
- Driving in the opposite direction of race traffic after a driver has completed a Race will result in a one-lap penalty, assessed in the final scoring.
- At the conclusion of any multi-car session, drivers must either return safely to pit lane or bring their car to a safe stop off the racing surface so as not to create an incident hazard for other competitors still at speed.
- Deliberate, blatant, intentionally malicious, or retaliatory wrecking, for any reason, is prohibited. Competitors who believe that they have been victims or witnesses of such action are strongly encouraged to file a protest through the proper channels (See PROTESTS).

## 13. Flag Signals

| Flag                                           | Meaning                                                          | Procedures & Enforcement                                                                                                                                |
|------------------------------------------------|------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Green Flag</b>                              | Start of race / clear track condition / cancellation of caution. | Indicates track is clear and racing has commenced or resumed.                                                                                           |
| <b>White Flag</b>                              | Start of the final lap.                                          | Displayed at start/finish line to leader first, then to remaining competitors.                                                                          |
| <b>Checkered Flag</b>                          | End of Session, Warm-Up, or Race.                                | Competitors conclude session and return safely to pits or safe runoff.                                                                                  |
| <b>Blue Flag</b> (with diagonal yellow stripe) | Faster cars are approaching (Informational only).                | Faster car is responsible for safely overtaking; slower car must maintain a consistent line and make every reasonable effort to facilitate a safe pass. |

| Flag               | Meaning                                                              | Procedures & Enforcement                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|--------------------|----------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Yellow Flag</b> | Caution / Danger ahead; passing not advisable; prepare to slow down. | <ul style="list-style-type: none"> <li>● On oval tracks, signals full-course caution and freezes pacing order immediately.</li> <li>● Cars causing caution or out of control may not be awarded a pacing position until under control.</li> <li>● Leader follows pace car; others fall in line per Race Control instructions. Up/down arrows assist positioning.</li> <li>● Failure to line up correctly before pit entry or restart results in a black flag penalty.</li> <li>● Race Control signals two laps to go, then one lap to go. At two laps to go, pace lines may restructure, placing lap-down cars behind lead-lap cars.</li> </ul> |
| <b>Black Flag</b>  | Warning or Penalty.                                                  | <ul style="list-style-type: none"> <li>● <b>Furled:</b> Warning from Race Control; action may be required (e.g., slowing down) to avoid penalty.</li> <li>● <b>Unfurled:</b> In-session penalty. Driver must serve drive-through or pit box stop-and-hold as informed by Race Control.</li> <li>● <b>Orange Circle ("Meatball"):</b> Excessive damage making vehicle unsafe. Must pit for repairs before completing 3 laps or face disqualification.</li> <li>● <b>White "X":</b> Disqualification from session and immediate removal.</li> </ul>                                                                                               |



## 14. Penalties

### Breach of Rules

| Infraction                      | Description & Rules                                                                                                                                                                                          |
|---------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Automated Driving Inputs</b> | Drivers may not utilize third-party software and/or hardware to modify or automate direct real-time human control inputs to the iRacing simulation. (Exceptions exist at OKSE discretion for accessibility). |
| <b>Cheating</b>                 | Members may not cheat or otherwise engage in conduct deemed by OKSE to conflict with the spirit or intent of the Simulation or Sporting Code.                                                                |
| <b>Blocking</b>                 | Defensive lines are allowed, but blocking occurs when a leading driver actively adjusts their line based on pursuing driver actions (e.g., veering to block on a straight).                                  |
| <b>Cutting the Course</b>       | Results in a furled black flag warning with a time limit to slow down and give up time gained. Failure to comply results in a black flag Stop-and-Hold penalty equal to gained advantage plus 15 seconds.    |
| <b>Damaged Vehicles</b>         | Drivers may not drive damaged vehicles on the apron at reduced speeds to gain positions over retired/disconnected drivers. Creates unsafe conditions.                                                        |
| <b>Illegal Surfaces</b>         | Drivers can only use the racing surface and allowed track areas for Qualifying and Racing as determined by iRacing.com.                                                                                      |

| Infraction                 | Description & Rules                                                                                                                |
|----------------------------|------------------------------------------------------------------------------------------------------------------------------------|
| <b>Intentional Caution</b> | Intentionally stopping on/off track to bring out a caution period for personal or another's benefit is strictly forbidden.         |
| <b>Nefarious Tactics</b>   | Drivers may not use nefarious tactics to gain an advantage in Qualifying or Racing. OKSE determines what constitutes an advantage. |

### Application of Penalties

- **Coaching:** Team receives acknowledgement of rule violation and instruction on how to prevent it in the future. Expected to learn from instruction. *Not subject to appeal.*
- **Post-Results Disqualification:** Disqualification from a race or event after results are posted. Championship points become 0 and driver drops to last place finish.
- **Restriction:** Restricted from specific OKSE iRacing season sessions, all OKSE seasons, or voice/text chat for a given duration. *Subject to appeal.*
- **Suspension:** Suspended entirely from use or participation across all OKSE iRacing services for a given or indefinite duration. *Subject to appeal.*

## 15. Race Review

Every race will be reviewed by the OKSE Executive Board live and/or through replay/broadcasts. OKSE may take action against a driver for rules infractions or any action deemed detrimental to the series including but not limited to points adjustments, suspension, or other penalties.

## 16. Protests

- **Filing Process:** Coaches may file a protest to the OKSE Executive Board ([executivedirectors.okse.org](http://executivedirectors.okse.org)) with a detailed description and replay for review if misbehavior or rule violations are suspected.
- **Agreement:** By participating in iRacing, every team agrees to accept decisions made by OKSE.
- **Season Overlap:** A driver suspended based on incidents in this series may or may not also be suspended from the Spring season.
- **Communication:** The OKSE board will only communicate with impacted teams about incidents, race rules, and competition questions.
- **Deadline:** All protests must be submitted within **24 hours** of the incident report being posted.
- **Supporting Evidence:** Timestamps, clips, videos, and screenshots are strongly encouraged.

## 17. Appeals

- **Who Can Appeal:** Only the team that has been penalized may appeal a decision.
- **How to Appeal:** Email [executivedirectors.okse.org](mailto:executivedirectors.okse.org) with "APPEAL" in the subject line and details explaining why the wrong decision was made.
- **Deadline:** Appeals must be made within **24 hours** of the incident report being posted.
- **Review Time & Process:** OKSE Executive Board will review appeals as an entire board and rule within up to **7 days**.
- **Finality:** All decisions are final.

## 18. Adverse and Unexpected Conditions

### Intervention Policies

In iRacing, as in real racing, adverse and unexpected conditions may occur that impact race outcomes (e.g., unexpected software/hardware actions, ISP issues/disconnections, or automated procedure failures). These are treated similarly to real racing weather or mechanical issues.

### Race Continuation Protocol

- When issues arise during an active race, the race will continue as scheduled and competitors should continue racing as normal.
- Post-race review by OKSE will determine if contingency plans (drop weeks, reruns, or race cancellations) are required.
- Every effort will be made to intervene fairly.

## Communication & Compliance

OKSE officials will communicate decisions promptly. Competitors are expected to respect race control decisions. Excessive public or private resistance to race control decisions may result in disciplinary action.

## Track Schedules & Configurations

### NASCAR Schedule

| Event                         | Track / Map    | Laps    | Fuel Limit | Tire Changes   | Time of Day (TOD) |
|-------------------------------|----------------|---------|------------|----------------|-------------------|
| Race #1<br>SEPT 30TH @ 4PM    | Charlotte      | 42 Laps | 55% Fuel   | 2 Tire Changes | NOON              |
| Race #2<br>OCT 28TH @ 4PM     | Texas          | 60 Laps | 50% Fuel   | 2 Tire Changes | NIGHT             |
| Race #3<br>NOV 18TH @ 4PM     | Legacy Phoenix | 70 Laps | 50% Fuel   | 2 Tire Changes | LATE AFTERNOON    |
| Championship<br>DEC 2ND @ 4PM | Daytona        | 65 Laps | 65% Fuel   | 2 Tire Changes | SUNSET            |

### F1 Schedule (FIA F4)

| Event        | Track / Map              | Laps    |
|--------------|--------------------------|---------|
| Race #1      | Oulton Park Circuit      | 15 Laps |
| Race #2      | Tsukuba Circuit          | 15 Laps |
| Race #3      | Circuito de Navarra      | 15 Laps |
| Championship | ST Petersburg Grand Prix | 15 Laps |