



SIM LEAGUE COMPETITION RULES

The Competition Rules (CR) of Full Send Sims are intended to assist in the orderly conduct of race events. They are in no way a guarantee against injury or death to participants, spectators, or others. No express or implied warranties of safety or fitness for a particular purpose are intended or shall result from publication of or compliance with these rules.

FOREWORD

Electronic of the CR are available. The electronic edition may be updated during the calendar year and will be available on the Full Send Sims Website changes will be in *Red Italics*.

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I. League Overview

A racing simulation company that offers turnkey and custom simulators as well as track-side rental opportunities. Thanks to industry leading equipment, the combined real life racing experience and real-world simulator building experience, we're able to bring uniquely well qualified insight to the field. The league serves as an opportunity for racers to get an opportunity to experience a club race weekend format to help simulate what it would be like on their first race weekend.

1. General Conduct

To help control the atmosphere between drivers both in and out of sessions, all members of the league will be required to respect your fellow drivers. Calling out another driver during the race for mistakes will not be tolerated. Speak with them privately after the race or contact an admin. If you call out or complain about another driver you will immediately be issued a drive-through penalty.

2. Racing Rules and Procedures

2.1 Pace Lap

- A. One Pace lap will precede all races, unless the Race Director authorizes more than one unscored pace lap or an alternative starting procedure. Sessions will be setup using the "short pace lap" setting in iRacing when available.
- B. A car may not improve its position in the field after the cars are released from the grid for the pace lap.
 - a. A car that is found to be out of position on the start will either be penalized by the iRacing automated penalty system or a post-race penalty by a Full Send Sims steward.

2.2 Race Starts

- A. The standard rolling start will be used at all Full Send Sim races unless an alternate procedure has been included in the event Pre-Announcement.
- B. The iRacing Starting System will be utilized.
- C. The Race official will allow a start of the race if:
 - a. At a constant low speed;
 - b. Well bunched;
- D. Racing begins and passing may occur throughout the field when the green flag is displayed.

2.3 An Aborted Start

In the event that the field is not properly formed the race official will extend the caution by 1 (one) lap and announce “No Start No Start No Start” over both iRacing Voice Channels and Text channels. Drivers are to maintain pace car speed and not advance their position. The race clock starts as soon as the start is aborted.

2.4 Full Course Yellow Procedures

In the unlikely case the Race Director may use a safety car as necessary to control the field and to assure expeditious restarts. A safety car will be used to control the field and to assure expeditious restarts. All vehicles must pass any on track incident(s) well under control. The field shall follow the Pace/Safety car as long as its emergency lights are on, even if it varies from the course.

- A. Safety Car
 - 1. A safety car will enter the course only under double yellow flags.
 - 2. When dispatched, the safety car, with emergency lights flashing, will gather the field under steady and reduced speeds that are appropriate to track conditions.

3. If the safety car is not dispatched in front of the leader, an official in the safety car will wave cars by until the leader is behind it.
4. Prior to a restart, the safety car will maintain the established pace, extinguish the lights, and exit the course.

B. Lead Car

1. When there is a safety car, the lead car will control the field, as follows:
 - a. Smoothly and orderly slow the field prior to the safety car entering the track.
 - b. Keep pace with the safety car, and not balk the field.
 - c. Maintain the speed of the safety car coming down to a restart.

C. The Field

1. All drivers must make every effort to safely catch the field as soon as possible to form a single and evenly-spaced line behind the safety car or leader.
2. Race cars may not pass the safety car unless waved around by that official. Any car passing the safety car without being directed may be black-flagged into the pits, and other penalties may be imposed, as specified in Section 4.
3. Drivers must maintain the safety car's pace and not improve their positions or begin racing until the green flag has been displayed to restart the race.
4. A driver of a disabled car or a car that cannot maintain the pace should not hold up the field. They must pull to the side of the course, and reset their car back to the pits.

2.5 On Course Driver Conduct

- A. Drivers are responsible to avoid physical contact between cars on the race track.
- B. Each competitor has a right to racing room, which is generally defined as sufficient space on the marked racing surface that under racing conditions, a driver can maintain control of his car in close quarters.

- C. Drivers must respect the right of other competitors to racing room. Drivers are entitled to one safe protective move. Once the one safe move is made, any abrupt changes in direction that impede or affect the path of another car attempting to overtake or pass may be interpreted as an effort to deprive a fellow competitor of the right to racing room.
- D. The overtaking driver is responsible for the decision to pass another car and to accomplish it safely. The overtaken driver is responsible to be aware that he is being passed and not to impede or block the overtaking car. A driver who does not use his rear-view mirror or who appears to be blocking another car attempting to pass may be black flagged and/or penalized, as specified in Section 4.
- E. Drivers are required to follow directions associated with any flags or directions given by race control.

2.6 Post Race Conduct

After each race, everyone is required to do a full cool-down lap around the track and then pull into the pits before getting out of the car. Please be aware that incidents that happen after the checkered flag will still count and be reviewed resulting in potential penalties. DEMO DERBYs after the checkers are NOT permitted. Note: The Winner of the race is allowed to pull off into a safe area after the checker to do some donuts for the broadcast.

2.7 Supplemental Regulations

Drivers are responsible for reading all announcements in the Full Send Sims Discord <https://discord.gg/vrsKZzuhwS> which will serve as supplemental regulations for the series.

3. Flag Signals

The following signals both advise Drivers of various conditions, and direct Drivers to obey various specific instructions or take specific actions. These flags will be shown on a competitor's screen, a flashing flag serves as a waving flag.

3.1 Green Flag

Start or restart of a Session or Race, or cancellation of a danger previously signaled. Racetrack is clear.

3.2 Yellow Flag

A. YELLOW – LOCAL

1. Motionless Single: Danger, no passing, slow down. Motionless yellow flag is generally used to advise of a serious danger off the track. May be displayed preceding a waved yellow for additional warning.
2. Waved Single: Extreme danger, no passing, slow down, be prepared to stop. Waved yellow flag may mean imminent and serious danger on or adjacent to the track.
3. The prohibition on overtaking starts at the line on the racetrack perpendicular to the point of the first displayed yellow flag. Overtaking may resume at the line on the racetrack perpendicular to the end of the incident. However, any time a yellow flag is displayed at any point on the racetrack it is the responsibility of the Competitor to use additional caution. Failure to use such caution may be penalized regardless of position relative to the flag.

B. YELLOW - FULL COURSE YELLOW

1. Double motionless yellow flags: Full Course Yellow (FCY) or Safety Car period. Drivers must use caution and be aware that safety vehicles may immediately be dispatched onto the racetrack. Local incident(s) continue to be flagged as appropriate and Drivers must exercise extreme caution around any incident.
2. At the completion of the FCY or “Safety Car period”, the procedure for re-starts is initiated and any such FCY indication lights are extinguished at the same time as those of the Safety Car and the yellow flags cancelled.

3.3 BLACK FLAG

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

- A. 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.
- B. When displayed unfurled, this indicates an in-session penalty from Race Control. The driver must either return to their 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.
- C. When displayed with an orange circle, fondly known as a “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 or be disqualified.
- D. Some types of vehicle damage cannot be repaired during an event. If your vehicle suffers too much damage that is unable to be repaired, upon arriving back at your pit stall, your pit crew will inform you that your race is over.
- E. When displayed with a white “X,” this indicates disqualification from the session. The driver will be removed from the session. Drivers disqualified from a session in this way will still be able to enter subsequent sessions for the same event.
- F. If a driver is assessed a black flag penalty by Race Control in any session, he or she must return to the pits within the next three laps to serve the penalty. Although the driver’s lap count will continue uninterrupted, lap times will not be recorded until the driver has served his/her penalty.
- G. The driver may not use the Enter/Exit/Tow Car control (also known as “Reset”) to return to the pits to serve a black flag penalty during a race session. Using the Reset control to expedite clearing of a black flag is allowed as a convenience only in Testing, Practice, Qualifying, and Time Trial Sessions.

- H. Failure to return to the pits and serve a black flag penalty will result in the application of a time penalty after the completion of the race.

3.4 Blue Flag

1. A blue flag with a diagonal yellow stripe indicates faster cars are approaching.
2. 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 required that a slower car being lapped makes every reasonable effort to facilitate a safe pass.
3. The Blue Flag is a command flag during Race and Qualifying Sessions
 - a. Qualifying
 - i. A Car on a flying lap is coming up on you. You must:
 1. Make every effort to facilitate a safe pass as soon as possible;
 2. Failure to do so may result in post-race penalties
 - b. Race
 - i. The leaders are coming up on you. You Must:
 1. Stay on your line and be predictable;
 2. Facilitate a safe pass at the soonest opportunity;
 3. Holding up a faster car may result in an additional penalty.

3.5 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.

3.6 Checkered Flag

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

3.7 Failure to comply

Failure to comply with any flag signal may result in a penalty being assessed by race control.

4. Penalties

To help control competition, drivers may be issued penalties for incidents and driving conduct. In the pursuit to help make drivers better drivers will be required to go to drivers' school if they are involved in several incidents.

4.1 Penalty Chart

Penalty	Definition	Penalty Points	License Points
False Start 1 (S1)	Minor Start infraction either out of line or 5-7mph advantage	-5	3
False Start 2 (S2)	Major Start infraction Both S1, 7+ mph advantage, Pass Before Green	-15	8
Reprimand (R)	Warning	0	1
Avoidable Contact 1 (AC1)	Minor Contact: Incident Responsibility, Reckless and Careless	-5	2
Avoidable Contact 2 (AC2)	Major Contact: Contact that results in a tow or significant loss of position	-10	5
Avoidable Contact 3 (AC3)	Intentional Wrecking	DSQ*	10
Driving Standards 1 (DS1)	Unsafe re-entry	-5	2
Driving Standards 2 (DS2)	Radio violation - Negative comms or calling out other drivers on the radio	0**	0
Driving Standards 3 (DS3)	Recklessness/negligent driving: Breach of end of race procedures OR 12x	0	4
Driving Standards 4 (DS4)	Extreme Recklessness/negligent driving any DSQ: 20x or Steward intervention.	DSQ	8

* If you wreck someone intentionally, you will be disqualified from the session immediately and possibly face a suspension

**A radio violation will continue to be a drive-through penalty in session as it occurs

**** Any AC2 or AC3 incident occurring on Lap 1 Turn 1 of a race will result in the at fault driver being forced to pit start in every race until they attend a racecraft academy or book a 1 on 1 session.*

4.2 License Points

For every penalty there is an associated number of points which will be added to a driver's license according to the offense. At 10 (ten) license points a driver will be required to go to drivers' school or start from the pits for the first race of each week until they go to driver's school.

1. There will be 2 options for drivers to do a driver's school:
 - a. Throughout the season there will be several free driver's schools run by FSS instructors
 - b. A driver may elect to pay for a private one on one instructional session with a FSS instructor which can be booked <https://fullsendsims.com/services-1/ola/services/1-on-1-iracing-instructional-training>
2. Upon the successful completion of drivers school a driver's license points will be reset to 0 points.

5. Protests

In the event that there is an incident during the race that may need to be reviewed, a driver may submit a protest by filling out the form at <https://fullsendsims.com/fss-iracing-league>.

In the protest a driver must include:

1. The lap of the incident;

2. Turn the incident occurred
3. The driver they are protesting
4. The alleged rule violation
5. Any evidence outside of the replay that they feel is important.

Protests must be submitted in good faith and must be submitted before Midnight EST on the night that the race occurs.

After the stewards review a protest, they will reply to the email with the result of the protest and post the ruling in the Penalty channel in the discord.

If a protesting driver has a successful protest, then their iRacing incident points for that incident will be removed.

6. Appeals

Any participant or organization named as a party to a protest has the right to appeal a decision or penalty imposed upon them. Any appeal must be submitted to iracing@fullsendsims.com with any additional evidence and reasoning behind the appeal. All appeals will be reviewed by an external 3rd party to FSS league operations.

The results of an appeal will be considered final and cannot be appealed. An appeal must be submitted within 24 hours of the results of a protest being presented.

7. Season Points Structure

Full Send Sims will utilize the following points structure for league races.

1st 25, 2nd 21, 3rd 18, 4th 17, 5th 16, 6th 15, 7th 14, 8th 13, 9th 12, 10th 11, 11th 10, 12th 9, 13th 8, 14th 7, 15th 6, 16th 5, 17th 4, 18th 3, 19th 2, 20th 1, all positions 21st+ 0.

All competitors will get 2 drop weeks for the season. These 2 drop weeks will only be applied in weeks 1-9. Week 10 cannot be dropped.

