

Trident Renn Gruppe Sportsmanship Manual v1.2

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1. General Principles

1.1. Trident Renn Gruppe

1.1.1. Trident Renn Gruppe (TRG) is dedicated to fostering a community centered around authentic and competitive sim racing experiences. Our mission is to provide a platform that promotes high-quality, organized, and real-time online racing events.

1.1.2. TRG serves as the governing body for sim racing events conducted through and by Trident Renn Gruppe. We aim to establish and maintain structured, consistent, and fair competition environments for all participants.

1.1.3. TRG shall be the sole authority responsible for establishing and enforcing regulations for sim racing competitions hosted under its banner. These regulations are designed to uphold the values of passion, respect, and sportsmanship within our community.

1.1.4. TRG may engage in collaborative efforts with other sim racing organizations or motorsport entities through co-sanctioning agreements or similar partnerships. These collaborations are intended to enhance the organization and execution of specific sim racing events or series while maintaining our core principles.

1.1.5. TRG reserves the right to update this document as necessary, with changes implemented at the discretion of League Administrators for the continued enhancement and benefit of the League. Updates may occur without prior notice.

1.2. Core Values

1.2.1. **Passion:** At TRG, we celebrate the passion for motorsports and sim racing. We encourage our members to embrace their love for racing and strive for excellence in every event.

1.2.2. **Respect:** Respect forms the foundation of our community. We expect all participants, whether drivers, officials, or spectators, to treat each other with dignity and courtesy at all times.

1.2.3. **Sportsmanship:** Sportsmanship is essential in all TRG events. We emphasize fair play, honesty, and integrity both on and off the virtual track. Competitors are encouraged to compete vigorously while maintaining respect for their fellow racers.

2. Code of Conduct

2.1. General Principles

2.1.1. Respectful Conduct: At Trident Renn Gruppe (TRG), we prioritize respect and courtesy both on and off the virtual track. Members are expected to treat each other, drivers, officials, employees, spectators, partners, guests, and the community at large with fairness and respect. Bullying, abusive language, threats, rudeness, meanness, and disrespectful actions are strictly prohibited. TRG reserves the right to determine if a member's behavior is causing negative impacts within the community.

2.1.1.1. Constructive Communication: Constructive feedback and warranted complaints should be communicated respectfully. Continuous negativity towards TRG, its members, or the community on any platform (including Discord and Instagram) is not acceptable.

2.1.2. Real Name Policy: To promote accountability and facilitate genuine relationships within our community, members are required to register and interact using their real names. Exceptions to this policy may be considered on a justified basis; please contact us to discuss alternative options.

2.1.3. Behavioral Expectations: Emotions can run high in competitive environments, but rude behavior, whether through actions on the track, verbal communications in Discord, or written interactions on Instagram, has no place within TRG.

2.1.4. Enforcement and Penalties: TRG upholds the Terms of Use and End User Licensing Agreement to maintain a respectful environment. TRG reserves the right to impose penalties, including membership suspension or revocation, for individuals who engage in deliberate misconduct or habitual disrespect towards others, whether on or off the track.

2.2. On-Track Conduct

2.2.1. TRG places a high value on responsible driving and fair competition. While accidents may occur in racing, all members are expected to adhere to safe driving practices and strive to minimize on-track incidents.

2.2.2. Responsibility: Each driver is responsible for their actions on the track. TRG reviews all races to monitor driving behavior and may investigate reported incidents through proper channels. TRG Officials may also change race results based off of findings due to scheduled race review or due to findings of an investigation because of an incident report.

2.2.3. Community Standards: TRG members are ambassadors of virtual motorsport and are expected to conduct themselves with the same level of courtesy and respect as in physical motorsport events.

2.3. Discord and Instagram Interactions

2.3.1. **Discord:** TRG utilizes Discord for communication among members. Members must refrain from verbally abusive or otherwise inappropriate behavior towards officials or fellow racers. Disrespectful communications, including foul language, threats, or insults, are grounds for disciplinary action, up to and including membership suspension.

2.3.2. **Instagram:** TRG's Instagram account serves as a platform to showcase our community's achievements and events. Interactions should align with TRG's values of respect and sportsmanship. Public confrontations, excessive negativity, accusations, or attacks are not tolerated and may result in penalties.

3. Flag Signals

3.1. Green Flag

3.1.1. The green flag signals the start of a race or a clear track condition, and it cancels any previous flag conditions such as a caution period.

3.2. White Flag

3.2.1. Displayed at the start/finish line, the white flag indicates the start of the last lap. It is shown first to the race leader and then to all other competitors.

3.3. Checkered Flag

3.3.1. The checkered flag signifies the end of a session, warm-up, or race.

3.4. Blue Flag

3.4.1. A blue flag with a diagonal yellow stripe informs drivers that faster cars are approaching. It serves as a warning but does not imply an immediate obligation to yield.

3.4.2. It is the responsibility of the faster car to safely overtake the slower car. The slower car should maintain a consistent racing line. Slower cars being lapped are required to facilitate safe overtaking maneuvers whenever possible.

3.4.3. In Multi-Class races the slower class car **MUST** yield to the faster class of car at all times.

3.5. Yellow Flag

3.5.1. A yellow flag indicates caution on the track.

3.5.2. When a yellow flag is displayed:

- Passing is not advisable.
- Drivers must be prepared to slow down.
- The track may be partially or fully obstructed.

3.5.3. Yellow Flag Procedures - Road Courses

3.5.3.1. Local yellow flags indicate incidents on specific parts of the track. Drivers must proceed cautiously.

3.5.3.2. Full-course caution involves displaying yellow flags at the start/finish line and all corner stations. Race Control will freeze the running order and deploy the pace car to pick up the race leader. Drivers must follow Race Control instructions regarding lineup behind the pace car.

3.5.4. Yellow Flag Procedures - Oval Tracks

3.5.4.1. A full-course yellow flag signals caution on oval tracks. The running order is frozen when the caution begins. Cars causing the caution may not immediately be included in the pacing order until they regain control.

3.5.4.2. Race Control directs the leader to follow the pace car during full-course cautions. All other drivers must align according to Race Control's instructions. Up/down arrows may guide positioning for restart preparation.

3.5.5. Wave-By

3.5.5.1. Before a green flag restart, Race Control may reorganize pace lines. Non-lead lap cars are moved down the order behind lead lap cars. Pit lane is closed to lead lap cars that haven't pitted. Pit entry by these cars results in a green flag penalty stop.

3.5.5.2. One lap before the green flag restart, Race Control issues the Wave-By to cars between the pace car and race leader. Pit lane is closed to Wave-By cars. Entering pit lane under these conditions results in a green flag penalty stop.

3.6. Black Flag

3.6.1. A black flag indicates a warning or penalty.

3.6.2. When furled, it warns the driver of potential action required, such as slowing on course to avoid further penalty.

3.6.3. When unfurled:

- It signifies an in-session penalty from Race Control.

- The driver must either return to their pit box or conduct a drive-through pit lane penalty without stopping.
- Race Control specifies the penalty type.

3.6.4. A black flag with an orange circle ("meatball") indicates excessive vehicle damage. The driver must return to the pits for repairs or face disqualification if damage is irreparable.

3.6.5. A black flag with a white "X" results in immediate disqualification from the session. The driver is removed from the session but may participate in subsequent events for the same session.

3.6.6. Black Flag Procedures

3.6.6.1. Race Control may issue four types of black flag penalties:

- Stop-and-Go
- Stop-and-Hold
- Drive-Through
- Disqualification

3.6.6.2. Drivers must pit within three laps to serve black flag penalties. Lap times are not recorded until penalties are served.

3.6.6.3. The Reset control cannot be used to clear black flag penalties during a race session. It's permissible in Testing, Practice, Qualifying, and Time Trial sessions.

3.6.6.4. Failure to serve a black flag penalty results in a post-race time penalty.

3.7. Failure to Comply

3.7.1. Ignoring flag signals may result in a black flag penalty from Race Control.

4. Penalties

4.1. Breach of Rules

4.1.1. The following offenses constitute a breach of Trident Renn Gruppe's rules:

- Any fraudulent conduct or act prejudicial to the interests of fair competition or internet racing.
- Use of third-party software or hardware to automate real-time human control inputs, except under approved accessibility circumstances.
- Blocking: Adjusting driving lines to impede pursuing drivers.
- Cheating or conduct conflicting with the spirit of fair play.

- Cutting the course to gain an advantage.
- Driving damaged vehicles on aprons to gain positions unfairly.
- Use of illegal surfaces during qualifying or races.
- Intentional cautions to manipulate race outcomes.
- Use of nefarious tactics to gain advantages.
- Tanking: Intentionally lowering one's License Class, iRating, or Safety Rating.
- Failure to comply with required tire compound changes.
- Use of Tow Laps (Reset function) to gain positions unfairly.

4.1.2. Violations of Trident Renn Gruppe's Sporting Code may result in penalties determined by league officials. Immediate compliance with penalties is required pending any appeals (See Appeals, Section 6).

4.2. Application of Penalties

4.2.1. Penalties may include, but are not limited to, the following:

- **Coaching:** Verbal or written warning aimed at correcting behavior.
- **Post-Results Pre-DQ Action:** Point Reduction or Time Adjustments based on results of review. Any action taken that affects post race scoring. Appealable
- **Post-Results Disqualification:** Disqualification from a race after results are posted, resulting in zero points for the event. Appealable.
- **Restriction:** Temporary suspension from specific iRacing sessions or features. Appealable.
- **Suspension:** Temporary or indefinite suspension from all iRacing services. Appealable.

4.2.2. Penalties must be served in full while the member's Trident Renn Gruppe membership is active or until expiration, as determined.

4.2.3. Use of alternative iRacing accounts to circumvent penalties is strictly prohibited and may result in additional penalties.

4.2.4. Ratings will not be adjusted regardless of protests, appeals, or penalties assessed.

4.3. Forfeiture of Awards

4.3.1. Members penalized forfeit the right to receive awards for racing competitions at the discretion of Trident Renn Gruppe officials.

4.4. Publication of Penalties

4.4.1. Trident Renn Gruppe reserves the right to publish the names of members penalized, nature of infractions, and associated penalties in league publications or affiliated forums.

5. Protests

5.1. Who May Protest

5.1.1. Any member of Trident Renn Gruppe who observes an incident or believes a violation of the league's Sporting Code or iRacing Sporting Code has occurred has the right to file a protest. This includes actions or decisions by Trident Renn Gruppe officials, drivers, or other involved parties that are perceived as unfair or contrary to league and iRacing rules.

5.2. Lodging a Protest

5.2.1. Protests must be submitted in writing, specifying the relevant sections of the Trident Renn Gruppe Sporting Code, Racing Rules, or other official league regulations that have allegedly been violated.

5.2.2. Protests can only be filed using the Official Protest Form. This form can be accessed through the webpage, located at the bottom of every seasons home page.

5.2.2.1. When filing a protest via the Official Protest Form, it is mandatory to provide supporting evidence. Evidence may include screenshots, replays, video captures, audio recordings, or results screens that substantiate the claims made in the protest.

5.2.3. Protests must be filed within 7 days of the incident or violation that is being protested.

5.3. Review of a Protest

5.3.1. Protests should be reasonable, logical, and supported by sound evidence. Even if deemed well-founded, protests can still be subject to varying interpretations.

5.3.2. Trident Renn Gruppe officials will review protests promptly during normal business hours. They may contact involved parties, gather additional evidence, and conduct investigations as necessary to reach a decision.

5.3.3. The league reserves the right to investigate any member against whom protests have been filed, irrespective of the protest outcomes or appeals.

5.3.4. Trident Renn Gruppe may classify protests as frivolous or incomplete if they are deemed unreasonable, illogical, or lack sufficient evidence. Penalties may be imposed on members filing frivolous protests.

5.3.5. All parties involved are bound by the decision resulting from the protest, with the option to pursue a formal appeal (See Appeals, Section 6) if dissatisfied with the initial ruling.

6. Appeals

6.1. Right to Appeal

6.1.1. Any member of Trident Renn Gruppe who has been assessed a penalty shall have the right to appeal any decision or penalty imposed by the league, unless otherwise stated in the penalty notice or in the Trident Renn Gruppe Sporting Code.

6.2. Well-Founded Appeals

6.2.1. To be considered valid, an appeal must be well founded, reasonable, logical, and based on sound evidence. Trident Renn Gruppe reserves the right to deem appeals frivolous if they are found to lack merit, reason, or sufficient evidence. Penalties may be assessed on members filing frivolous appeals.

6.3. Initiating an Appeal

6.3.1. Appeals must be submitted in writing explicitly requesting an appeal, detailing the nature of the appeal, reasons why an appeal is warranted, and providing all relevant evidence to support the appeal. Written appeals should be addressed to the "Appeals Committee - Trident Renn Gruppe" and submitted to appeals@tridentrenngruppe.com. Appeals must be submitted within fourteen days of receiving the penalty or decision being appealed.

6.3.2. Example of a Properly Formatted Appeal:

- **Sporting Code Section:** [Specify relevant section]
- **Driver:** [Driver's Name]
- **Grounds for and Description of Appeal:** [State reasons and arguments for the appeal]
- **Accompanying Attachments:** [Attach supporting evidence such as screenshots, replays, or data]

6.4. Notification and Final Appeal Decision

6.4.1. Trident Renn Gruppe will notify the appealing member of the final appeal decision as promptly as possible after the decision is made. The league reserves the right to communicate the appeal decision to all league members or through other appropriate channels.

6.4.2. The appeal decision rendered by Trident Renn Gruppe is final and binding, with no further right to appeal within the league's jurisdiction.

6.4.3. By participating in Trident Renn Gruppe events, all members agree not to initiate or pursue any legal claims, suits, or actions against the league or any of its representatives regarding the final appeal decision. Members acknowledge that any violation of this agreement

may result in reimbursement of all associated costs and expenses incurred by Trident Renn Gruppe, including legal fees.

7. Scoring

7.1. Clear and Transparent System

7.1.1. Trident Renn Gruppe Racing League strives to support and promote an environment of healthy competition. Through a transparent scoring system and transparent scoring decisions.

7.1.2. Trident Renn Gruppe Racing League 14 day racing reciprocity law: All Racing incidents are allowed to be reviewed and all reviews are allowed to be appealed. However, any incident that has not been reviewed or appealed is considered null and void after 14 days.

7.1.2.1. It is the responsibility of the racer to review and report racing incidents in a timely manner.

7.1.2.2. Trident Renn Gruppe Racing League Admin are a volunteer group of racing enthusiasts, not professional racing marshalls. Mistakes in rulings can be made and can be appealed.

7.1.2.3. Post race review changes can affect race standings, sometimes significantly. Timely Reporting and Appeals processes are key to fast accumulation and finalization of race or championship results. Not every standings chart available across the iRacing service will match the scoring documented by Trident Renn Gruppe. Reach out to us on Discord or at contactus@tridentrenngruppe.com for the most up to date standings or when they will be published.

7.1.3. Trident Renn Gruppe promises to record and update standings in a timely manner. Due to the length of time available for Incident reporting it may take up to 21 days for race results to be posted after an event, and up to 28 days after a racing season.

7.2. Special Scoring Circumstances

7.2.1. Trident Renn Gruppe Admin can use scoring incentives to assist with race participation and turn out. Using lump sum bonuses or percentage increases for the race event.

7.2.1.1. Scoring incentives can be changed at TRG Admin discretion at any time.

7.2.2. TRG Admin can use scoring deductions as punishment for racing incidents and rule infractions.

7.2.3. Points can only be gained from successful completion of an event (i.e Cross the start line and subsequently finish line.), however, points accrued through penalties can still be deducted from the racer whether the race is completed or not.

7.3. Points Distribution

7.3.1. Points are issued for position finishes as listed below:

1st	40
2nd	32
3rd	25
4th	21
5th	18
6th	15
7th	12
8th	10
9th	9
10th	8
11th	7
12th	6
13th	5
14th	4
15th	3

7.3.1.1. Any finishing position below the lowest listed position will earn 1 single point as long as they started and finished the race.

7.3.1.2. DNF's qualify for 0 racing points

7.3.2. Points can not be transferred among drivers for any reason.

7.3.3. Trident Renn Gruppe holds the final score keeping responsibility.