2025

Sporting Regulations

Version #1.0

Mercedes-AMG Motorsport Virtual Championship

Season One

Organisation through

Mercedes-AMG GmbH

Mercedes-AMG Motorsport

Daimlerstrasse 1

71563 Affalterbach

Changelog

1. Preamble

1.1. The Mercedes-AMG Motorsport Virtual Championship is a sim racing competition centred around fun, entertainment and experience. Participants can decide on which platform (title) they want to take part in the series and through Hot Laps and a raffle, as well as winning a Golden Ticket, the final participants will be chosen. The series will include seven Race Days for each division with two races each day. During the races, all drivers collect points for the overall Virtual Championship. In the end, the three drivers with the most points will win the prizes stated in 10.

1.2. These regulations are effective immediately and cover the Mercedes-AMG Motorsport Virtual Championship. The regulations are final. However, the organization keeps itself open to make subsequent changes if situations have not been covered so far or if urgent changes must be made to named points to ensure reasonable cooperation. Any changes will be noted in the change log. However, an announcement of the changes must be made in adequate time before the start of a race so that every driver can be aware of the changes.

1.3. These Sporting Regulations apply to the participation in the Mercedes-AMG Motorsport Virtual Championship (hereinafter referred to as the "AMG VC").

1.4. Anything not expressly permitted in these regulations is prohibited.

2. Organizer

2.1. The organizer of the AMG VC is Mercedes-AMG GmbH, Daimlerstrasse 1, 71563 Affalterbach ("Organizer").

2.2. The leading agency of the AMG VC is Apollo GG GmbH, Hauptstrasse 83, 65760 Eschborn ("Apollo GG")

2.3. Technical support and sporting partner of the AMG VC is Speed Capital Ltd, 128 City Road, London, United Kingdom, EC1V 2NX ("Sim Grid").

3. Championship Platforms

3.1. The titles used within this competition are as following:

- Assetto Corsa Competizione (Next Gen Crossplay, PS5, XBox Series X/S)
- Assetto Corsa Competizione (PC)
- Gran Turismo 7 (PS5, PS4)
- iRacing (PC only)
- RENNSPORT (PC only)

4. Championship Format

4.1. The AMG VC Season One takes place across 5 platforms: Assetto Corsa Competizione on console and PC (ACC), Gran Turismo 7 (GT7), iRacing and RENNSPORT.

4.2. In ACC (Console and PC) and iRacing there are two divisions, each consisting of 24 drivers.

4.3. In GT7 and RENNSPORT there are two first divisions and two second divisions, each consisting of 12 drivers.

4.4. All drivers across all divisions in each title earn points for the AMG VC.

5. Division Assigning

5.1. To assign drivers a division, an online Hot Lap contest in either ACC (Console and PC), GT7, iRacing or RENNSPORT is held before the start of the season.

5.2. Any registered driver can participate in the online Hot Lap contest, however only 240 will be admitted participating in the series after the Hot Lap contest finishes.

5.3. Between June 13th, 2025, 02:00 PM CEST and July, 13th, 2025, 11:59 PM CEST drivers need to complete at least 1 valid Hot Lap on Autodromo Nazionale Monza. The track is the same on all titles.

5.4. Drivers have only their fastest lap across all sessions considered.

5.5. Hot Lap servers are available to join at any time of day and drivers are welcome to set their Hot Lap across all titles they like.

5.6. Only the "preferred title" selected during registration (https://www.vc.thesimgrid.com/) will be considered for qualification purposes, regardless of the Hot Lap time set in other titles. The "preferred title" can only be changed until the end of the Hot Laps (July, 13th, 2025, 11:59 PM CEST). Changes afterwards will not be considered.

5.7. Basically, the top 24 drivers in each ACC (Console and PC), GT7, iRacing and RENNSPORT will be considered for Division 1, which is based on performance. Changes may apply depending on the choice of the Golden Ticket winners.

- For GT7 and RENNSPORT, the divisions are split, meaning from the Top 24 drivers, all drivers on an odd position (E.g P1, P3, P5) will go into Division 1.1., while all drivers on an even position (E.g P2, P4, P6) will go into Division 1.2.

5.8. The participants for Division 2 will be decided via a raffle taking the remaining valid Hot Laps times from the online and on-site Hot Laps into consideration.

5.9. Furthermore, the winners of the two Golden Ticket acquired at the on-site Hot Laps at the 24 Hours of Le Mans and 24 Hours of Nürburgring can choose their slot in their preferred title. Respective slots are reserved and will be given out first. After the Golden Ticket slots are filled, the remaining slots for Division 1 will be filled with the fastest drivers from the online Hot Laps.

5.10. The final entry list for Division 1 and Division 2 for each title will be published before the first Race Day in the official AMG VC Discord Channel.

5.11. Division 1 Drivers need to confirm their participation in writing via Discord by July 20th, 2025, 11:59 PM CEST.

5.12. A list of 100 raffled drivers will be published in the Discord. Those on the published list that want to drive in Division 2 need to confirm their slot based on a first-come, first-serve rule. All others who did not get a slot will be on a waitlist.

- The publication date of the list will be announced by the organizer via Discord.

5.13. If new slots open up, an announcement will be made by the organizer via Discord. Free slots will be filled based on the remaining drivers from the waitlist by a first-come, first-serve rule.

- The publication date of the list will be announced by the organizer via Discord.

6. Participation throughout the season

6.1. If a driver wishes to withdraw from the AMG VC, they must inform the organizer via Discord at least 24 hours before each Race Day. This allows the slot to be freed for another participant.

6.2. In Division 1, replacement drivers may be added until Race Day 3. After Race Day 3, the grid will be locked for the remainder of the AMG VC.

- Vacant slots in Division 1 will be offered to the next fastest driver from the Hot Laps.
- If that driver is already competing in Division 2, they will be promoted to Division 1, and their Division 2 slot will become available.

6.3. In Division 2, available slots, until Race Day 3, will be filled as described in 5.13.

6.4. After Race Day 3, the decision to fill any available slots in Division 2 will be made on a Race Day-by-Race Day basis by the organizer.

- If the organizer decides to fill available slots in Division 2 after Race Day 3, these slots will be filled from the waitlist as described in 5.13.

6.5. Drivers joining the season at a later point, will receive all necessary information and will be added to the appropriate Discord channels. Deadlines for submitting required data (e.g., liveries) will be adjusted by the organizers and communicated accordingly.

6.6. If a driver is unable to participate in a race on short notice, they must notify the organizer using the registration page. The race will be marked as zero points but will not affect their eligibility to continue in the series.

7. Season Schedule

7.1. The season consists of seven Race Days in total.

7.2. After Race Day 3 and Race Day 5, the top 3 drivers of Division 2 of each title will be promoted into Division 1, and the last 3 drivers of each title will be relegated into Division 2.

- For Gran Turismo 7 and RENNSPORT Promotion and Relegation will happen between Division 1.1 with Division 2.1 and Division 1.2 and Division 2.2.

7.3. Race Days are hosted on Wednesdays.

7.4. The schedule including the tracks for each title can be seen below.

7.5. If a Race Day needs to be cancelled or ends early due to unforeseen reasons, this Race Day will be rescheduled for the same day of the following week at the same time. This change will be communicated via Discord as soon as possible.

Race Day	Date	ACC Console Track	ACC PC Track	Gran Turismo 7 Track	iRacing Track	RENNSPORT Track
1	July 30th, 2025	Monza Circuit	Monza Circuit	Autodromo Nazionale Monza - Full Course	Autodromo Nazionale Monza - Grand Prix	Autodromo Nazionale Monza
2	August 13th, 2025	Circuit Zolder	Brands Hatch Circuit	Autodrome Lago Maggiore - Full Course	Road America - Full Course	Hockenheim-ring
3	August 27th, 2025	Circuit de Barcelona-Catalunya	Kyalami Grand Prix Circuit	Autódromo de Interlagos - Full Course	Okayama International Circuit - Full Course	Daytona International Speedway

4	September 10th, 2025	Autodromo Enzo E Dino Ferrari (Imola)	Circuit Paul Ricard	Alsace - Village	Algarve International Circuit - Grand Prix	Jeddah Corniche Circuit
5	September 24th, 2025	Nürburgring Grand Prix	Mount Panorama Circuit	Red Bull Ring - Full Course	Sebring International Raceway - International	Fuji International Speedway
6	October 8th, 2025	Silverstone	Misano World Circuit	WeatherTech Raceway Laguna Seca - Full Course	Circuito de Navarra - Speed Circuit	Crest Da Cauras
7	October 22nd, 2025	Circuit De Spa- Francor- champs	Circuit De Spa- Francor- champs	Circuit de Spa-Francor- champs - Full Course	Circuit de Spa-Francor- champs - Grand Prix Pits	Circuit De Spa- Francor- champs

8. Cars

The series uses ACC's, iRacing's, GT7's and RENNSPORT's latest model of the Mercedes-AMG GT3.

9. Race Format

9.1. Each Race Day consists of two 20-minute races. These are held for each Race Day of the championship – each race has their own practice and qualifying sessions.

9.2. All races on all titles take place at the same time every Race Day.

9.3. Practice for race 1 lasts 60 minutes, followed by a 10-minute qualifying. Race 1 for each division at each Race Day is a traditional sim race without the option to collect bonus points.

9.4. Practice for race 2 starts soon after the first race is completed. Race 2 practice lasts 10 minutes and is followed by a 10-minute qualifying. Race 2 is the "gamified race" where drivers need to consider one of the gamification factors stated in 9.7.

Event	Timing
Practice 1	07:00 PM CEST
Qualifying 1	08:00 PM CEST
Race 1	08:15 PM CEST
Practice 2	08:50 PM CEST
Qualifying 2	09:00 PM CEST
Race 3	09:15 PM CEST

9.5. The organizer will inform the drivers about the gamification factor at an early stage before the race.

9.6. Drivers can collect points for the gamification only if this is chosen as the relevant Race Day gamification by the organizer. In case of a tie, both drivers will receive the bonus points.

9.7. The following gamifications can be applied during the course of the season:

Gamification	Points
Fastest Lap (only applies to the bottom half of the field)	2
Quali Saver (point for the driver with the highest starting position who also finishes in the bottom half of the field)	1
Most positions gained (points for the driver with the most positions gained in the race (according to their starting and finishing position)	2
Challenges (no bonus points)	
Mandatory Pitstop	-
Night Race	-
Wet Race	-

9.8. For ACC (Console and PC) and iRacing Division 1, open setup will be used.

9.9. For GT7, iRacing Division 2, and RENNSPORT, the divisions will use a game's fixed setup.

9.10. All Races will have a rolling start.

9.11. Damage is enabled for all races.

9.12. Stability, steering and brake assists are disabled.

9.13. ABS and traction control are allowed.

9.14. If session settings are set incorrectly for any reason, the race results will stand unless the organizer hosts a new session.

10. Prizes

10.1. Drivers from Division 1 and 2 from all titles compete for the AMG VC overall prizes by collecting points. The available prizes of the AMG VC Season One are:
- Mercedes-AMG Motorsport GT Track Experience (only in Germany)
- Mercedes-AMG PETRONAS F1 Team Track Side Experience (in one of the following countries: Australia, Belgium, China, Hong Kong, Macau, Mexico, United Arab Emirates, United Kingdom, Italy or Singapore. Depending on the availability of tickets, Mercedes-AMG has the exclusive right to decide for which country the winner of the Mercedes-AMG PETRONAS F1 Team Track Side Experience will receive a ticket. Possible desired venues can be considered under certain circumstances but are not guaranteed.)
- Mercedes-AMG Motorsport Gaming Bundle (consisting of Heusinkveld pedals, a Cube Controls Mercedes-AMG - GT Edition SIM Wheel, a Racing Cockpit by Next Level Racing, as well as a monitor, mouse and keyboard from MSI Gaming).

10.2. The winner of the AMG VC gets to pick their preferred prize, the runner-up (P2) gets to choose out of the two remaining prizes, P3 gets the prize which has not been selected yet.

10.3. Additionally, there is one prize available based on a raffle. Entry into the raffle is gained by collecting tokens for completed races. Each completed race (reaching the chequered flag) equals one token, resulting in a maximum of 14 tokens per driver. Each token equals one entry into the raffle. At the end of the season, a raffle of all tokens will decide who will receive the token prize.

- The Token Prize is the MSI Prestige 16 AI+ Mercedes-AMG Motorsport laptop.

10.4. All prizes are only available once.

10.5. The winner is not entitled to a substitute prize if the prize specified in 10.1 cannot be awarded.

10.6. A distribution of the prize in cash is excluded. The prize cannot be exchanged and is not transferable to other persons. The prize may not be sold. A violation of this will lead to the exclusion of future AMG VC seasons.

10.7. The winner is responsible for ensuring that the conditions for accepting the prize are fulfilled.

11. Winner determination and further procedure

11.1. The winner is determined based on their performance during all seven Race Days. Someone can only win when completing at least five Race Days.

11.2. In case of a tie in the AMG VC, the driver with more race wins, second places, third places, etc. wins the championship.

11.3. The winner will be notified on Discord at the end of the season.

11.4. The prize will then be sent to the specified shipping address. The risk is transferred to the winner when the prize is handed over to a carrier. The organizer is not responsible for damage to the prize caused during transportation. The winner is responsible for being authorized to accept the prize.

11.5. If the winners fail to provide and confirm their address within 3 days of being contacted via Discord, the organizer is entitled but not obliged to select a new winner.

11.6. If the prize cannot be accepted by the winner, the organizer remains it's right to select a new winner to receive the price.

12. Points

12.1. Points are earned for final positions in each race along with bonus points for accomplishing set targets during the "gamified races".

12.2. Drivers across all divisions on ACC (Console and PC), GT7, iRacing and RENNSPORT earn points for the overarching AMG VC leaderboard.

12.3. Division 1 drivers of each title score 100% of the points they score in their Division for the AMG VC, Division 2 drivers score 75% of their Division points for the AMG VC.

12.4. There are no drop scores in the series.

12.5. Points are updated shortly after each Race Day and visible on the dedicated AMG VC Website (https://www.vc.thesimgrid.com/).

12.6. The point system is detailed in the following:

ACC (Console and PC) & iRacing:

Position	Points
1st	15.0
2nd	14.5
3rd	13.5
4th	13.0
5th	12.5
6th	11.5

7th	11.0
8th	10.5
9th	10.0
10th	9.0
11th	8.5
12th	8.0
13th	7.0
14th	6.5
15th	6.0
16th	5.0
17th	4.5
18th	4.0
19th	3.5
20th	2.5
21st	2.0
22nd	1.5
23rd	0.5
24th	0

GT7 & RENNSPORT

Position	Points
1st	15.0
2nd	13.5
3rd	12.5
4th	11.0
5th	9.5
6th	8.0
7th	7.0
8th	5.5
9th	4.0
10th	2.5
11th	1.5
12th	0

13. Penalties

13.1.   The series organizer expects fair play from all competitors. In cases where incidents are caused, penalties are given to the perpetrator. Drivers who demonstrate poor driving behaviour, such as intentionally wrecking other drivers, risk receiving a permanent and immediate series ban.

13.2.   Drivers can use the protest submission form on Discord to report incidents.

13.3. Drivers must submit protests by 08:00 AM CEST on the day after the race to have their protests reviewed.

13.4. Drivers should include the session, lap and corner that the incident took place in along with their name and the name of the driver they are reporting.

13.5. Drivers may be penalized for incidents they report.

13.6. Most penalties will take the form of a post-race time penalty; however, the stewards reserve the right to apply any penalties they deem appropriate.

13.7. Drivers are susceptible to penalties should they direct abuse to other drivers on either platform's voice or text channels or on Discord.

14. Liveries

14.1. During the Hot Laps, participants are allowed to drive with any livery they would like to or is enabled during the Hot Lap phase within each title as long as it adheres to the general guidelines mentioned in 14.2.2, 14.3.2, 14.4.2.

14.2. ACC (Console)

- Drivers must use a custom livery created using the in-game livery creator. These liveries should not contain any political, racist, or sexist, obscene, forbidden, xenophobic or similar messages/designs. Cars should also maintain their own manufacturer logos. Drivers shall use the AMG disc banner.
- Drivers are not allowed to use any other livery from any Mercedes-AMG Teams.
- The livery will be determined at the beginning of the season and cannot be changed afterwards. Drivers need to make sure they always use the same livery for the competition.
- Drivers may be disqualified after the race from the Race Day if their paints are deemed to break the series' regulations.

14.3. ACC (PC)

- Drivers can use the series' official livery. This livery will be applied if no other paint is supplied by a driver.
- Alternatively, drivers can use their own liveries for the series. These liveries should not contain any political, racist, or sexist, obscene, forbidden, xenophobic or similar messages/designs. Cars should also maintain their own manufacturer logos. These paints will be reviewed by the series organisers before being added to the series paint pack.
- The livery will be determined at the beginning of the season and cannot be changed afterwards. Drivers need to make sure they always use the same livery for the competition.
- Liveries can only be submitted once. If they fail to adhere to the above stated regulations, drivers will use the series' official livery. Submission deadline for liveries is July 27th at 11:59 PM CEST. Drivers will receive a link via Discord private message to the folder where they can upload their livery.
- Submit both your car json file and livery folder through the link we will send you via a direct message.
- Drivers can download the official series paint pack from Discord which they can then put in their ACC paint folder. This is not mandatory to do.

14.4. Gran Turismo 7

- Drivers can use the series' official livery if they choose. This livery will be available to drivers to download from the showcase section on GT7. Drivers must run the series livery if they are not using an approved custom livery.
- Alternatively, drivers can use their own liveries for the series. These liveries should not contain any obscene, forbidden, xenophobic or similar messages/designs.
- The livery will be determined at the beginning of the season and cannot be changed afterwards. Drivers need to make sure they always use the same livery for the competition.
- To submit the livery, drivers need to perform the following steps: In GT Auto - Car Customization, save your style as "your real name VC". For example, "Michael Hamlet VC" Livery, Go to Showcase and the My Items tabs, select the style you saved and select the Share icon. Set the Privacy option to "Open to Friends" and the Livery Editing Permission to "Can be Edited" (so the admins can remove anything against the regulations). Set the Title the same as you named the style, type anything in the Message, set Search Tags #1 to your real name and Search Tags #2 to vc (this is to make the liveries easy to locate). Drivers will receive a message on whether their paint has been accepted or not.
- Drivers may be disqualified after the race from events if their paints are deemed to break the series' regulations.

14.5. iRacing

- Drivers can use the series' official livery. This livery will be applied if no other paint is supplied by a driver.
- Alternatively, drivers can use their own liveries for the series. These liveries should not contain any political, racist, or sexist, obscene, forbidden, xenophobic or similar messages/designs. Cars should also maintain their own manufacturer logos. These paints will be reviewed by the series organisers before being added to the series paint pack.
- The livery will be determined at the beginning of the season and cannot be changed afterwards. Drivers need to make sure they always use the same livery for the competition.
- Liveries can only be submitted once. If they fail to adhere to the above stated regulations, drivers will use the series' official livery. Submission deadline for liveries is July 27th, 2025, at 11:59 PM CEST. Drivers will receive a link via Discord to the folder where they can upload their livery.
- Drivers have a decal layer applied to their cars for the season. These decals will appear in all series official videos and photos.
- Drivers can download the official series paint pack from Discord which they can then put in their iRacing paint folder. This is not mandatory to do.

14.6. RENNSPORT

- Drivers can use the liveries that are available in their RENNSPORT garages until the beginning of the Season One championship.

- Alternatively, one of the standard VC liveries can be used.
- Custom liveries cannot be created or submitted within this title.

15. Code of Conduct

Respect for the Code of Conduct is fundamental to the Mercedes-AMG Motorsport Virtual Championship. Any user who does not respect the Code of Conduct will be ineligible to race in any of this competition's races. All users of the Mercedes-AMG Motorsport Virtual Championship must agree to the following:

15.1. Drivers must not use language that is deemed by the event Host to be obscene, vulgar, insulting, threatening, abusive, libellous, defamatory or otherwise offensive or objectionable, or promote or incite hatred or discriminatory conduct, at any time, off or on broadcast or social media.

15.2. Any kind of harassment is strictly prohibited.

15.3. Any kind of discriminatory words, phrases or gestures offending the dignity or integrity of a private person, a group of people, a team, a brand, a sponsor, a country through contemptuous or discriminatory words or actions on account of race, skin colour, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason, are strictly prohibited.

15.4. Posting inflammatory messages in an online community such as a forum, text channel, blog, or any social media, with the primary intent of provoking readers into an emotional response, is strictly prohibited.

15.5. Drivers must be respectful to all members of staff of the AMG VC and their sponsors and/or partners at all times.

15.6. Cheating in any form will not be tolerated, resulting in a permanent ban. The following actions are considered cheating:
- Exploiting any known in-game bug to seek an advantage.
- Failure to report a bug, glitch or game issue that gives you an unfair advantage.
- Any modification to the game software or third-party software that allows them to function in a way the developers did not intend.
- Impersonating another player by racing under their name on their account.
- Colluding with other users to affect the outcome of a race or competition.

15.7. Participation requirements
- Drivers must do all that they can to have a stable internet connection.
- Wi-FI or 3G/4G connections are common causes of unstable connections. Please avoid using these types of connections wherever possible.
- You must enter your real first and last name in your AMG VC account.

15.8. Official communications
- All drivers must join the AMG VC Discord server to receive notifications and communications from the host.
- Failure to join the Discord server of the host may result in penalties.

16. Sporting Code (General rules and driver conduct)

16.1. Drivers must comply with the Code of Conduct and Participation Requirements.

16.2. Drivers must follow direct orders from Race Control at all times.

16.3. All participating drivers are expected to be familiar with the regulations, in addition to the relevant features and rules of the game platform in use.

16.4. Behaviour classified as Unsportsmanlike by the Race Control is subject to penalties:
- These penalties could be in-game (e.g. a time penalty) or outside the game (e.g. points deduction).
- The penalty applied is solely at the discretion of the Race Control.
- Severe cases may result in event disqualification.

16.5. Drivers briefing

16.6. The driver's briefings will be written and shared in the Discord channel for everyone to review
- If a spoken Briefing will be used, then the Drivers' Briefings are mandatory and must be attended by participating drivers.
- Drivers must have their cars parked in the garage throughout the Drivers' Briefing.
- Drivers will be disqualified from the qualifying session if they are not parked in the garage.
- If there is no qualifying session to follow the Drivers' Briefing, then a SG30 will be imposed instead.
- Reminders about the Drivers' Briefing will be communicated via Discord in the minutes leading up to the start of the briefing.
- Any rule changes or rule exceptions mentioned in the Drivers' Briefing will override the ruling detailed in this document.
- These changes or exceptions will only apply to that specific event.

16.7. Qualifying
- Drivers must achieve their fastest lap without exploitation of external factors such as bump drafting an opponent.
- Priority is always given to drivers currently on flying laps. This means that drivers on outlaps, inlaps or invalidated laps are expected to give way and not impede:
  - Ignoring blue flags and impeding may be penalised by the Race Control.
  - Penalties may be applied.
- It is the driver's responsibility to find a suitable window to set their flying lap, as overtaking another driver on a flying lap may be penalised:
  - Approaching a slower driver on their flying lap does not give the faster driver priority. Whilst the slower driver may choose to give way, they are not obliged to do so.
  - Use of the "return to garage" or "teleport to pits" functions is allowed if you are stopped safely off-track.

16.8. Race
- Formation lap and race start procedures can differ depending on the game platform in use:
- In ACC events, the game controls the speed and positioning of drivers through the use of a widget that drivers must follow.
- In iRacing, the driver who sets the fastest qualifying lap will lead the pack at the start of the race, with all other drivers expected to follow their lead once the pace car leaves the track. The drivers shall not speed up unless the green flag is shown.

- In RENNSPORT, the driver who sets the fastest qualifying lap will lead the pack at the start of the race, with all other drivers expected to follow their lead once the pace car leaves the track. The drivers shall not speed up unless the green flag is shown.
- In Gran Turismo 7, the game controls the speed and positioning of drivers till the race starts.
- Drivers should wait for the race to fully complete before disconnecting from the server.

16.9.   Track Limits

- Track limits are determined and controlled by the game, but the punishment for repeated track limit violations can differ from game to game.
- No matter the game platform in use, gaining a position or a lasting advantage by leaving the track is against the rules and may result in a penalty at the discretion of the Race Control, regardless of any warning or penalty issued by the game:
    − Drivers must slow down and/or return position (if they overtook) immediately (or when safe to do so) to avoid any penalty from the Stewards.
    − Drivers must keep all four wheels within the solid white lines on pit entry and pit exit:
    − Riding on the white line is acceptable.
    − Crossing over the line may result in a penalty at the discretion of the Race Control.
    − Some game platforms may penalise pit lane infringements automatically.
    − Cars on track must stay out of the pit lane exit if another vehicle is exiting the pit, even if the pit exit is on the racing line.

16.10.   Flag rules

- Blue flags are advisory that the car behind is going to lap them:
    − The distance that the blue flags are waved may vary depending on the platform in use, but commonly they are waved when the lapping car is within a 1s gap.
    − Drivers receiving the blue flag are not required to move off the racing line to allow the lapping driver to pass.
    − The driver must stay alert for an overtaking attempt by the lapping car.
    − Blue flag drivers must not defend an attempted overtaking manoeuvre from the lapping car under any circumstances and will be penalised by the Race Control for doing so.
    − If the driver receiving the blue flag is not faster than the approaching lapping car, then it is recommended that the driver being lapped make every reasonable effort to allow the lapping driver to pass safely.
    − The lapping driver is responsible for attempting a safe overtaking manoeuvre on the blue flag driver, just as they would if they were overtaking a driver for position:
    − It is recommended that the lapping driver should flash their headlights to signal their intent to pass the lapped driver.
    − Lapped drivers are only allowed to unlap themselves if the car in front of them facilitates an overtaking manoeuvre. Once past, they must be able to pull a gap of at least 1 second (to get out of the blue flag window) within a maximum of 2 full laps, otherwise they must allow the lapping car back through.
- In Yellow Flag situations, drivers must respect the "No overtaking under yellow flag" rule:

- Overtaking is only permitted on cars that are stationary or moving very slowly.
- Drivers must be cautious under yellow flags and be prepared to slow down or even come to a stop.
- Ignoring yellow flags is a severe offence – especially if it results in further incidents – and may be penalised at the discretion of the Stewards.
- Red flags will be used in rare emergencies only and immediately stop the entire race:
- If red flags are called, drivers are to follow the instructions of Race Control, which will be provided through in-game chat.
  - Drivers may be called in the Discord to receive instructions from the Race Control.

16.11.   Driving conduct

- On a straight, before entering the approach of a corner, the driver in front may use the full width of the track and drive whatever line they wish. However;
- The driver in front loses this right when the driver behind establishes any portion of overlap between the two cars. At this point, both drivers have to give each other space.
- Drivers may only make one change of direction to defend a position:
  - This singular change of direction must be made before the driver attempting an overtaking manoeuvre makes their move.
  - Moving in reaction to the car behind is considered blocking and may be penalised at the discretion of the Race Control.
  - Weaving (continuously altering your driving line on a straight) may be considered blocking in some scenarios and may be penalised at the discretion of the Race Control.
  - Moving back toward the racing line, having made their one defensive manoeuvre off-line is permitted, but the driver must leave at least one car width between their car and the track edge:
  - Failure to leave a car width in this scenario may be penalised at the discretion of the Race Control.
- Manoeuvres likely to hamper other drivers, such as abnormal changes of direction, may be penalised at the discretion of the Race Control:
  - Doing this in or just before the braking zone for a corner is extremely dangerous, and drivers could receive a more severe punishment from the Race Control for "Dangerous Driving".
  - For the avoidance of doubt, trail-braking (turning into the corner with some brake applied) is expected and generally not considered abnormal.
  - In most situations, the right to the preferred racing line through a corner is decided between the braking zone and the apex of the corner:
  - If the attacking driver is more than halfway alongside the inside of the defending driver by the apex, then the attacker on the inside has the right to the apex.
  - If the attacking driver is halfway alongside (front axle of attacker is ahead of rear axle of defender), the inside of the defending driver by the apex, then both drivers have a reasonable claim to the apex.
  - If the attacking driver is less than halfway alongside the inside of the defending driver by the apex, then the defender on the outside has the right to the apex.
- Drivers do not have the right to the racing line by dive-bombing:

- A driver is deemed to have dive-bombed if they can only get at least halfway alongside the defending driver by carrying excess speed to make the corner – this means that they were too fast to turn the car toward the apex, and/or they were too fast to keep the car within the track limits.
- For the avoidance of doubt, track limits in this instance are defined as the white lines.
- The right to the preferred racing line on the exit of a corner is dependent on who is ahead at the exit:
- If the driver on the outside is level with the driver on the inside (front axle in line with front axle), then both drivers have a reasonable claim to the racing line.
- If the driver on the outside is ahead of the driver on the inside, then the driver on the inside must leave at least one car width between their car and the track edge.
- If the driver on the outside is behind the driver on the inside (front axle behind front axle), then the driver on the inside has the right to the racing line, and the driver on the outside must back out to avoid a collision.

- If a driver loses control of their car, then they must do everything in their power to avoid causing further incidents:
  - Causing further incidents due to an inappropriate response (e.g. applying throttle and moving into the racing line rather than holding the brakes to try and stop the car rolling) may result in a penalty at the discretion of the Race Control.
- If a driver fully exits the track (all 4 wheels are outside of the white line and/or kerb at that section of track), then it is their responsibility to rejoin the track safely:
  - If a driver rejoining the track makes contact with another driver, then they will be deemed fully at fault in all cases and should expect a penalty at the discretion of the Race Control.
  - Rejoins are solely based on all 4 tyres being outside of the white line and/or kerb, regardless of whether the game's automatic track limit system allows for more than this without a track limit infringement.
- It is not permitted to drive unnecessarily slowly, erratically or in a manner deemed by the Race Control as potentially dangerous to others.
- If, for any reason, a car becomes permanently disabled, either in the pit lane, on track, or in a run-off area, the driver should use the RTG function as soon as possible:
  - Race Control may issue a warning to the driver that they must RTG, and failure to comply promptly will result in being disqualified and/or kicked from the session.

16.12.   Allocation of fault

- Racing is a chaotic sport, and collisions between drivers are a part of racing. When incidents occur on track, the Race Control will review those incidents to find the driver at fault. In the majority of incidents between two drivers, both drivers will share some of the blame. When blame can be attributed more to one driver than the other, then that is where warnings or penalties may be applied, at the discretion of the Race Control.
- Race Control will refer to Article 7 when reviewing an incident and use these points to try and allocate fault. However, no two incidents are ever the same, and any decision made is entirely at the discretion of the Race Control.
- When warnings/penalties are awarded, they are for the transgression committed, not the outcome of the incident itself:

- A penalty may be increased in severity if there are multiple transgressions in a single incident – e.g. an unsafe rejoin and a resulting collision with another driver.
- An incident that results in damage to another vehicle and/or a loss of positions is taken into consideration when deciding if a penalty is required:
- The significance of that damage to their vehicle and/or the number of positions lost is irrelevant.

- It is important to note that when deciding whether a penalty for a transgression is required or not, the Race Control are under specific instructions to use common sense. In some scenarios, a rule may have been broken, but it does not require a penalty to be applied.
- The Race Control also expect the drivers to use common sense and apply preservation of their car above everything. If another driver has broken a rule, then they can be reported for that transgression, and the Race Control may penalise that driver at their discretion, but drivers not applying common sense to a situation and instigating a collision, as a result, will be looked upon negatively by the Race Control and may affect the outcome.

16.13.   Penalties
- Drivers will have a Report Form (available in the Discord) that can be used to report transgressions of another driver for the Race Control to review
- It is entirely at the discretion of the Race Control to decide whether an investigation is required for any incident.
- It is entirely at the discretion of the Race Control to decide if any driver involved in an incident should be penalised:
- Unless it is evident to the Race Control that a driver was wholly or predominantly to blame for an incident, no penalty will be issued.
- Following their investigation, the Race Control may determine that a penalty is required, and then the Race Control may impose any of the following penalties.

16.14.   Warnings
- Warnings come in two forms: Warning and Final Warning.
- Race Control can award a Final Warning to a driver without issuing any Warning first.
- After receiving a Final Warning, the minimum penalty the driver can receive is a 5s Time Penalty.
- A driver is eligible to receive a Warning for any incident, regardless of any prior penalty, as long as they have not been issued their Final Warning.

16.15.   Time Penalties
- 5-second time penalty, 10-second time penalty, 15-second time penalty, 20-second time penalty, 30-second time penalty.
- The penalty will be applied to the overall race time of the driver after the event.
- Following their investigation, the Race Control may determine that a penalty is not required and then rule "No Further Action" or classify the incident as a "Racing Incident".
- No Further Action (NFA):
- A transgression reported to the Race Control through the Report form results in NFA if the Race Control determine that no Warning or Penalty is required.
- Racing Incident (RI):
- Race Control may determine that a collision is a Racing Incident for several reasons, including but not limited to:

- Incidents where no single driver can be deemed wholly or predominantly at fault.
- Incidents where the drivers are seen to be doing everything that was reasonably in their power to avoid a collision.
- Incidents where drivers are racing each other within the regulations.
- Incidents caused by minor misjudgements and mitigating circumstances.

16.16. Protest system

- The protest system covers reports and penalty appeals. These are handled through a form.
- The form will be made available in a Discord text channel for the respective championship named "Protest Forms":
  - The form will be available from the start of the event until 8 am CEST of the following day.
  - Participants must supply accurate and detailed information when filling in either the Protest form, including video evidence of the incident:
    - Submitted forms that have incomplete or inaccurate information will be discarded by the Race Control.