§1 General provisions

1.1 These regulations are binding for all drivers participating in the racing series.

1.2 The racing series will be held using the Assetto Corsa Competizione (ACC) simulation or similar.

1.3 Fairness and sportsmanship are paramount.

1.4 Violations of the rules can be punished with penalties (see penalty catalog).

1.5 Cheating, deception, unsportsmanlike behavior or insults may lead to exclusion from the event, the series or the community.

1.6 Race management and organizers have the final say in disputed decisions.

1.7 Driver briefings take place on the TPDX Discord. The designated channel is located in the "Race Events" category and is the "DRIVER BRIEFING" stage. The briefing is mandatory and penalties may be imposed. If, in exceptional cases, you are unable to attend the briefing but would still like to take part in the race, you must contact the race management by DM before the server starts.

1.8 The LFM-BoP adjustment takes place on the race server

1.9 Only the ticket system may be used to contact the race director / race management in the event of accidents or problems.

1.10 The ingame chat is reserved for the race management during the qualification and the race and will be penalized if disregarded.

1.11 In the event of an accident and/or loss of control, the brakes must be held.

§2 Conditions of participation

2.1 Every driver must have a stable internet connection and use a compatible input device.

2.1.1 Should a technical failure occur during qualifying or the race, resulting in a crash or similar, this must be reported to the Race Commission via the ticket system (Discord).

2.2 Participation is subject to prior registration and confirmation by the race management.

2.3 Drivers are obliged to familiarize themselves with the rules and regulations and to comply with them.

2.4 There are no vehicle changes during the season (except with the approval of the race control).

2.5 The registration deadline for each series can be found on raceapp.eu. Later registrations, if permitted, are possible via the race director.

2.6 If a participant independently withdraws from an ongoing series, he/she loses his/her right to start and all ranking points. A new registration is excluded.

2.7 Drivers who regularly register for series and events but repeatedly fail to participate (DNS/DNF) will be deregistered by the race director.

§3 Qualification rules

3.1 Qualification takes place within a defined time window (e.g. 15 or 30 minutes).

3.2 All drivers can only be classified with valid lap times.

3.3 Blocking or deliberately interfering with other drivers is prohibited.

3.4 In and outlaps must be completed with increased caution so as not to hinder other drivers.

3.5 Jostling in qualifying is generally prohibited.

3.6 Leaving the pit lane must be done safely. Penalties may be imposed for violations.

§4 Race rules

4.1 The starting grid will be based on the qualifying results.

4.2 The race will be started on the fly.

4.3 Unnecessary collisions and aggressive driving will not be tolerated.

4.4 Each driver is responsible for his own vehicle control and must be able to drive his vehicle safely and at racing speed on the track under normal circumstances. This also includes general and race-related rules of conduct.

4.5 In the event of an accident, the driver must leave the track safely and, if necessary, ensure that the vehicle is safely rejoined.

4.6 Flags must be observed according to their meaning.

4.6.1 When the flag is yellow, overtaking is prohibited and, if necessary, you must slow down.

4.6.2 Blue flags mean that lapped vehicles must be allowed to pass unhindered.

4.7 Pit stop and tire change obligations are determined according to the race format.

4.8 Intentional short-cutting or repeatedly leaving the track without reason will be penalized by ACC.

4.9 The participant is obliged to follow the instructions of the race management.

4.10 It is mandatory to show the rear view mirror or to adjust the view so that the traffic behind can be observed.

4.11 The use of the radar function is mandatory.

4.12 Backing into the pit lane is prohibited during qualifying and the races. RTG may only be used in the pit lane, but would only be desirable at the respective pit area. - You must also drive into the pits after the race to use RTG.

4.12.1 You must also drive back into the pits in qualifying.

4.13 Crossing the white line is prohibited. This applies when entering and leaving the pit lane.

4.14 Sufficient space must be given to all participants when overtaking.

4.15 Weaving is generally prohibited and may be penalized.

4.16 Moving under breaking is prohibited and may be penalized.

4.17 Bump drafting, i.e. pushing each other, is prohibited in qualifying.

4.18 The rain light is mandatory as soon as it rains on the track.

4.19 Intentionally driving around pit signs is considered unsportsmanlike conduct.

§5 List of penalties

5.1 Time penalties

Using the chat function during qualifying/race: +5 seconds per message
Causing a Collision (Minor): +5 seconds
Causing a collision: +10 seconds
Causing a collision (Heavy): +25 seconds
Crossing the pit line (without obstructing other participants): +5 seconds
Crossing the pit line with obstruction: +10 seconds
Unsafe rejoin: +10 seconds
Bump Draft Quali: +5 seconds
Blue flag ignored after one lap: +5 seconds per lap
- With active blocking: +15 seconds per lap

Moving under Braking: +5 seconds
Weaving: +5 seconds
Accident by ignoring yellow flag: +20 seconds
Overtaking under yellow flag: +10 seconds
Unsportsmanlike conduct (revenge foul, insults to other drivers): DSQ
Insulting the Race-Control and/or streamer: DSQ
Grossly unsportsmanlike conduct (e.g. deliberately shooting down a driver) = intent clearly recognizable: DSQ
Repeated unsportsmanlike conduct: exclusion from the series
Cheating: exclusion from all TPDX series
Using RTG to get into the pits (will be explained in the briefing): DSQ
RTG after quali or race: +5 seconds
Repeated blocking of other vehicles: +10 seconds
Causing a collision with a significant impact on a race: +40 seconds
Disregard of pit stop rules: Stop-and-Go - will be penalized by ACC

5.2 Disqualification from the series

Deliberate collisions or intentional ramming
Severe unsportsmanlike conduct
Repeated serious infringements of the regulations

5.3 Offenses in the first lap of the race will be punished more severely.

5.4 Further penalties are up to the Race Commission.

§6 Protests and race management

6.1 The race management examines incidents and decides on the basis of video evidence and telemetry data.

6.2 Decisions of the race management are final and cannot be appealed.

6.3 The race management can adjust penalties according to severity or show mercy in special cases.

§7 Ticket Race Commission

7.1 The Race Commission is a race commission that looks back at past races. Race Commission members are listed in the RaceApp.

7.2 Drivers can request an investigation via the ticket system (Discord) within 12 to 48 hours after the race ends. Tickets will be processed after the deadline at the earliest.

7.2 The Race Commission reviews the available video material and makes a decision based on the evidence.

7.4 Penalties resulting from the review can be added to the race result or the next race (e.g., in the case of a DNF).

7.5 The Race Commission's decisions are final and cannot be appealed.

7.6 The Race Commission reserves the right to initiate an investigation without a driver protest.

§8 Awarding of points

8.1 The awarding of points will be announced in the RaceApp or similar, depending on the event.

§9 Other

9.1 Any changes to the regulations will be announced in advance.

9.2 Participation in the race series requires acceptance of these regulations.

9.3 The race management reserves the right to deviate from the rules or make adjustments in special cases.

9.4 Official contact persons of the series or event are named on the front page (race director and their representatives).

9.5 Some special features are reserved for the setting of the RaceApp.

9.6 For fun series or fun events, rule points may be omitted or deviated.