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DRL | ACC Rulebook v1.0

Code of Conduct and Penalties

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1. Preamble

It is the responsibility of all drivers to behave respectfully on and off the track. With DRL-Seasons, we offer a weekly format in which you can competitively compete against other drivers. Nevertheless, the fun of racing should come first for each of us, which is why we provide you with this set of rules so that our social values and principles are also practiced on the track. As a racing community, we stand for inclusion and diversity and want to offer everyone the best possible racing experience.

2. General Rules

Each driver who is registered for DRL racing commits to comply with the following rules. Violations against these rules will be penalized and may lead to exclusion from our league depending on the severity of the offense.

2.1 Driver, Team Names and Profile Pictures

All drivers are required to use a normal name in game. The name should contain a first name and surname (does not have to be your real first name and last name). Numbers, punctuation marks or special characters are not allowed. Offensive, racist or insulting words in the name and offensive, racist, war glorifying or insulting logos and assets in the profile picture are strictly forbidden! Typical online or troll nicknames are also not allowed.

Similar to real motorsport, driver and team names must not contain any additions that are used for advertising purposes. Team names are not allowed to consist exclusively of a web address.

By participating in DRL and thereby accepting this Code of Conduct, we reserve the right to use these names permanently in live broadcasts, for statistical purposes on our website or other platforms.

2.2 Hardware, Software and Internet Connection

Sufficient hardware, software and internet connection is required by each driver to allow safe driving. In case we notice problems (e.g., too high ping, inappropriate input



devices, misconfigured software), we retain the right to exclude these drivers from participating in DRL races until the problems are fixed.

2.3 Input Devices

All input devices are allowed as long as safe driving is possible with it.

2.4 Car Liveries

ACC: All paint schemes from the game as well as custom paint schemes are allowed. Showing offensive, racist, or political content will result in a permanent ban.

2.5 Driving Assistances

Apart from the settings deactivated on the server side (see [FAQ](#)), driving aids - which are available by default in the respective simulation - are allowed and everyone may use their own settings.

2.6 Race Preparation

Each driver must prepare sufficiently for a race so that it does not unnecessarily lead to dangerous situations for other participants.

2.7 Cheating

Any form of cheating is strictly forbidden! Furthermore, it is not allowed to use any software bugs in order to gain an advantage over other drivers.

2.8 Telemetry Data (MoTeC)

We reserve the right to request telemetry data (MoTeC) in individual cases under certain circumstances or on a random basis. If the telemetry data cannot be provided for subsequent races after an explicit request, this can lead to a permanent ban and deletion of all competition points.

Telemetry data must be kept available for a maximum of 72 hours after the end of the race. If a driver acts suspicious and is not able to provide the requested telemetry data, the DRL Stewards reserve the right to apply penalties or the results of the respective race may be deleted. To record the telemetry data, the number of "Telemetry Laps" must be set to "99" in the "Electronics" section of the car setup. The telemetry data is usually stored in the following folder:

"C:\Users***\Documents\Assetto Corsa Competizione\MoTeC".



2.9 Technical Issues

It is the responsibility of each driver to check in time if participation in a race is possible. In case of technical problems (e.g., hardware defects, Windows or Steam updates, internet failures) or other obligations. Please let us know if you're not able to make the race due to technical issues.

If a race session does not start as usual due to technical problems on the side of DRL, you have to wait at least 10 minutes for a possibly delayed session start.

2.10 Unsportsmanlike Conduct

Even things that are not explicitly mentioned in the Code of Conduct can be seen as unsportsmanlike conduct and penalized accordingly.

2.11 Non-defined Events

If problems occur during the season, which are not defined in the rules, the DRL Race Commission will decide.

2.12 Rule Changes

We reserve the right to change or extend the rules if necessary. This is also possible during a running season. Changes will be announced in our Discord (<https://discord.gg/48GzfaWFrV>) and on [the website](#).



3. Behavior on Track

First of all, with DRL we want to provide everyone a fun racing experience. We demand every driver to behave respectfully on track. Our community is diverse, which can also be seen in different driver strengths. All rules have to be respected by every driver.

3.1 Behavior during Qualifying

- a) Every driver on an In-/Out-Lap is required to give the racing line to the driver on a hot lap. Please be careful in your actions and have an eye on the hot lapping drivers.
- b) Every driver is responsible to leave enough space to the car in front so that you not catch up to him in your hot lap!
- c) A driver on a hot lap does not have to give space to a faster driver.
- d) A faster driver on a hot lap, which is catching up to a slower driver, who is also on hot lap is not allowed to compromise the slower driver on his lap.
- e) The speed limit in the pit lane must not be exceeded at any time.
- f) Teleporting to pit during qualifying is permitted however you must pull off the track in a safe location to do so

3.2 Race Behavior

- a) During the formation lap and especially just before the start of the race, the given position must be maintained. Intentionally dropping back ("last to first challenge") unpredictable slowing down or changing the line is strictly forbidden!
- b) The overtaking driver is responsible for a clean overtake. Nevertheless, both drivers have to be mindful while the overtake is happening.
- c) Dangerous or reckless divebombs on another driver (either for position or the lapped car) are to be refrained from!
- d) During a fight, the drivers have to give each other enough space. Forcing another car off track or intentionally ramming it is not allowed.
- e) Any driver defending his/her position on a straight, approaching a braking zone, may use the full track width during the lane change, provided no "major part" of a car trying to overtake is next to him/her. In this case, the driver must not depart from his line without good reason while defending his/her position. To avoid any doubt, "major part" means



that the front of the passing car is next to the rear wheel of the other car.

- f) During a fight the driver ahead is allowed to change its racing line once to defend himself. The line change to defend the position must be made in time. It is not allowed to react to the previous line change of the attacker who is directly in the slipstream ("blocking"). Multiple line changes to break



the slipstream ("weaving") and line changes in the braking zone ("moving under braking") are forbidden.

- g) "Brake-testing" (sudden and unnecessary heavy braking), "Chopping" (changing lanes despite there is still an overlap between the vehicles) or "Bump and Run" (bumping the rear of the opponent so that he does not make the turn) are forbidden.
- h) In the pit lane, you have to stay on the "Fast Lane" (the lane directly next to the pit wall) as long as possible. Cars on the Fast Lane have the right of way. After a pit stop, you may only drive off if the Fast Lane is clear.
- i) Crossing the continuous line at the pit exit is not permitted for drivers coming out of the pit lane. Furthermore, the track limits in the area of the pit-out-lane must be respected; driving beyond the track limits after the pit stop in the area of the pit exit will be punished with a penalty.
- j) It must be ensured that other drivers are not impaired when leaving the pit lane. On certain circuits (e.g., Donington, Spa), the ideal line must be left for this purpose if the situation requires it, so that other drivers can drive back onto the track without being obstructed.
- k) Driving against the direction of traffic is forbidden.
- l) Flashing the headlights may be used to draw attention to a lapped vehicle. In a fight, the use of the flash is allowed to signal to the other driver that you are faster. Excessive use of the flash is not allowed and can be punished with a warning or penalty.
- m) In Multiclass races, the driver of the faster car (or class) is responsible for overtaking slower cars (or classes) in safe places. It must be taken into account that each driver is racing at the limit within the possibilities and limitations of the respective car and is also in competition for position with other drivers in his class. Reckless "divebombs" at the end of a braking zone or at the entry of a corner are not allowed and may be penalized accordingly in case of an accident! Drivers of the slower car have the right of the line choice, so the faster car (or class) must find a way to overtake safely. If a driver of the faster class is already directly behind them, the driver of the slower car (or class) should always stay on the racing line and not make any unpredictable line changes. Accidents due to unpredictable behavior may result in a penalty.



- n) Each driver has to respect blue flags. In DRL our blue flag rules are as follows:

Qualification:

- When coming out of the pits or on your out-lap you **MUST** yield to cars on their hot laps
- Once drivers are on their hot laps they are **NOT** required to move off the racing if caught by a faster driver
- It is faster driver's responsibility to leave enough of a gap to the car in front of them

Race:

- Overtaking must not occur within a corner.
- The overtaking driver should anticipate the leading car to maintain the racing line through corners.
- On the next available straight, the driver with the blue flag is obligated to move off the racing line and lift their accelerator to allow the overtaking car to pass. **DO NOT hit your brakes** and maintain your new line until the overtake is complete.
- After overtaking, the blue-flagged driver can resume the racing line into the next corner.
- Blue flag procedure example: <https://youtu.be/jVWbHtXNACo>
- **These rules do not apply to Qualification**

- o) Yellow flags have to be respected and cautious driving has to be applied during yellow flags. Under double yellow overtaking is forbidden. The cars involved in the crash can be overtaken.
- p) If a driver is involved in an accident, he/she must immediately hit and hold the brakes, depending on the situation, in order not to become an unpredictable obstacle for other drivers. If the car comes to a stop on the track, the driver must wait until it is safe to continue.
- q) If the car is damaged as a result of an accident to such an extent that it is not possible to drive safely into the pits, the car must be parked at a suitable place next to the track and brought back into the pits by pressing the "Escape" button. Standing still for a longer period of time is not permitted, as this will result in yellow flags in the respective section of the track.



- r) Any driver leaving the track may only rejoin it if this maneuver does not represent a danger or obstruction to other drivers. [1]
- s) According to circumstances, penalties may be imposed on any driver gaining a permanent advantage from leaving the track. [1]
- t) After crossing the finish line, you must continue to pay attention to the other drivers. Immediate and strong deceleration directly after the finish line, as well as other unpredictable maneuvers, are to be refrained from! Furthermore, the car must be parked in a safe place at the side of the track so that other drivers are not hindered when crossing the finish line. Unnecessary collisions after the end of the race may be penalized!



4. Behavior apart from Racing

We at Degenerate Race League want everyone to respect our social standards and values. Everyone has to make their own contribution to this! For this reason, the following instructions must be observed. A violation or disregard - whether in-game chat, website chat or Discord - will be punished according to the severity of the offense and can lead to exclusion from our entire platform.

- a) Insults of any kind are forbidden.
- b) Discriminating or racist statements are forbidden and will always be penalized with a lifetime ban.
- c) Spreading political or theological content is prohibited and will be punished with a lifetime ban in case of radicalizing remarks.
- d) Discriminating behavior is forbidden and will be penalized.
- e) The use of the in-game chat during free practice is allowed. During race and qualifying the use of the in-game chat is forbidden. You can discuss the race bilateral via Discord. **After** the race, you are allowed to write short phrases like "good race" etc. in the chat.



5. Reporting and Penalties

In case of an incident, you have the opportunity to use our reporting form after the race in this [Discord Channel](#). The reporting window will only be open for 24 hours after the end of the race which will be reviewed and judged by the DRL Stewarding Team. After the judgment, both drivers will receive a notification about the penalty.

We apply the following penalties:

I. +1PP

- a) Use of the in-game chat during qualifying and race. Use Discord for chat if you need to say something (think before you speak) as in-game chat is distracting for racers.

II. +5 seconds +1PP

- a) Moving under braking
- b) Blocking
- c) Weaving

III. +5 seconds +1PP

- a) Causing a collision with car exiting the pit lane
- b) Causing a collision that results in a loss of 1-5 seconds of time for the affected driver
- c) Reckless behavior during qualifying
- d) Speeding in the pit lane during qualifying (e.g., overtaking by disabling the Pit Limiter)
- e) Ignoring or defending while blue flagged
- f) Forcing another car off track resulting in a position gained

IV. +10 seconds +2PP

- a) Causing a collision that results in a loss of 5-15 seconds of time for the affected driver
- b) Ignoring yellow flags and causing a collision (e.g., colliding with a car, which had an accident)
- c) Unsafe re-joining the track resulting in other car(s) to make evasive maneuvers.

V. +15 seconds +3PP

- a) Unsafe re-joining the track resulting in contact with another car



- b) Causing a major collision in lap 1 (min. 3 cars involved)
- c) Gaining a permanent significant advantage by excessively, but not intentionally, shortcutting the track
- d) Causing a collision that results in a loss of 15+ seconds of time for the affected driver.

VI. Qualification Ban* +20 seconds +4PP

- a) Causing a mass collision (min. 4 cars involved)
- b) Intentionally dropping back before the start of the race
- c) Unsportsmanlike conduct (e.g., deliberate and excessive shortcutting of the track, destroying signs intentionally)
- d) Multiple penalties (4+) in the same race (race duration up to 1 hour)

VII. +30 seconds +6PP

- a) Unsafe track rejoins resulting in contact with 2 or more cars, not including the driver at fault.

VIII. Qualification & Race Ban* +DSQ +10P

- a) Multiple penalties (6+) in the same race (race duration up to 1 hours)
- b) High penalty rate

IX. Permanent Ban

- a) Discriminating or racist statements
- b) Radicalizing statements on any subject
- c) Spreading political or theological messages
- d) Insulting in particularly severe cases
- e) Intentionally causing a collision in particularly severe cases
- f) Ban evasion

** The ban becomes active immediately after the report has been processed by the DRL Stewarding Team and applies to the next race the driver participates in.*

The penalties will not be discussed afterwards with the drivers. Every driver will receive an explanatory statement about the given penalty.

In case of too many penalties within a short period of time, we reserve the right to increase the respective penalty