



Rules

1. Basic requirements

- 1.1. By participating in this league every team and driver confirms that he has understood and accepted the rules.
- 1.2. If you have yet to understand every rule, please make sure to post your questions on the forum or Discord.
- 1.3. Every driver must use his real name in the forum and rFactor 2. Make sure the first letter of your first and last name is in capital letters e.g. Max Racer.
Do not use special characters like ä, ö, ü, etc.
 - 1.3.1. Ingame name and the name in the entry list need to be identical to avoid trouble during the event. This further means no extra blanks between your name or at the end.
- 1.4. Every driver has to be on the P1-Gaming e.V. TeamSpeak server while he is driving an official session (qualification and race) and must be able to hear whisper messages from race control.
 - 1.4.1. It is not allowed to enter channels from other teams in TeamSpeak.
 - 1.4.2. It is not allowed to whisper to channels from other teams in TeamSpeak. The only exception is the race stewards.
- 1.5. Every driver has to make sure his ping is stable and has a good internet connection.
- 1.6. You are not allowed to share any content or passwords used on P1-Gaming e.V.

2. Code of conduct

- 2.1. All drivers have to be respectful with each other (no insults, racism, etc.) in the forum, on the track, on TeamSpeak as well as in the live stream.
- 2.2. All attempts to gain an unfair advantage e.g. using a bug (without reporting it to the staff), cheating, etc. will be penalized.

3. General rules

- 3.1. Official sessions will not be delayed due to client-side technical problems. Make sure your system is running fine before an official session.
- 3.2. If a briefing is announced for an official session, at least one team member has to take part and must inform the rest of his team.
- 3.3. Horn usage is not allowed and will be penalized.
- 3.4. Usage of the "ingame" chat will be penalized.
- 3.5. A specific driver is **not** allowed to drive more than 75% of the full race distance.
 - 3.5.1. Not abiding to the rule will result in a time penalty and will be added to the race result. The time penalty will be applied by removing laps according to the equivalent time penalty. E.g. a 5 minute penalty on a track with a of ~1:30 lap time for the class will be a penalty of 4 laps. With a lap time of ~1:45 it will be a 3 lap penalty.
 - 3.5.1.1. $\leq 80\% \rightarrow 5 \text{ min penalty}$



- 3.5.1.2. $\leq 85\% \rightarrow 10$ min penalty
- 3.5.1.3. $\leq 90\% \rightarrow 15$ min penalty
- 3.5.1.4. $\leq 95\% \rightarrow 20$ min penalty
- 3.5.1.5. $> 95\% \rightarrow 25$ min penalty

4. Liveries

- 4.1. You have to use the livery templates provided by P1-Gaming e.V.
- 4.2. It is not allowed to remove or move league sponsor logos.
- 4.3. It is not allowed to remove or to move number plates.
- 4.4. If any company logos or copyright-protected images are used you need to have permission to use them.
- 4.5. The car is not allowed to race without a submitted and approved livery for a car and will not be included in the mod.
- 4.6. If a deadline is missed the car is not allowed to run the qualification on its next race.
- 4.7. Teams on the reserve list should submit their liveries as well in case a team drops out or will be demoted.

5. Sign-ups

- 5.1. Car numbers with a **leading zero** are not allowed. (e.g. 1 is ok, **01** will not be allowed.) If we find a car with a leading zero in the number in the entry list the car will be removed.
- 5.2. A driver is only allowed to drive one specific car in a race.
- 5.3. The driver lineup for a race can be edited until 24 hours before the race.
 - 5.3.1. If a deadline is missed the car is not allowed to run the qualification on its current race.
 - 5.3.2. Drivers not registered until the end of free practice are not allowed to drive in the race.

6. Drivers

- 6.1. Drivers not being able to drive within 103% of a reference time will be on probation.
 - 6.1.1. The reference time will be announced one week before the race.
 - 6.1.2. The times will be checked 24 hours before the race starts. And registered drivers not within the 103% will be noted on probation.
 - 6.1.3. When these drivers are driving unpredictably and are a safety risk for other cars on track a driver swap will be ordered from race control. Not obeying this order within 5 minutes will result in a disqualification.

7. Spectators

- 7.1. It is not allowed to be on the server as a spectator. Only exceptions are the official stream users, race stewards and preparing for driver swaps.
 - 7.1.1. It is allowed to join the server ~5 min before a driver swap. The second driver has to leave the server after the new driver leaves the pits.

8. Ontrack behavior

8.1. General on track behavior

- 8.1.1. Erratically driving like brake checking, unnecessary slowing through a corner, punting, bump-passing, cutting-off or chopping are all deliberate actions, whether there is contact or not, and subject to penalty.
- 8.1.2. Blocking is not allowed and is subject to a penalty.
- 8.1.3. Weaving to break a draft is considered blocking.
- 8.1.4. Flashing of headlights (headlight pulse) is permitted. The number and duration of flashes should not exceed the ingame flash functionality. Excessive usage is not permitted.
- 8.1.5. Stewards are allowed to request a driver swap if the driving standards are not up to par. This also includes potential connection issues.

8.2. Flags

- 8.2.1. If not otherwise described (e.g. blue flag in race) general racing flag rules apply. A description of the flag rules can be found [here](#).

8.3. Ontrack penalties

- 8.3.1. You can ask the stewards to remove ingame penalties if you have received several penalties from the game for 1 cut. These removed penalties will be checked afterwards and if the removal was not justified you will be penalized (e.g. speeding in pit lane or cutting the track). 1 lap penalty for each unjustified removal.
- 8.3.2. If you have a DSQ you can ask the stewards to remove the DSQ. We consider the time loss as enough penalty for not serving a game penalty or forgetting to turn on the headlights. This does not apply to DSQ given by the stewards.
- 8.3.3. DSQs acquired after the race finish are not removable.

8.4. Incident report during the race

- 8.4.1. Reports have to be sent by the drivers of a car or the team manager according to the entry list.
 - 8.4.1.1. The stewards can also make reports.
- 8.4.2. Reports have to be done using a Google form provided in the briefing.
- 8.4.3. Stewards on duty will be in the stewards channel and will have the stewards user group on TeamSpeak.
- 8.4.4. Reports sent not using the provided Google form will not be processed.
- 8.4.5. It is only allowed to report incidents in which your car is directly involved.

8.5. Cutting (track limits)

- 8.5.1. Track limits will be determined by the simulation.

8.6. Qualifying

- 8.6.1. All classes will share the track during the qualification.



- 8.6.2. You have to run sufficient engine cooling. Smoking engines will not be tolerated.
- 8.6.3. Pressing ESC outside the pit lane and going back on track **is allowed**. Your previously set lap times will remain valid when stored from the simulation.
 - 8.6.3.1. If a driver violates the no ESC rule their car will be disqualified in the qualification and has to start from the back of its starting group.
- 8.6.4. Cars on a fast lap always have the right of way compared to cars on an in- or outlap.
- 8.6.5. Make sure to not impede any driver when you are on an in- or out lap.
- 8.6.6. Each driver is responsible to find a sufficient gap in Qualifying without impeding other cars.
- 8.6.7. There is no guarantee a driver will keep their starting position in case they leave the server during qualifying.

8.7. Warm-up

- 8.7.1. Driver briefing is during the warm-up session.
- 8.7.2. Driver swap is only allowed using the ingame driver swap.
- 8.7.3. There is no guarantee a driver will keep their starting position in case they leave the server during warm-up.

8.8. Formation lap

- 8.8.1. You have to drive with caution on the formation lap. Excessive weaving and braking is not allowed.
- 8.8.2. On straights there needs to be a constant speed of about 120 with a maximum speed of 130 from the starting group leaders. No excessive braking or accelerating is allowed.
- 8.8.3. Excessive gaps (max 5 vehicle length) in the field during the formation lap may be subject to a penalty.
- 8.8.4. If you spin on the formation lap you are allowed to catch up to the end of the current class grid.
- 8.8.5. Any possible game penalties during the formation lap will be removed if you inform a steward.

8.9. Race Start

- 8.9.1. Details for the race start will be provided in the briefing documents for each event.
- 8.9.2. The pole setter of each class can decide on which side he wants to start.
- 8.9.3. The formation lap starts with the green from the game and the leading car of each class and the gap between the classes should be ~5 secs.
- 8.9.4. When race control tells the class to go into double file formation there will also be a command to close the gaps and then to hold formation (means consistent speed of max. 80 kph).
 - 8.9.4.1. Double file means both cars need to be side by side with the leading car having a small advantage.



- 8.9.5. For each class race control will first give a signal to get ready and within a few seconds there will be a green command for this class in the in game chat and as additional as whisper in TeamSpeak and the race will officially start. There will be a separate command for each class. The rule giving command is the in game chat message.

8.10. Pitting

- 8.10.1. You are not allowed to cross the white lines on the pit exit.
- 8.10.2. The car in the fast lane in the pitlane always has priority.
- 8.10.3. You have to stay in the fast lane of the pitlane until you reach your pit box.
- 8.10.4. You are not allowed to drive in the slow lane of the pit lane for an unnecessarily long distance.
- 8.10.5. The pit speed limit will be announced in the briefing for each event.

8.11. Overtaking

- 8.11.1. Overtaking means to pass someone not driving through them. Drivers are not allowed to push cars out of the way to overtake them. Though contact may not always be avoidable it may not act as a means to make the pass.
- 8.11.2. A driver can only attempt a pass when there is room for it and when the chance is reasonably high that it becomes successful without causing contact. On road courses, this means that the overtaking car must be able to get a significant overlap with the defending car before they get to the point of turn-in for a corner. On ovals, any bit of overlap is enough to claim space.
- 8.11.3. The defending driver is allowed to defend his position by changing the line once per straight. As soon as the overtaking car has overlap on the straight the defending driver can only use the width of the track between the overtaking car on the one side and the track boundary on the other side to move in without applying physical force to widen it. Retaking the racing line for a corner is not defined as making a defensive move if it is done safely and does not contravene other racing rules.
- 8.11.4. You need to make a proactive defensive move. Moving in reaction is not allowed.

8.12. Lapping (Blue flags)

- 8.12.1. Cars in a slower class have to be predictable (No sudden changes of direction) and are not allowed to slow down (no braking) on the racing line when being lapped by cars from a faster class.
- 8.12.2. If a car receives a blue flag while being lapped by a car in the same class the lapped car has to make way for the faster car as quickly as possible.

8.13. Yellow flags

- 8.13.1. Local yellow flags will be displayed by rFactor 2. We highly recommend keeping your eyes open in case of a local yellow flag.

8.14. Full Course Yellow (FCY)

- 8.14.1. FCY is announced to all teams in game chat and as additional information via whisper in TeamSpeak. The rule giving command is the in game chat message.
- 8.14.2. When FCY is announced there will be a 10s countdown in the game chat "START FULL COURSE YELLOW IN x s". When the countdown reaches 0 the chat message will be "FULL COURSE YELLOW ENFORCED". Then the pit limiter has to be engaged and the car has to be in pit limiter speed.
- 8.14.3. As soon as the countdown for the FCY starts, overtaking is not allowed.
- 8.14.4. It is not allowed to drive unnecessarily slowly.
- 8.14.5. When the FCY ends there will be a 10s countdown in the game chat "END FULL COURSE YELLOW IN x s". When the countdown reaches 0 the chat message will be "GREEN FLAG". The race resumes under normal race conditions
- 8.14.6. The pitlane is closed as soon as the FCY countdown starts. During a FCY with the following exceptions
 - 8.14.6.1. Cars already in the pit lane or pit entry can do their normal stop.
 - 8.14.6.2. It is not allowed to change tires.
 - 8.14.6.3. It's only allowed to refuel 20 l or do a driver swap.
 - 8.14.6.4. It's not allowed to serve penalties during a FCY
 - 8.14.6.4.1. In case of an in-game penalty inform race control. The penalty will be removed and reassigned. If you can't inform race control in time you have to serve the penalty and will be assigned an additional penalty
 - 8.14.6.5. Cars that are already in the pitlane when the countdown starts are not affected by this paragraph (8.14.6).

8.15. Red Flag (Server restart)

- 8.15.1. The lap count of the cars will be restored from the standing of the last completed lap before the restart.
- 8.15.2. Positions will be restored from the standing of the last completed available lap before the restart.
- 8.15.3. The race timer keeps running during the red flag.
- 8.15.4. Race restart time and length of the race will be announced from the stewards.
- 8.15.5. After the formation lap, the race continues under FCY until everything is checked the stewards will end FCY.

8.16. Server-/ Racerejoin

- 8.16.1. Cars will keep the physical state from the time they leave the server
 - 8.16.1.1. Heavily damaged vehicles can be repaired from race control. To simulate repair time + towing to the pits there will be a 5-minute wait time before the vehicle is fixed. The 5 minute



timer starts when a car member has joined the stewards channel in TeamSpeak and has informed race control.

8.17. Incidents, crashes etc.

- 8.17.1. A driver who left the track due to an incident or spin has to make sure he rejoins the track in a safe manner without impeding other drivers.
- 8.17.2. If a team has a heavily damaged car, they should inform race control, so other drivers can be warned.
- 8.17.3. If you have heavy damage, you have to pit immediately to repair your car.
- 8.17.4. Out-of-control or spinning drivers have to lock their brakes to make it easier for other drivers to predict their movements.

9. Severability clause

- 9.1. Basis for the complete execution of the race series and events as well as all decisions within the scope of these events, are exclusively these " General Regulations" and, if available, the respective series-specific regulations in the version valid at the time of the event.
- 9.2. Should the wording of these regulations not be suitable in an individual case to make a decision that complies with the principle of sporting fairness, a decision deviating from the wording of the regulations can be made in this case with sufficient justification.
- 9.3. If this case occurs, the responsible functionaries shall subsequently specify, change or supplement the wording of the regulations in such a way that it becomes generally valid for all subsequent events.

10. Authority of the race control

- 10.1. If necessary in an individual case, the race control can make decisions during a race event that deviate from the rule book and those decisions will be binding for all participants.
- 10.2. It must be ensured that all participants can receive the corresponding information.
 - 10.2.1. The information will be shared using whisper in TeamSpeak and posted in the forum event thread.

11. Definitions

- 11.1. Overlap: Is defined as any part of the car behind overlapping (lining up) with any part of the car in front.
- 11.2. Turn-in Point: Is defined as the point where the driver starts to turn into the corner entry. It can be observed with steering input of the driver. Determining a turn-in point for any corner can be very tricky due to different class cars having varying speeds and braking performances and will be at the discretion of the race stewards.
- 11.3. Dive-Bombing: A driver who is following another driver up close, suddenly pulls off and dives on the inside unexpectedly at corner entry (past turn-in point). It is prone to contact and is ill-advised.
- 11.4. Blocking: Changing racing line more than once as a defensive maneuver.
- 11.5. Pitlane: Is the part of the track where the speed limits apply.



Changelog

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- Initial release

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- 6. → 104% to 103%

