

RPRL Rules

1. General Rules

- Insults, threats, racism, discrimination, public discussions about religion and politics are not allowed. Drivers may be removed from the league and/or discord at an Admins discretion.
- The use of in-game chat is forbidden during qualifying and the race. Doing this will result in penalty points. Chats are allowed during practice or countdown timers. After the race you are allowed to use short phrases like 'good race' etc. Discussions about the race happen in the RPRL Discord.
- All drivers are responsible to behave respectfully in every session.
- All drivers are required to race using their first and last name.
- All drivers are encouraged to reach the finish line.
- Sufficient hardware, software and internet connection is required by each driver to allow safe driving.
- All drivers must prepare sufficiently for a race so that it does not unnecessarily lead to dangerous situations for other drivers.
- We are here to have fun.
- Be patient when overtaking
- Adrenaline is a serious drug, take a few minutes to relax after the race and review the situation before complaining or reporting.

2. Qualifying Rules

Behavior during Qualifying:

- Drivers on an in- or outlap have to give the racing line to the driver on a hotlap. Keep an eye on the mini map!
- Leave enough space for the car in front when you start your hotlap.

- Drivers on a hot lap don't have to give space to other drivers behind on a hotlap.
- A faster driver is not allowed to compromise a slower driver who is also on a hotlap.
- Obey the pit lane speed limit.

3. Racing Rules

- You must maintain your position given during the formation lap and start of the race. 'Last to first challenges', unreasonable slowing down or changing your line are forbidden.
- The overtaking driver is responsible to perform a clean overtake. Nevertheless, both drivers have to use caution whilst an overtake is happening.
- Dangerous and reckless divebombs are to be refrained from.
- Give other drivers around you enough space. Forcing another car off the track or intentionally hitting it is not allowed.
- A driver who is defending their position on a straight may use the full track width whilst approaching a braking zone. If a major part¹ of the attacking car is alongside, the defending driver can not depart from their line without good reason.
- A defending driver is allowed to change their racing line once to defend themselves. This change has to be made clear and made in time. It is not allowed to react to the line change of the attacking driver after you chose your racing line, referred to as 'Blocking'. Multiple line changes to prevent slipstreaming, referred to as 'Weaving', or changing your line in the braking zone, referred to as 'Moving under braking', are strictly forbidden.
- Hitting another driver on purpose, e.g. by brake-testing, bumping or hitting them off track are strictly forbidden. This also includes hitting a car in the back when slipstreaming to make them go faster, referred to as 'Bump drafting'.

¹ 'Major part' meaning the front of the attacking car is next to, or past, the rear wheel of the defending car.

- Drivers exiting pit lane are required to stay within the painted pit exit line, and if a driver is exiting the pit lane it must be ensured they can join the track in a safe way.
- Driving against the direction of traffic is strictly forbidden.
- The use of flashing headlights is allowed in the following situations; overtaking a lapped driver or signaling the driver in front that you are faster, when you are fighting and before entering braking zones. Excessive use of flashing headlights is not allowed!
- Drivers need to be predictable when a faster car is approaching and hold their line until the faster driver has overtaken, referred to as 'Blue flags'. Use suitable sections of the track and respect the blue flags as soon as possible, but in a safe manner.
- Yellow flags have to be respected and drivers must be cautious when approaching them. Overtaking under double yellow is strictly forbidden. The crashed driver(s) can be overtaken.
- If a driver is involved in an accident or has lost control, it is their responsibility to not become an unpredictable obstacle for other drivers. This means holding or releasing the brakes depending on the situation. If the car stops on track the driver must wait until it is safe to continue. If the car stops off track, it is the driver's responsibility that they rejoin safely.
- If the car is damaged to such an extent that driving back safely to the pits is impossible, the car must be parked at a safe place next to the track and brought back via the 'Return to garage' button in the pause menu. Standing still is not allowed for longer periods of time as this will result in yellow flags in the respective section of the track.
- Stewards hold the right to impose penalties to any driver gaining permanent advantage from leaving the track.
- After the race has ended, park the car in a safe place off track and press the 'Return to garage' button in the pause menu. Crashing into other drivers after the race has finished is forbidden.