

CODE OF CONDUCT

Season 5



Rules | Information | Format

SIMGRID

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This form is not to be used by any other community/organization.

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Section 1.1

General rules

1. Chat rules.

Chat will be out of bounds once Qualifying starts. Using chat after the start of qualifying will result in a time penalty at the stewards discretion. All chat messages will be used for race control.

2. Car Selection

You are given an amount of time before a race/championship to change your car. Once that time runs out, you are unable to change your car, and then you must stick to the car you have selected. If for any reason you would like to apply to change your car, please make a ticket in #create-a-ticket in the discord.

3. Returning to pits

It will be announced in the briefing if this rule is in effect. If it is the rule will be as follows:

Returning to pits (Via the menu) is against all standards. You may only return to pits when you have passed the pit entry line (Pit limiter line). If you do return to pits in qualifying, you will receive a 15 second time penalty at the start of the race. If you return to the pits in the race, you will be disqualified. No warning will be given.

If it is not in effect, you may return to pits via the menu anywhere on the track, as long as you do it safely (eg. Pull over onto the grass)

4. **Connection Issues**

Any driver has the possibility of having connection issues in a race. Stewards have the right to call the driver into the pits for a driver change (in the endurance races) or disqualify the driver (in the sprint races) for connection issues. This may only be done if a driver has connection issues for 1+ laps.

5. **Custom Liveries**

Custom Liveries are allowed. You are allowed to upload your livery on <https://forms.gle/WWHNmpSnSX1z3E276>

Make sure you include the following items in 1 ZIP FILE!

- decals.json
- decals.png
- sponsors.json (If you use the sponsors)
- sponsors.png (If you use the sponsors)
- decals_0.dds
- sponsors_0.dds (If you use the sponsors)
- cars.json file

All liveries are to be approved by an administrator, and will then be uploaded to the download page, for clients to use. If a file was uploaded that is missing one of the above items, it will be rejected, and not uploaded. All liveries are updated every week on Friday 8PM GMT.

The liveries upload section will close 2 hours before each race

6. Penalties

The following are the penalties that will be given at each situation

- **Racing Incident** = When both drivers are to blame or neither
- **No further action** = Incident where only the offending driver loses time
- **Warning** = Overtake/Divebomb with contact but conceded the position
- **5 second penalty** = Takeout with the position given back
- **10-15 second penalty** = Takeout and gaining the position.
- **Drive-Through penalty** = Takeout that caused significant damage (Car is undrivable) or timeloss (20 Seconds or greater)
- **Stop&Go 10 second penalty** = Careless takeout that took out multiple cars
- **Disqualification** = When a driver is driving extremely dangerous, and is causing a hazard to other drivers or is deliberately taking other drivers out. Extreme lag may also warrant a DQ if it is not fixed.

The active stewards CAN override these rules, however only under certain approval from the race director.

7. Attendance

SimGrid has a built in activity system. This means the rules of the activity may vary between each championship. The rules of activity can be found on the main championship page. An example of this may be the following:

NO-SHOW RULES

MAX ALLOWED PENALTIES

5 Points

NO SHOW PENALTY

5 Points

WITHDRAWALS ALLOWED

1

Max Allowed Penalties: Amount of penalty points you can get until you get removed by the system.

No Show penalty: The amount of penalty points you get per race if you do not withdraw and do not attend.

Withdrawals: Amount of races you may sign out of

8. Minimum Teams per Race

For each event we require a minimum of 10 teams to be signed up before the event takes place. With less than 10 signups, the event would be canceled without any notice.

9. Discord Name

When taking part in an event, you must change your discord name to your ingame name.

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Section 1.2

Team Rules

(Endurance Only)

1. **Team size limit.**

This may vary between each race.

2. **Team signup.**

You can find all sign ups on [SimGrid](#)

3. **Maximum stint time**

Stint timers vary between each race, and can be found in the info channel in the discord, or in the description of the event on SimGrid.

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Section 2.1

Track Etiquette

1. Rejoining track.

If you leave the track for any reason, you must make sure you can re-enter the track safely and in enough space to not interfere with other drivers in any way. When you rejoin, stay off the racing line until you're fully up to racing speed. If you do rejoin the track and do cause loss of time for cars behind/cause an incident, you will receive a penalty depending how severe the incident is.

2. Lapped Cars.

If you are about to be lapped by the car behind you must stick to the racing line and drive as you have on previous laps, but there is no obligation to reduce speed and move off the racing line in order to let a quicker car through. You will also be given a blue flag (Section 2.2) to indicate you are about to be lapped. Defending when given the blue flag will lead to a penalty at the stewards discretion. If a steward tells you for example “**Car 999 | Double Blue**”, that means that you are to let the car through, meaning you have to move off of the racing line, and are to slow down if required to let a car through.

3. Defending your position.

- Defending your position is racing, however defending your position when given any type of blue flag is against the code of conduct. Defending your position on a straight is allowed, however don't make any sudden movements that could create an incident.
- Pushing a driver completely off the track in general is against the rules. When pushing a driver onto the curb, make space for that driver to rejoin onto the track. If this is not done, then you will be penalized under “Not giving space”.

- Changing your racing line in a braking zone is also against the rules, and once seen doing so you will receive a penalty at the stewards discretion. If you have questions about this, please don't hesitate to ask in the Q&A section in the discord.

4. **Pit Entry & Exit.**

The pit lane entrance and exit lines are to be respected at all times. Exceptions can be made in driver briefings.

5. **Track limits.**

Track limits are those as defined and controlled in the game itself unless otherwise stated. A steward can give you a warning for track limits if they see you abusing a game bug. They will clarify what turn you are doing it in.

6. **Damage.**

If you damage your vehicle and it is uncontrollable, or you deem it unsafe to attempt to return to the pits without impeding other drivers, the safety car will come out, and you may slowly head to the pits.

7. **Unlapping**

Unlapping your car is NOT against the rules, however there are certain rules for doing so:

- You must be clearly faster than the car you would like to pass
- You must be able to pass the car in a safe and quick manner
- You may NOT hold the car up that you have passed. If so, you must return the position (Refer to 2.2.1 Blue Flag)

Section 2.2

Flags

1. **Blue Flag.**

You stick to your current racing line, and keep the same speed as you have been doing in previous laps. You may move off of the racing line and slow down to let a car through if you wish to do so. Although you are not required to move out of the way completely to let a faster car through, it is highly recommended that you do everything in your power to facilitate an easy overtake. The goal is to minimize the risk of being overtaken aggressively which often leads to contact and damage to your car and also to minimize your own loss of time. It is better to lose a few tenths than a few seconds or more due to an aggressive maneuver. A car is about to lap you.

2. **White Flag.**

There is a slow car ahead. Please watch out, and prepare to brake.

3. **Yellow Flag.**

There is a slow or crashed car ahead. Prepare to brake, stop or make a movement of the track to avoid a crash. If you are given a yellow flag, and crash into the slow/crashed car, you have a chance to be penalized.

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Section 3.1

On track Penalties

1. Blocking.

Double moving, intentionally slowing another driver down, clearly impeding another driver on their hot lap in qualifying, ignoring blue flags in the race. This will result in a penalty according to the situation.

2. Collisions.

Avoidable or intentional contact with another driver. This will result in a penalty according to the situation and at the stewards discretion.

3. Forcing another driver off the track.

- Forcing a driver off track is against the rules no matter what position the car is in.
- You may push a driver onto the curb in a corner, as long as you give them space to rejoin the track without them having to hit the grass/gravel.

4. Dangerous driving.

- The Stewards reserve the right to interpret any situation as dangerous to another driver and their race on track.
- You will first be given a warning , for example “**Car 999 | Warning, Dangerous driving**” , after that it will go straight to a strict penalty.

5. On-track retirement.

Deliberate retirements are only allowed on the garage side in the pitlane. Failing to do so will result in a hefty penalty for the next race.

Section 3.2

Report Procedure

To report go to the link here:

<https://jlmotorsports.co.uk/reports/>

You have 24 hours after the race to apply your report, after that it will not be reviewed anymore.

Section 4.1

Safety Car

(Only Used when announced)

The JL Motorsports safety car is not always used. It will be announced in the race briefing if it is in use or not.

1. Safety Car procedures

When race control types in chat “**Safety Car**”, that means the safety car is out.

The safety car is out of the pits for exactly 3 laps on all tracks.

When race control says “**Safety Car entering pits, pace is up to the leader**”, that means the safety car is leaving the pace up to the leader. This does not mean you can overtake each other, however you are to follow the leader.

The lead car controls the pace and may choose to resume racing speed when they choose to do so. The Leader can decide the pace until he/she crosses the finish line. You may only overtake a car once both have crossed the finish line (start/finish is not the same point at some circuits).

2. **Am I allowed to pit under the safety car?**

You may pit under the safety car, unless stated as “Pit lane Closed” in the ingame chat.

3. **When is the safety car called out?**

When there is an incident involving 3 or more cars, or when there is a stopped car on track.

4. **Erratic maneuvers**

Any driver making erratic maneuvers/acceleration/deceleration will be investigated by the stewards.

The back car in an incident is responsible for their braking, and it is the back car’s responsibility to keep a safe distance.

5. **What is the speed of the safety car?**

The safety car driver will try to keep a speed of 150 KPH/93 MPH at all times.

6. Passing cars under the safety car

If a driver goes off track, spins out, or crashes in front of you (Which may hold you up) during the safety car period, you may pass them. You do not need to give the position back.

7. What do I do if someone passes me?

If a driver overtakes you under a safety car, you are to stay in the position and not take back the position. The stewards will see this issue, and give the driver a penalty.

Section 4.2

Championship Points

This may vary between each race. You can find the scoring on SimGrid under -> Championships -> Scoring