

SKFSA Sim Racing League Rules

It is the responsibility of all drivers to read and understand the league rules.

Driving Etiquette

- Be courteous – “**race unto others as you would have them race unto you**”
- Be patient – the race is not won by passing everyone on the first lap!
- Always take the higher road - Occasionally, a situation unfolds where one driver must lift the throttle in order to avoid a wreck – Be the better driver and lift
- Don't FORCE your way around another car that is patiently trying to pass a slower car – allow them a lap or two to make a clean pass
- As a courtesy to your fellow drivers, be prepared for the race well before start time.

Passing

- If a car gets a bumper inside your line, they have officially passed you. Please do not crowd them
- If you are a leader, it is YOUR responsibility to get around slower cars. If your car is off the pace, your job is to HOLD YOUR LINE as the faster cars pass. Choose the high groove or the low groove and STAY IN IT as you are passed
- The in-game spotter's instructions are usually behind real time. Rely on your MIRROR to determine whether you are clear of the driver you are passing.

Blocking

- Blocking is not allowed except during the last 10 laps. Drivers blocking in an unsafe manner with less than 10 laps may receive a black flag.

Lap Cars

- It's okay to defend your position in a clean manner if you are still on the lead lap (you must however, HOLD YOUR LINE). Once the leader has passed, you are REQUIRED to let the other leaders pass.
- *Unless you are obviously faster*, do not try to pass cars that are several laps in front of you – your position will not change (unless you both wreck)
- If there are less than 10 laps remaining, lap cars are required to pass through pit road as the “one lap to go” command is given by the starter.

Re-Starts

- Pace lap speed = pit road speed + 10 m.p.h. **Drivers must maintain this speed at all times during pace laps until the green flag is dropped.**
 - Please do not LAY BACK on restarts. This is actually a form of cheating. You must be within 0.3 seconds of the car directly in front of you BEFORE the green flag is dropped.
 - Brake-checking (i.e., speeding up and then braking to slow the field behind you) is also a form of cheating.
- Once the green flag drops, passing is ONLY allowed on the RIGHT until after you have crossed the Start/Finish line.
- Tires are usually slick on re-starts and traction is reduced. Many wrecks have occurred in Turn 1 as drivers jockey for position. Whenever possible, please wait until after you have cleared Turn 2 to attempt a pass for position.
- Restarts on Lap 0
 - Occasionally, a technical problem or an on-track incident occurs BEFORE the start of the race. When this happens, the race will be restarted. Once the *green flag drops*, the race is official and will not be restarted.

Black Flags

- **Black flags are ALWAYS the result of driver error and cannot be disputed.** If you receive a black flag, accept it and DO NOT WHINE on TeamSpeak afterwards! Please do not distract your fellow drivers by complaining to the admins on the radio. Instead of whining about it, *learn from it*. Consider reviewing the replay after the race and discussing the incident with one of the admins.

Server Errors / Technical Problems

- Technical problems with the server occasionally occur preventing the race from finishing properly. If the race has not reached the ½ way point, it will be restarted in its entirety. Once the race has reached the ½ way mark, the race is official and the finishing order will be determined by the admins after careful review of the available data.
- If a server error occurs, if you are disconnected, or if you “warp” and this results in a black flag or wreck, there is NOTHING anyone can do about it. It is unfortunate when it happens, but it is part of Sim Racing and affects us all. DO NOT WHINE on Teamspeak when it occurs.
- If your car is blinking, warping, etc., or if you are having technical issues, please be courteous and pull your car to the pits.

“Flaming,” Profanity and TeamSpeak

- “Flaming,” i.e., bad mouthing other drivers on TeamSpeak’s main channel is not permitted. If you have a problem with one of the drivers, *settle it off the track*. It will NOT be tolerated at SKFSA.
- NO ANALYSIS about an on-track incident is permitted on TeamSpeak’s main channel during the race – not even backhanded sarcastic comments such as “thank you.” *If you need to vent, do so on a private channel* and not in the main channel. Apologies to other drivers are ALWAYS encouraged.
- Keep your language professional – profanity and vulgarity are not permitted
- Minimize communication in the TeamSpeak main channel during the race and qualifying. Please reserve communication for directing traffic, announcing pit intentions and exits, etc. during competition.
- Announce your intent to pit on the backstretch BEFORE you decelerate; notify the field as you exit pit road before merging

Provisional Points

- Regular drivers in good standing in the SKFSA Sim Racing League will receive a courtesy “provisional” when unable to attend league races.
- Provisional points will vary throughout the season, but in general will equal the number of points that would have been awarded to the last place car had all drivers raced that particular event. (Subject to change)

Cheating

- **Cheating in any form will not be tolerated!** Any driver attempting to modify the original programming of *Papyrus’ NASCAR Racing Season 2003-2005* software or any driver running a background process designed to enhance their performance will be disqualified and permanently banned from the league.
- Admins from other leagues may be notified of the cheating driver’s status.
- Cheating hurts everyone! How much fun could it be to win knowing you cheated?!?!?

SKFSA “NO-DRAMA” Policy

- SKFSA encourages “clean” driving and teamwork among all our drivers to ensure a good time for everyone – after all, it IS JUST A GAME! We don’t penalize drivers and we don’t want to enforce a list of rules. We’re all here to have fun!
- However, there will always be individuals that don’t share our philosophy. **If you feel the need to drive unprofessionally, retaliate, wreck another driver, teach someone a lesson, or quite simply, bring unneeded DRAMA to our sport, do yourself and all of us here at SKFSA a big favor and go somewhere else!** We don’t want to remove anyone from our league, but we will do so if necessary.
- Review code: 95Q7Y

SKFSA reserves the right to add to or modify the rules at any time.

Thank you for racing with us! - League Commissioner Michael Richey