

OKSE iRacing Rules 2026

Tournament Rules & Regulations

1 OKSE Handbook Reference

All non-game specific rules and regulations referenced in this document can be found in the OKSE High School Rules Handbook.

2 Game Classification

iRacing is classified as a **VIRTUAL** game during the Spring 2026 Season of OKSE.

Virtual Game Benefits

Virtual games can be played from home or on the go, providing maximum flexibility for teams and players.

Reference Section 3 "Types of Tournaments" in the handbook for additional information.

3 Conduct Principles

Respectful Behavior

Be respectful and courteous on and off the track. It is expected that each member will treat other members, drivers, OKSE officials, spectators, and guests in a respectful, fair, and courteous manner.

PROHIBITED: Bullying, abusive, threatening, rude, mean, and disrespectful language or actions

OKSE has sole discretion to determine if the behavior of a member is causing negative issues or angst with others and the community.

Competitive Environment Standards

Emotions will run as high in our races as they do in all competitive environments. However, rude behavior – whether in actions behind the wheel, in oral communications through Google Meet, or in writing on forums such as Discord – have no place here.

Upon joining this league, you agree that OKSE will have sole discretion of what constitutes inappropriate on-track or interpersonal behavior, and shall have the authority to impose penalties up to and including suspension of a race or series, or a removal for the year.

Those individuals who are habitually unable to treat others in an appropriate and respectful fashion will no longer be welcome as a member of OKSE iRacing.

4 On-Track Conduct

Racing Standards

OKSE places a high value on responsible driving and fair competition. Accidents in racing are inevitable; they are a natural consequence of close competition.

The OKSE Executive Board stresses the development of driving skills and the avoidance of accidents, rewarding safe driving and minimizing the number of on-track accidents.

Reporting Process

While there will be Executive Directors monitoring each race, we cannot be aware of everything. So, teams can report reckless and/or erratic driving and attempts at on-track intimidation to the OKSE Executive Board by submitting a protest through the proper channels (see section labeled PROTESTS).

Failure to drive with respect for other competitors could lead to disqualification and higher penalties as determined by OKSE.

Those who habitually engage in bad on-track behavior will be removed from any OKSE iRacing seasons.

5 Voice and Text Chat / Forums

Communication Standards

The high emotions that are a normal part of close racing do not justify verbally abusive or other inappropriate expressions towards officials or other racers / teams / schools.

Disrespectful communications, including foul or threatening language and insults, will not be tolerated and could lead to suspension or the cancellation of the offender's membership.

6 Incident Classification

NASCAR Racing Incident Types

Light contact with another driver

Wheels off the racing surface

Loss of control

Contact with other object

Heavy contact with another driver

F1 Racing Incident Types

Light contact with another driver

Wheels off the racing surface

Loss of control

Contact with other object

Heavy contact with another driver

7 Race Settings

NASCAR Settings

Car:

Xfinity Series

Car Settings:

Fixed Settings

Warm-Up:

10 minutes

Qualification Time:

10 minutes

Start:

Rolling Start

Race:

40 minutes

Total time:

1 Hour 0 Minutes

F1 Settings

Car:

Formula Vee

Car Settings:

Fixed Settings

Warm-Up:

10 minutes

Qualification Time:

10 minutes

Start:

Rolling Start

Race:

40 minutes

Total time:

1 Hour 0 Minutes

8 Points System

Point Assessment

Points will be assessed at the end of each race.

Standings will be updated within 48 hours of the end of the race.

Decisions from protests and appeals may affect standings and will be announced at the conclusion of any dispute.

9 Caution Procedures

Pace Car Rules

All participants are expected to obey Race Control as it relates to the Pace Car. This includes staying behind the Pace Car, passing the Pace Car, letting the Pace Car by, or remaining in pace order.

Disobeying Race Control as it relates to Pace Car positioning may result in a Stop-and-Hold penalty.

Caution Compliance

Drivers must follow all iRacing rules and instructions while under caution.

Failure to comply with Caution rules (ex. continuing to drive at full speed or crashing into others to prolong caution) may result in a Black Flag and possible removal from race (see FLAG SIGNALS - Yellow Flag).

10 On-Track Rules

Qualifying Rules

Drivers on an out lap or an invalid lap must yield the racing line to a driver on a hot lap in such a way as to not impede the driver on a hot lap

The purposeful impediment of another driver during qualifying will result in a severe penalty.

Overtaking and Defending

No more than one defensive move is permitted on each straight. Weaving on a straight in front of another car is forbidden

A car may not make a defensive move on a straight in reaction to a trailing car if the move is late enough to invite contact.

When making a defensive move on a straight, the defending driver must leave a car's width plus 6in to the edge of the racing surface if the trailing car has already committed in that direction and has achieved an overlap.

When defending into a corner, the defending driver must maintain a consistent line through the braking zone.

Leaving the track while overtaking is forbidden. Penalties will be applied unless the position is given back.

If there is any overlap between cars on a straight, neither driver may move over into the path of the other.

11 Pit Procedures

Pit Lane Definitions

For Race Control purposes, the start of pit lane is defined by a pair of yellow cones, one on each side of the lane, and the end of pit lane is defined by a pair of green cones, one on each side of the lane.

Pit Lane Traffic

When leaving his or her pit stall, a driver shall, as quickly as is practical, enter the acceleration/deceleration lane to avoid incidental contact with cars being automatically placed into nearby pit stalls.

Similarly, a driver should remain in the acceleration/deceleration lane until just before entering his or her pit stall in order to avoid incidental contact with cars being automatically placed into nearby pit stalls.

Speed Limits & Control

Pit lane speed limits are in place for all iRacing series sessions. Drivers must slow to the posted pit lane speed limit before passing through the two yellow cones that mark the entrance to the pit lane, and drivers may not accelerate above the pit lane speed limit until after passing through the two green cones that mark the exit of the pit lane.

Failure to obey the posted pit lane speed limit will result in a penalty that can range from a Drop-to-End penalty to a Stop-and-Hold penalty.

Race Control may announce that the pit entrance and exit are closed. The pit entrance will often be closed at the start and end of a caution period to maintain control of the field. The pit exit may become closed when the pace car is approaching and passing the exit for drivers' safety.

Drivers entering or exiting the pits while they are closed will receive a penalty.

Drivers will be allowed 3 Quick-Fixes during a race

12 Prohibited Actions

Intentional, Retaliatory, and/or Malicious Wrecking

Driving in the opposite direction of race traffic during any session will be viewed by Race Control as deliberate reckless driving. A furred black flag warning will be displayed immediately. Failure to comply promptly will result in disqualification.

Driving in the opposite direction of race traffic after a driver has completed a Race will result in a one-lap penalty, assessed in the final scoring.

At the conclusion of any multi-car session, drivers must either return safely to pit lane or bring their car to a safe stop off the racing surface so as not to create an incident hazard for other competitors still at speed.

Deliberate, blatant, intentionally malicious, or retaliatory wrecking, for any reason, is prohibited. Competitors who believe that they have been victims of such action – and those competitors who believe that they have witnessed such action – are strongly encouraged to file a protest through the proper channels (See PROTESTS)

13 Flag Signals



Green Flag

A green flag indicates the start of a race, a clear track condition, and/or the cancellation of a previous flag condition, such as a caution.



White Flag

When displayed at the start/finish line, a white flag indicates the start of the last lap and will be displayed to the leader first and then to the remainder of the competitors.



Checkered Flag

A checkered flag indicates the end of a Session, Warm-Up, or Race.



Blue Flag

A blue flag with a diagonal yellow stripe indicates faster cars are approaching. This flag is informational only.



Yellow Flag

A yellow flag signals a caution of some kind. When a yellow flag is displayed, this indicates danger, passing is not advisable, be prepared to slow down.



Black Flag

A black flag signals a warning or penalty of some kind.

Blue Flag Procedures

In all cases, it is the responsibility of the faster car to safely overtake the slower car. It is the responsibility of the slower car to maintain a consistent line.

It is strongly recommended that a slower car being lapped makes every reasonable effort to facilitate a safe pass.

Yellow Flag Procedures

On oval tracks, a yellow flag will signal a full-course caution. The pacing order will be frozen at the moment the full-course caution begins.

Cars causing the caution or otherwise seen as out of control may, however, not be awarded a place in the pacing order until they are detected to be on course and under control.

Race Control will instruct the leader to follow the pace car. All other drivers must fall in line in accordance with instructions from Race Control.

To assist drivers in preparation for a restart, up /down arrows will be shown to help with positioning. Failure to line up correctly by the time a driver attempts a pit entry or the race restarts will result in the offending driver receiving a black flag penalty.

While pacing during a full-course caution, Race Control will signal two laps to go, then one lap to go until the green flag restart.

When there are two laps of pacing to go until the green flag restart, Race Control may restructure the pace lines in preparation for the restart. Racers that are not on the lead lap will be shuffled down the pacing order, behind racers that are on the lead lap

Black Flag Procedures

When displayed furled: This indicates a warning from Race Control and action may be required by the driver, such as slowing on course, to avoid an in-session penalty.

When displayed unfurled: This indicates an in-session penalty from Race Control. The driver must either return to his or her pit box or drive through pit

lane without stopping to serve the penalty. Race Control will inform the driver which type of penalty has been earned.

When displayed with an orange circle ("meatball"): This indicates your vehicle has suffered excessive damage and it is unsafe to continue racing. The driver must return to the pits for required repairs before completing 3 laps or be disqualified.

When displayed with a white "X": This indicates disqualification from the session. The driver will be removed from the session.

Stop-and-Go

This penalty requires the penalized driver to return to his or her pit box and come to a complete stop inside the box before rejoining the race.

Stop-and-Hold

This penalty requires the penalized driver to return to his or her pit box and come to a complete stop inside the box. Race Control will then hold the driver for a specific duration of time before releasing them to rejoin the race.

Drive-Through

This penalty requires the penalized driver to drive through pit lane without stopping. Race Control will clear the penalty as the driver exits pit lane. Drive-Through penalties may not be served alongside any other black flag penalty applied to the driver

Disqualification

Upon disqualification, a driver has 30 seconds to pull off of the racing line and exit the Session, otherwise Race Control will automatically remove the disqualified driver. Race Control will immediately remove any driver from a session who is assessed a disqualification black flag for driving the wrong way on the track. Whenever this occurs, this is a "DQ - Scoring Ended" penalty - this means the driver's score, progress, and results are now

finalized and may no longer change.

Failure to Comply: Failure to comply with any flag signal may result in a black flag penalty being assessed by Race Control

14 Penalties

Breach of Rules

Automated Driving Inputs

Drivers may not utilize third-party software and/or hardware to modify or automate direct real-time human control inputs to the iRacing simulation. Exceptions may exist under OKSE's sole discretion for supporting accessibility features for disabled drivers or other reasons OKSE deems acceptable.

Blocking

The leading driver is allowed to run a defensive line. However, blocking occurs when a leading driver actively adjusts his or her driving line based on the actions and/or positioning of a pursuing driver. For example, veering left to prevent a pursuing driver from passing on the left while running on a straight.

Cheating

Members may not cheat or otherwise engage in conduct deemed by OKSE to be in conflict with the spirit or intent of the Simulation or Sporting Code.

Cutting the Course

Cutting the course infractions will result in a furred black flag warning and the driver will have a given period of time to slow down and comply before being assessed a black flag Stop-and-Hold penalty by Race Control. If the driver does not slow down and give up the time gained within the time limit, Race Control will give the driver a black flag stop-and-hold penalty with the duration of the hold being equal to the illegally gained time advantage plus 15 seconds.

Damaged Vehicles

Illegal Surfaces

Drivers may not drive damaged vehicles on the apron at reduced speeds with the intent of gaining positions from drivers that have retired or disconnected due to damaged race cars. The intent of this action is contradictory to the spirit of competition and creates an unsafe environment for the remaining drivers not damaged and still racing. A protest may be filed through the proper channels for this offense (See PROTEST)

Drivers can only use the racing surface and allowed areas of the track for Qualifying and Racing. Any disallowed areas of the track and any advantages gained through their use will be determined by iRacing.com. A protest may be filed through the proper channels for this offense (See PROTEST)

Intentional Caution

Drivers intentionally stopping on or off the racing surface to intentionally bring out a caution period for their benefit, or the benefit of another driver, is forbidden and subject to adverse administrative and /or punitive actions.

Nefarious Tactics

Drivers may not use nefarious tactics to gain an advantage in Qualifying or Racing. OKSE will determine what constitutes an advantage.

Application of Penalties

Coaching

A team may receive acknowledgement that their behavior violates OKSE's rules or the spirit of fair play. They will also receive instruction on how to avoid or prevent this violation in the future.

They are expected to learn

Post-Results Disqualification

A member or team may be Disqualified from a Race or event after Results have been posted. Their Championship Points for the Race or event will become 0, and they will drop to a last place finish.

from these instructions. This penalty is not subject to appeal.

This penalty may be subject to appeal (See APPEALS)

Restriction

A member may be restricted from use or participation in one or more various parts of OKSE iRacing for a given duration. These penalties may be subject to appeal (See APPEALS). Restrictions may include and are not limited to the following:

- A) The ability to participate in Race and Qualifying Sessions for a specific OKSE iRacing season.
- B) The ability to participate in Race and Qualifying Sessions for ALL OKSE seasons.
- C) The ability to use in-Simulation voice chat and/or text chat

Suspension

A member may be suspended entirely from use or participation on OKSE iRacing for a given duration.

Suspension penalties may include up to all OKSE iRacing services, and may remain in place for an indefinite duration. This penalty may be subject to appeal

15 Race Review

Review Process

Every race will be reviewed by the OKSE Executive Board live and/or through replay/broadcasts. OKSE may take action against a driver for rules infractions or any action deemed detrimental to the series including but not limited to points adjustments, suspension or other penalties.

16 Protests

Filing Process

Coaches may file a protest to the OKSE Executive Board (executivedirectors.okse.org) with a detailed description and a replay for review if one suspects misbehavior or violations to the rules.

By participating in iRacing, every team agrees to accept the decisions made by OKSE

A driver who is suspended based on incidents in this series may or may not also be suspended from the Spring season.

The OKSE board will only communicate with impacted teams about incidents, race rules, and any series related competition questions.

Protest Requirements

DEADLINE: All protests must be submitted within 24 hours of the incident report being posted.

SUPPORTING EVIDENCE: Time stamps and/or video would be beneficial, when available.

Documentation Requirement: Players are encouraged to document proof of their race to aid in potential disputes. Screenshots/Clips/Videos will be accepted.

17 Appeals

Appeal Process

WHO CAN APPEAL: Only the team that has been penalized may appeal a decision

HOW TO APPEAL: A team may appeal a protest decision by e-mailing executivedirectors.okse.org with details on why they think the wrong decision was made (type APPEAL in the subject).

DEADLINE: Appeals must be made within 24 hours of the incident report being posted

REVIEW TIME: OKSE Executive Board may take up to, but no more than, 7 days to rule on any appeals.

REVIEW PROCESS: Appeals will be reviewed by the entire board

FINALITY: All decisions are final.

18 Adverse and Unexpected Conditions

Intervention Policies

In iRacing, as in real racing, adverse and unexpected conditions may occur that may impact the outcome of a race. Within iRacing, these adverse and unexpected conditions may include, but are not limited to: unexpected software/hardware actions or reactions, internet service provider issues or disconnections, or any other issues with normally automated procedures. These are similar in impact to conditions in real racing, such as weather, part failure, or any other unforeseen circumstances that may alter the expected outcome of a race.

Race Continuation Protocol

When these situations arise during an active OKSE iRacing race, competitors are advised that the race will continue to run as scheduled, and to continue competing as normal.

After a post-race review of the circumstances at hand and how many drivers were impacted by the issue, OKSE, at its sole discretion, will determine if a contingency plan (including, but not limited to: drop weeks, reruns, or cancellations of races) will be implemented following the event.

As in real racing, these decisions often must be taken quickly and may have unintended consequences, so every effort will be made to intervene only in a manner that is fair for all competitors.

Communication & Compliance

In all cases, OKSE officials will communicate as quickly as possible with all competitors about race control intervention in response to adverse and unexpected conditions.

Competitors are expected to respect the decisions of race control in these matters, regardless of whether they are impacted positively or negatively.

DISCIPLINARY ACTION: Excessive resistance, whether public or private, to race control decisions may result in disciplinary action

NASCAR MAP / LAP / FUEL / TIRE CHANGE / TOD

Race #1 – Daytona – 42 Laps – 55% Fuel – 2 Tire Changes – SUNSET

Race #2 – Legacy Phoenix – 70 Laps – 50% Fuel – 2 Tire Changes – NOON

Race #3 – Texas – 65 Laps – 50% Fuel – 2 Tire Changes – LATE AFTERNOON

Championship – Charlotte – 65 Laps – 65% Fuel – 2 Tire Changes - NIGHT

F1 MAP / LAP / FUEL / TIRE CHANGE / TOD

Race #1 – Oran Park (Grand Prix Course) – 20 Laps

Race #2 – Laguna Seca – 15 Laps

Race #3 – Virginia International – 10 Laps

Championship – Charlotte Roval (2019) – 12 Laps