

Delta Sim Sports

Manual

Table of Contents

Section #A - Discord Rules and Procedures

Section #B - Driving Conduct and Procedures

Section #C - Systems and Procedures

Section #D - Procedures System

Section #E - Final Disposition and Signatures

Section #A - Discord Rules and Procedures

If you are a member here in **Delta Sim Sports**, you must act and behave to the following standards which are stated below. As a member here, you must not breach any of the following rules and procedures or else you will be punished by a personnel from the administrative team. Below are the **Discord Rules and Procedures**.

Section #A1 - Discord Rules

- **A1.1 | Bullying**

Bullying other members and/or drivers, whether within or outside of this server, is entirely unacceptable.

- **A1.2 | Channel Usage**
Please utilise text and voice channels for their designated purposes. For instance, the sim-rigs channel is intended for sharing sim rigs, not for engaging in extended conversations lasting 30 minutes.
- **A1.3 | Chat Flood**
Kindly refrain from spamming or flooding the chat with excessive words or letters. Such actions are unnecessary and lead to chaos.
- **A1.4 | Not Safe For Work**
In this server, it is strictly prohibited to share any NSFW comments, pictures, or videos. Such behaviour is unacceptable, and violators will face immediate banning.
- **A1.5 | Conversations about Protests**
In this server, initiating discussions about protests or on-track incidents in public channels is not permitted. To prevent arguments, please refrain from such discussions and instead approach one of the series administrators privately. If you encounter any on-track issues, utilise our protest system to address them accordingly.
- **A1.6 | Arguing with Officials**
Arguing with officials is strictly forbidden. Under no circumstances should you engage in arguments with officials, as this could result in significant penalties being issued. It's important to remember that officials have the final authority in protest situations.
- **Rule A1.7 | Inappropriate use of Tickets**
When creating a ticket, whether for a protest or general support, please only submit it if you genuinely need assistance. Unnecessary tickets take up valuable time.

Section #A2 - Discord Procedures

- **A2.1 | Racing VC Procedures**
During racing events, it is mandatory for participants to have their iRacing voice chat activated at all times while being in the iRacing server. iRacing VC will be utilised for events such as the manual safety car, handing out penalties, etc.

- **A2.2 | Protest Procedures**

If you intend to protest against someone or something, please approach it with sincerity. The administration of the series has numerous tasks to manage and would rather not allocate time to baseless protests. Please consider others' perspectives when initiating a protest. Ensure you have prepared before submitting your protest with the information provided below;

- *The driver involved and their race number.*
- *When and where the incident occurred. Eg, Session, lap, corner.*
- *Have a good description of what occurred.*

To submit a valid protest, you are required to start the protest within 30 minutes of the feature race. Also, Failure to provide a reasonable foundation to your protest may result in disciplinary action. Please visit the protests channel if you're seeking more information.

- **A2.3 | Issues with other Members**

If you encounter any issues with other members in the Discord server or on iRacing, feel free to direct message a staff member at any time. However, please refrain from spamming or sending multiple messages. The staff will respond promptly and take appropriate action as necessary.

Section #B - Driving Conduct and Procedures

As a driver in **Delta Sim Sports**, it is imperative that you adhere to the driving conduct and procedures. You must carefully review all relevant information before each round. Failure to comply with these regulations will result in appropriate penalties. Below, you will find detailed information regarding the driving conduct and procedures.

Section #B1 - Driving Conduct

- **B1.1 | Dangerous Driving**

At no time during any event may a competitor drive in a manner that is dangerous, reckless, retaliatory, or shows clear disregard for the other competitors. This includes

repeated aggressive moves, excessive force, intentional intimidation, or any incident judged by race control to be severe enough to threaten the integrity of the race.

- **B1.2 | Avoidable Contact**

If your car is out of control, or if you make a racing error that leads to avoidable contact or an unsafe situation, you must not continue in a way that obstructs or endangers other competitors. This rule applies to misjudged overtakes, spins, minor contact, unsafe recoveries, and similar incidents that are not judged to be inherently reckless or intentional.

- **B1.3 | Intentional Wrecking**

At no time is it permitted to intentionally wreck or take out an opponent during a race. Any display of intentional wrecking will be taken seriously and will be punished severely.

- **B1.4 | Forcing Competitor(s) Off Track**

At no point may any competitor(s) force any other competitor(s) off of the racing surface, whether it be with contact or without, when the other competitor has sufficient overlap (B1.13). The racing surface is usually defined by the painted lines, or specifically defined in the 'rules' section on iracing menu. If the competitor was disadvantaged in any way, any penalty may be applied. As per rule B1.4, a redress could clear any penalty possibly being awarded to the culprit of the incident.

- **B1.5 | Erratic Driving**

Under no circumstances must drivers not make sudden lane changes and weaving, especially under braking. Lane changes should be smooth and only when it's safe to do so, ensuring they don't endanger others or disrupt the race. Weaving or erratic movements are prohibited, as they can impede other competitors and cause accidents.

- **B1.6 | Redressing**

A driver may redress a move they have made on an opponent(s) if they feel it was unfair, or think it may be worthy of a penalty. A driver has 1 lap to redress all positions gained from such manoeuvre, and if completed successfully, race control may reduce, or clear, the penalty that was going to be given to said driver. It is completely up to the discretion of race control whether they want to alter the penalty or not. If race control chooses not to, this is a non-negotiable penalty.

- **B1.7 | Teaming**

While teaming up with other competitors is allowed, it is strictly prohibited to collaborate with them to deliberately target and disrupt other participants. Such actions constitute another form of reckless driving and are not tolerated.

- **B1.8 | Penalty Seeking**

According to rule A2.2, the series administration team cannot allocate time to address

unnecessary behaviour. Seeking penalties, such as trying to gain a steward's attention through reckless driving or teaming, is completely unacceptable. Violators will face appropriate punishment.

- **B1.9 | Track Outline**

Drivers must always utilise the designated sealed part of the track for driving and overtaking. Passing another competitor with all four wheels outside the track's white outlines is strictly prohibited under any circumstances.

- **B1.10 | Driving Spotter**

We strongly advise you to activate a driving spotter during racing, to ensure you are aware of your surroundings. This helps minimise on-track incidents and alleviates pressure on the administrative team.

- **B1.11 | Unsafe Track Entry**

Upon re-entering the track after exiting, it is imperative to do so safely. Utilise your mirrors and demonstrate consideration for fellow drivers. If another driver is impeded by your track re-entry, you may be penalised.

- **B1.12 | Unsafe Pit Entry & Exit**

You must be within the designated line(s) when entering and exiting the pits. If your car is overlapping or out of the line, it will be deemed as an unsafe pit entry/exit, usually handled by iRacing automatically. In the case you do not adhere to these rules, a further penalty may be applied from Rule C2.

- **B1.13 | Overlap Requirement**

When performing an overtake, the overtaking car must be at least 50% alongside the other car, prior to fully turning in, whether on the inside or the outside.

- If the overtaking car fails to be alongside enough, and causes a disadvantage to the other car, the overtaking car will be penalised.

- If the overtaking car is 50% alongside or more, and is disadvantaged by the other car, the other car will receive a penalty.

- If the overtaking car is 50% alongside or more, and the other car is disadvantaged, no penalty will be handed out.

Section #B2 - Driving Procedures

- **B2.1 | Qualifying**

During qualifying, all competitors may be on track simultaneously. Any instance of repeatedly running off track, making contact with another competitor, or the walls will

result in a penalty due to dangerous or erratic driving. Please exercise caution and remain vigilant, as these penalties will be more severe, due to the nature of qualifying..

- **B2.2 | Qualifying Conduct**

In qualifying, it's essential to yield to drivers when you're

- *On your outlap or inlap*
- *On a cooldown lap*
- *Your lap has been invalidated, through contact or going off track*

However, you're not obligated to yield if you're on a valid lap, even if the car behind you is quicker.

Any intentional impeding or contact during qualifying will result in a penalty.

- **B2.3 | iRacing Penalties**

If you receive a black flag due to track limits, unfair incident points, etc, you are allowed to ask for it to be removed by the race stewards, however there is no guarantee we will accept your request. You may lodge this request by utilising the Discord open VC, iRacing Radio, or iRacing Text. Continuous complaining/begging will be penalised.

- **B2.4 | Race Finish**

After crossing the start/finish line and receiving the chequered flag, it is mandatory to decelerate and safely move to the side of the track or return to the pit lane. It is deemed unacceptable to collide with other drivers at the conclusion of a race.

- **B2.5 | Towing**

At any point during the race, if you crash or get damaged, and cannot drive your car safely back to the pits, it is absolutely mandatory that you request to tow to race control. The full procedure is below;

- Identify you cannot return safely to pits.
- Over iRacing Radio or Text, state "Request to tow."
- The stewards will then call a Virtual Safety Car, however you must remain on track.
- When, and only when, the last car in the VSC train passes you, may you tow back to the pits.

This procedure is done to bring action to the racing, and also be closer to how it actually works in real life. This procedure must be exactly followed at all times.

A penalty may be given out if you do not follow this procedure correctly, or at all.

- **B2.6 | iRacing Voice Chat**

You must have iRacing voice chat enabled at all times so you can listen into race control

when they hand out penalties, throw safety cars, etc. You will be penalised if you are abusive towards anyone, or disturb the peace on the open radio.

- **B2.7 | Race Control Radio**

Race Control Radio is announced for everyone. Other drivers may also communicate with race control, but they do not have to respond if race control wishes. Race control can choose to not answer any questions by drivers, especially about asking how to remove penalties, e.g. redress. Race Control can also disable any drivers voice/text chat as they please, also by rule B2.6. Drivers will be penalised for repeated questions, or abusing race control.

- **B2.8 | Racing Number Allocations**

Race numbers available to competitors range between 004 - 999. Race numbers not available are listed below. There will be no penalties for incorrect numbers, as they are assigned to you in the league to avoid any mishaps.

Competitor Numbers

- #00 - Championship Leader
- #1 - 1st Place in previous seasons championship
- #2 - 2nd Place in previous seasons championship
- #3 - 3rd Place in previous seasons championship

Admin Numbers

- #000, 001, 002
- Similar numbers may also be allocated to more admins in the future.

Duplicated Numbers

- Any numbers that mimic reserved or taken numbers;
- #01, 02, 03, etc

- **B2.9 | False Requesting Tow**

It is 100% illegal to request a tow, just to get a false safety car, and then drive back to pits for fast repair, thus gaining an advantage. Even if you request to tow and then realise you can drive back to pits, you still have to go through with the tow procedure. Whenever you request to tow, you must fully commit to the procedure in Rule B2.5. Failure to do so will incur heavy penalties. If you crash and also just want to quit, you must still go through the full tow procedure, and then quit from the race after you have gotten to the tow screen.

- **B2.10 | Blue Flags**

You must obey all blue flags. If you are a lapped car and are faster than the car ahead (on the lead lap or laps ahead), you may overtake only if it can be done safely and without impeding their race. If you are unable to establish a clear gap after overtaking,

you must immediately re-adhere to blue flags and allow them to pass.

- **B2.11 | Disqualification**

In the case you are disqualified from the race, during the session, you will be notified of your penalty, and also handed a 4000+ seconds stop and go penalty. You must immediately cease racing, and return to the pits. You must begin serving your penalty, and then exit your car. You are not allowed to participate any further during the race, as you have been disqualified.

You will be given a further penalty if you do not obey your disqualification.

- **B2.12 | Virtual Safety Car**

In the unlikely circumstance that a collision/accident happens and causes a driver/s to be unable to drive their car back to the pit lane, a virtual safety car may be deployed.

A virtual safety car may also be deployed if an incident occurs, and race control deemed a significant number of drivers were greatly affected, in order to deploy a VSC.

When Race Control deploys a virtual safety car, Race Control will call over the @RACECONTROL text chat, "VSC DEPLOYED, VSC DEPLOYED."

At the time of the VSC deployment, the pitlane will be open. When the VSC is deployed all competitors must:

- Cease racing and form up single file. The leader must reduce to 80kph. The following cars may drive at 75% race pace, in order to catch the lead train safely.
- All drivers must circulate in a single file line behind the lead car, with no more than 5 car lengths between each car.
- Overtaking during the VSC is forbidden, unless there is a damaged, or stopped car on track.
- Cars exiting the pitlane will earn their position when the pit lane blend line (often white) ends, however they must still maintain 80kph, until formed upon exiting the pit line. In the case of a tie, the car on track will be given priority over the car exiting pits.

It is the responsibility of the lead car to ensure they're going 80 kilometers per hour, and maintain a consistent speed. Lapped cars must maintain their current position within the field when the VSC was deployed.

Drivers are only permitted to weave when they are on a straight, and only once they have caught back up to the rest of the field in a safe manner. No heavy braking is permitted.

To indicate the end of the VSC period, Race Control will call over the @ALLTEAMS radio, "Race Control to All Teams - Virtual Safety Car period ending. Virtual Safety Car period ending. Leader, please maintain a constant speed at 80 kilometers per hour. Leader, you may initiate racing between the entry to the last corner, and the start/finish line."

The lead car may accelerate as given instructions by Race Control, between the entry of the last corner, and the start finish line. The rest of the field may accelerate after the lead car has accelerated. No overlap is permitted until the leader has initiated racing. Overtaking is also not permitted until after the start finishing line.

Each lap completed under VSC will be counted as a race lap. It is permitted for the race to finish under a VSC period.

Stewards may choose to not throw a VSC in response to a tow request.

There is a maximum 1 VSC per 10 minutes of racing (rounded down).

A penalty may be handed out for breaking this rule, including, but not limited to:

- Leader not maintaining 80kph
- Excessive speed while catching the lead train
- Weaving when not permitted to do so
- Leaving too big of a gap
- Accelerating away too early
- Overtaking before the finish line

Section #C - Points System, Penalties, and Round Formats

In **Delta Sim Sports**, we utilise a points system to track progress. These points are compiled in the championship standings spreadsheet and contribute to your overall total as the championship progresses. Additionally, we will be implementing penalties, effective immediately starting from round 1. We encourage all participants to adhere to the standards outlined in

section #2 and drive responsibly. Below is the points system and penalties.

Section #C1 - Points System

This points format is no longer used. Points format are per season.

Below is the points system displaying the top results. Only the results from the Feature race in each round will contribute towards points for the championship.

Position	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
Points	75	67	60	54	49	45	42	39	36	33

Position	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th
Points	30	28	26	24	22	20	18	16	14	12

Position	21st	22nd	23rd	24th	25th
Points	10	8	6	2	1

Below Still Applies

Additional points information is below.

DNS (Did Not Start) = 0 points

DQ (Disqualification) = 0 points

DNF (Did Not Finish) =

- **DNF (50% or less of the race) = 0 points**
- **DNF (50% or more of the race) = Your finishing position**

As said above, points from the Feature race (final race) of each round contribute to your championship points.

Section #C2 - Penalties

Penalties will be issued at the discretion of race officials, and while they are open to protest, false claims incur consequences. Officials will maintain strictness in penalty enforcement. Below are the stages of on-track penalties. Please remember, this table is only a guide.

Note - If a Drive Through penalty is to be applied for an incident, but it is the last lap, the Drive Through will either be given in the feature, or if that has already happened, then a 1 minute post race penalty will apply.

Rule Number	Level 1	Level 2	Level 3	Level 4	PP
B1.1	10 second time penalty.	Drive through penalty.	Disqualification from session.	Disqualification from round.	2
B1.2	5 second time penalty.	15 second time penalty.	Drive Through penalty.	Disqualification from session.	1
B1.3	DQ from Round, 1 week suspension.	DQ from Round, 4 week suspension.	DQ from Round, 8 week suspension.	Permanent league ban.	3
B1.4	5 second time penalty.	15 second time penalty.	Drive Through penalty.	Disqualification from race.	2

B1.5	Official Warning.	10 second time penalty.	Drive Through penalty.	Disqualification from round.	1
B1.6	N/A	N/A	N/A	N/A	0
B1.7	Disqualification from round.	Disqualification from series.	Permanent ban from the league.	N/A	4
B1.8	Official Warning.	Disqualification from race.	Disqualification from round.	Disqualification from series.	3
B1.9	5 second time penalty.	15 second time penalty.	Drive Through penalty.	Disqualification from session.	1
B1.10	Official warning.	Removal from round.	N/A	N/A	0
B1.11	15 second time penalty.	30 second time penalty.	Disqualification from race.	Disqualification from round.	2
B1.12	Official Warning.	5 second time penalty.	10 second time penalty.	Drive through penalty.	1
B1.13	5 second time penalty.	15 second time penalty.	Drivethrough.	Disqualification from session.	2
B2.1	Drive Through penalty (following race).	Disqualification from round.	4 Week Suspension.	8 Week Suspension.	2
B2.2	Warning (Accidental Impeding Only)	Drive Through, issued next race.	Disqualification from round.	N/A	1
B2.3	Chat/Radio Disabled.	Removal from Round.	Disqualification from series.	N/A	1
B2.4	Post race disqualification.	N/A	N/A	N/A	2
B2.5	Official Warning.	Drive Through, issued next race, or round.	Disqualification from Round.	4 Week Suspension.	2
B2.6	Disable Radio for session and Official Warning.	Disqualification from Round with Steward Hearing.	8 Week Suspension.	Permanent league ban.	2
B2.7	Disable Radio for session, Drive Through, and Official Warning.	Disqualification from Round with Steward Hearing.	8 Week Suspension.	Permanent league ban.	2

B2.8	N/A	N/A	N/A	N/A	0
B2.9	Drive through penalty.	Disqualification from race.	Disqualification from Round.	6 Week Suspension.	2
B2.10	Warning (Accidental Impeding Only)	Drive through penalty.	Disqualification from race.	Disqualification from Round.	2
B2.11	Disqualification from Round.	3 Week Suspension.	6 Week Suspension.	Permanent league ban.	2
B2.12	Official Warning.	15 second time penalty.	Drivethrough.	Disqualification from Round.	1

Section #C3 - Round Formats

No longer used. Announced per season.

At the commencement of every round, a format will be shared in the drivers' briefing channel on Discord. Each round will adhere to the identical format outlined below. The times provided indicate the start times unless otherwise specified.

Toyota 86 Series - Season 1

- Drivers Briefing | 6:45 PM
- Practice | 7:00 PM
- Qualifying | 7:30 PM
- Race 1 | 7:45 PM
- Race 2 | 8:00 PM

- Open for Protests | 8:30 PM
- Closed for Protests | 9:00 PM

- Publish Results (If all protests resolved) | 9:15 PM

Section #D - Dispute System & Rules

Here you will find the disputes system and rules at Delta Sim Sports. Please read below.

Section #D1 - Disputes System

The disputes system serves to make the drivers' opinions heard on specific penalties or incidents, and adjust the outcomes to a more appropriate decision based on what has happened from their point of view.

The disputes system is split up into two parts;

| **Protest**

Used to protest an on track incident that was not picked up by the stewards, or perhaps needs a harsher penalty.

Do not use to appeal a decision made, use Penalty Appeal.

Details Needed

- The driver(s) involved.
- When and where the incident occurred. (Session, lap, corner)
- Describe the incident in detail.
- Supporting evidence (photos, videos)

Submission Time: 1H after Round finished.

| **Penalty Appeal**

Used to appeal a penalty during the race. Can be used to adjust rule, or level, to make punishment weaker, or remove the penalty altogether.

A protest outcome cannot be appealed.

Details Needed

- The ticket number
- Your perspective (why it should be changed)

- Supporting evidence (photos, videos)

Submission Time: 12H after the penalty was announced*.

Supporting evidence must be supplied by you, as you are the ones lodging the dispute. Do not expect the stewards to provide the evidence that you should be, otherwise the dispute will be dismissed.

Disputes lodged with failure to provide reasonable foundation may result in a penalty to the lodger.

These are logged in our official discord server, under **Race Administration -> #🚫disputes-hub**

*Penalty announcement is in #👑rc-reports

Section #D2 - Dispute Rules

- **D2.1 | Failure to Provide Reasonable Foundation**
Once you've initiated a dispute, you must provide a reasonable foundation for it. Unnecessary statements such as "He pushed me off the track" are not permitted. Additionally, you're required to specify the relevant rule type, as outlined in this manual, for instance, B1.1.
- **D2.2 | Accidental Creation**
If a dispute is accidentally initiated, it must be acknowledged within one hour of its creation. Failure to do so will result in disciplinary action via Discord. However, this will not impact your championship points.
- **D2.3 | Arguments During a Dispute**
Participants are expected to refrain from arguing within the dispute channel with race control or fellow drivers. However, engaging in debates is permitted. Additionally, the use of curse words is strictly prohibited during any proceedings.
- **D2.4 | Dispute Made Out of Time Limit**
A dispute submitted after the designated time frame will not be considered. However, disputes can last as long as necessary, the time window is only time to file the dispute. Any dispute created outside the designated timeframe will be promptly deleted.

Section #E - Final Declaration and Signatures

Here you will find the final declaration and signatures of the team at **Delta Sim Sports**.

Section #E1 - Final Declaration

Delta Sim Sports Final Declaration: Racing Etiquette and Enjoyment

Greetings to all members, participants, and enthusiasts of Delta Sim Sports,

We, the team at Delta Sim Sports, extend our warmest welcome to all those who share our passion for virtual racing. As an organisation dedicated to providing exhilarating racing experiences, we strive to foster a community built on mutual respect, camaraderie, and fair play.

By reading and acknowledging this declaration, you signify your commitment to upholding the values and principles that define Delta Sim Sports.

We believe in treating every driver and member of our community with respect, dignity, and kindness. Regardless of skill level or experience, we embrace diversity and inclusion, welcoming all individuals to participate in our events and activities.

We recognize that rules serve as the foundation for fair competition and safety. By following the rules and regulations outlined by Delta Sim Sports, we ensure that each race is conducted with integrity and professionalism.

We encourage all participants to embody the spirit of good sportsmanship both on and off the virtual track. Whether in victory or defeat, let us display grace, humility, and a willingness to learn and improve.

While competition fuels our passion for racing, let us never lose sight of the joy and excitement it brings. We race not only for victory but also for the thrill of the chase and the camaraderie of fellow racers. Let us strive to make every race enjoyable for ourselves and others, maintaining fairness and integrity at all times.

By embracing these principles, we affirm our dedication to creating a vibrant and welcoming community within Delta Sim Sports.

Together, let us embark on a journey filled with adrenaline-pumping races, unforgettable moments, and lasting friendships.

Thank you for your commitment to Delta Sim Sports. Let's hit the virtual track and make every lap count!

Warm regards,

Delta Sim Sports

27/05/2024

Section #E2 - Signatures

Conor Brodie - *Conor Brodie*

Ollie Workman - *Ollie Workman*

Archie Dampier Crossley - *Archie Dampier-Crossley*