

On-Track Rules and Regulations

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The following Rules and Regulations have been pre-determined by [©2021 Logitech McLaren G Challenge](#) officials and are conjunctive with FIA and UK MSA Rules and Regulations.

All members of the Logitech McLaren G Challenge should adhere to these rules at all times during the course of the season. Failure to do so may result in a penalty or exclusion from the championship.

Official Rules and Guidelines of the Logitech McLaren G Challenge are available via LogitechGChallenge.com

Please read for information regarding Competition Format and Prize giving

The Logitech McLaren G Challenge will take part over 2 SIM racing platforms; IRacing and Assetto Corsa Competizione. Please be aware that both of these platforms take into consideration their own track rules and regs. For more information on both of these SIM Racing Games, you can follow the links provided:

IRacing - <https://www.iracing.com/competition-and-contest-rules/>

Assetto Corsa Competizione -

<https://www.assettocorsa.net/forum/index.php?threads/an-introduction-to-sros-gt-world-challenge-series-rules-and-participants.59102/>

1. On Track Rules and Guides

1.1. Flags - All forms of Motorsport use a universal Flag Signalling system. This system is crucial for the circuit to relay information to the drivers. Please adhere to the in-game flag signals noted in the links above.

1.1.1 Failure to adhere to flag signals may result in a penalty being issued.

1.2 Track Limits - track limits are defined as the useable area of the race track that is confined but not limited to the white lines surrounding the edge of the circuit.

1.2.1 Kerbing and other run-off areas are predetermined by the racing platform. I.E IRacing and ACC. Please note, these two games do not use the same rules.

1.2.1.1 IRacing Track Limits - In IRacing, the track limits are unique to every track and corner. To learn the track limits you must practice using a trial and error method

1.2.1.2 ACC Track Limits - ACC uses the traditional '4 wheels over' the painted line at the edge of the circuit. If all 4 wheels cross this line then this is deemed to have extended track limits

1.2.2 Avoidance - In-game rules for IRacing and ACC are unable to differentiate when a driver is taking avoiding action and when a driver is cutting the track, therefore in the event of track limits being broken for 'avoidance', the game will provide the driver with a penalty.

1.2.3 Penalties - penalties will be given if a driver is seen to be "gaining an advantage" by leaving the defined race track.

1.3 Rejoining the Race Track

1.3.1 Rejoining - In the event where you have left the race circuit due to driver error, collision, avoidance, etc. You are only permitted to join the race track when it is safe to do so.

1.3.2 Approach - When rejoining the race track, the driver **must** check for oncoming traffic using either your mirrors or the 'look behind' function. Only when the track is clear, can you rejoin the circuit.

1.3.3 Penalties - rejoining dangerously or in front of oncoming traffic can result in a penalty being given.

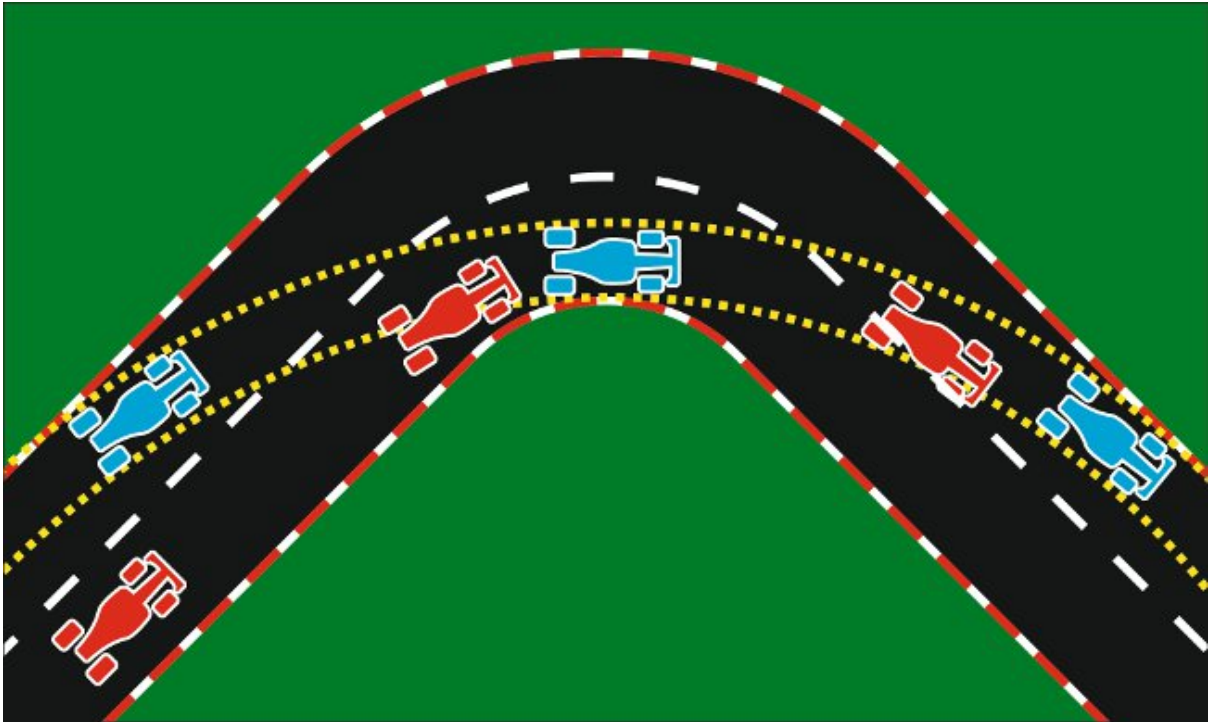
1.4 Overtaking

1.4.1 Passing - when overtaking, it is the responsibility of the overtaking car to complete the pass safely and effectively. An overtake is deemed completed when the front wheels of the passing car are in front of the defending cars front bumper.

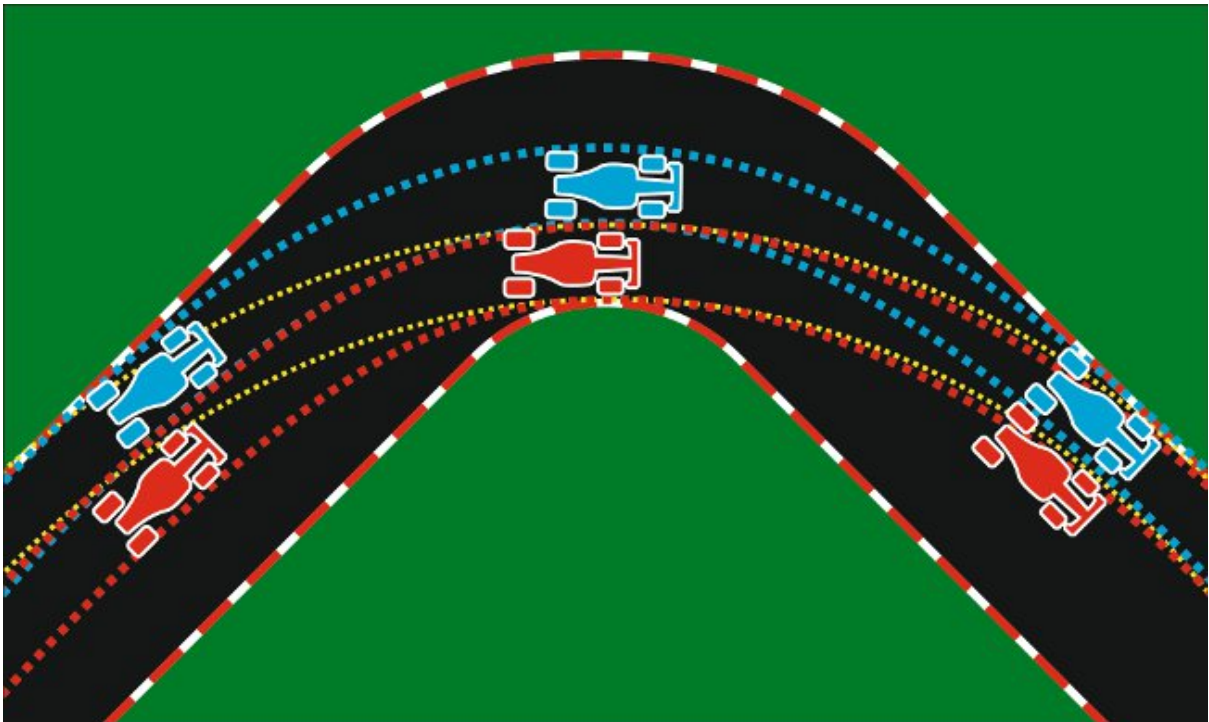
1.4.1.1 Corner Entry - the most common place for overtaking, is under braking for corner entry. The passing car must remain on a fixed path. When passing another car they must respect the track width and give the defending car enough space to complete the corner.

1.4.1.2 Corner Exit - if the passing car has a better exit than the defending car, then the passing car must pass the slower car giving enough room for the defending car to take the normal racing line.

1.4.1.3 Straights - in the event of an overtake on a straight, the passing car again must stick to their line, avoiding sharp changes in direction at speed.



BLUE has right of way because they are ahead of the RED car



RED has right of way because they are alongside and on the inside of the BLUE car

1.4.2 Penalties - penalties will be given if an overtaking car has passed the defending in an unsafe manner.

1.4.2.1 Contact - Motorsport is a non-contact sport. Contact must be avoided at all times. If a driver is thought to have gained an unfair advantage by deliberately causing contact, then a penalty will be issued.

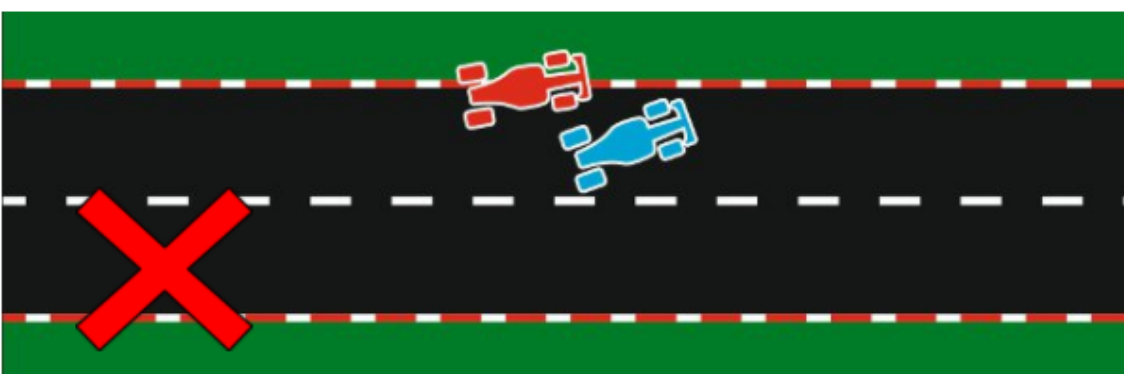
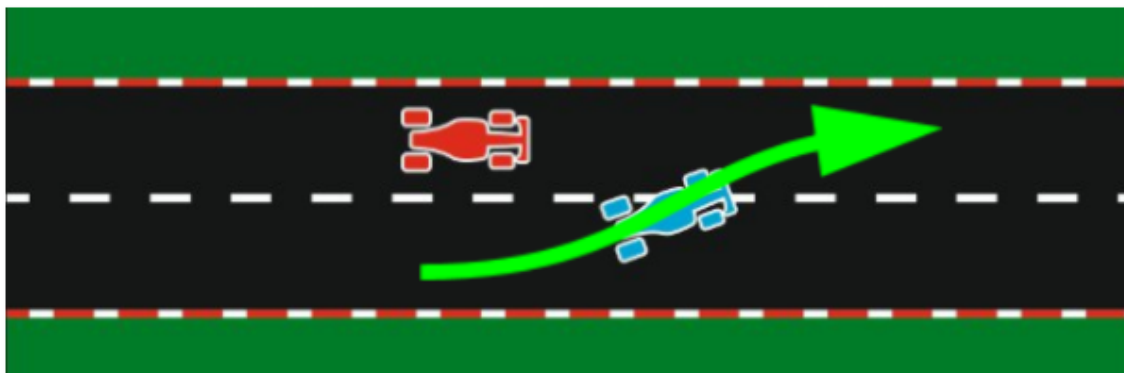
1.4.2.2 Dangerous Driving - If the overtaking driver forces the defending car off of the circuit then the overtaking car will receive a penalty. Excessive weaving and contact with another car can also result in dangerous driving

1.4.2.3 Bump Drafting - bump drafting is not permitted in Open Wheel and Sport Car racing. Bump drafting should not be common practice and excessive bump drafting can result in a penalty.

1.4.3 Backmarkers - if you are in a position to be lapping slower vehicles, then the passing car must overtake quickly and safely. It is the responsibility of the passing car to overtake safely.

1.5 Defending

1.5.1 Holding your line - when you are defending a position from an overtaking car, the defending driver is permitted to make **one** defensive manoeuvre to block their opponent. The defending car must yield to the overtaking car if the overtaking car is alongside the defending car.



1.5.2 Corner Entry and Apex - in the event where two cars are side by side going into corner entry and corner apex, then **both** cars are required to give each other space to complete the corner.

1.5.3 Dangerous Driving - if the defending car is seen to gain an unfair advantage by defending dangerously, then a penalty will be issued

1.5.3.1 Weaving - if the defending car is seen to change direction more than once on approach to a corner, then this will be seen as dangerous driving and a penalty will be issued.

1.5.3.2 Forcing another car off track - if the defending car forces the overtaking car to take an avoiding manoeuvre then the defending car will be deemed as dangerous driving.

1.5.3.3 Contact - causing contact when defending will be monitored by officials and penalties may be issued.

1.5.4 Backmarkers - if you are being lapped by faster vehicles then you **must** give way to passing traffic safely. It is the responsibility of the passing car to overtake. As the backmarker, you should hold your line and not

defend the position. Allow the passing car through only when it is safe to do so.

1.6 Race Starts

1.6.1 Standing Starts - all race starts in the Logitech G Series are Standing starts. The starting process will be the standard in-game standing starting method.

1.6.2 False Starts - false starts will be penalised using the standard in-game penalty system. Extreme cases will be investigated by the Logitech Admin.

1.7 Light Indication

1.7.1 Indication - the indicators can be used in motorsport to show the direction that **you** plan to take. If you are being passed or want to let another car through, then you can indicate left or right to signal the direction that you will be moving.

1.7.1.1 Backmarkers and Slower Cars - it is recommended to use the indicators when being lapped or passed by faster vehicles. This allows the passing car to know your intent to let them through.

1.8 Quitting or Leaving a Race

1.8.1 Quitting - If a driver, for any reason wishes to leave the race, they must do so by driving to the pitlane and parking the car. They must leave themselves signed into the race lobby. Leaving the race mid way through can cause lagging and glitching with other players. Please refrain from doing this.

2. Penalties

2.1 Game Penalties - Both ACC and IRacing use their own Penalty System that will be used in race if any of the above rules are deemed to be broken by the game's ruling.

2.1.1 IRacing Penalties

There are four levels of incidents: 0x (light contact with the wall OR light contact with another car), 1x (off track), 2x (hard contact with wall OR lost control) and 4x (hard/critical contact with another car).

Track limits can also give you a 1x, increasing per offence.

These penalties will result in a 'Slow Down Penalty' where the driver must come off throttle and slow until the time penalty runs out.

2.1.2 ACC Penalties - ACC uses a 3 strike system for issuing penalties (similar to real-world racing). This means you are allowed 3 separate warnings for rule-breaking before being issued a penalty.

ACC mainly issues penalties for track limit infringements. It currently does not give penalties for contact, however, your 'Driver Safety Rating' will be affected. Pit Lane rules and driving the wrong direction on circuit can also get you a penalty.

Lap times completed with a track limits infringement will be deleted.

ACC will give 3 types of in-game penalty

- Drive-thru Penalty - upon receiving, driver must do one 'flyby' through the pit lane at pit lane speed
- Stop-and-go Penalty - upon receiving, driver must stop in their designated pit box for 20 or 30 seconds
- Disqualification - driver is disqualified from the event.

2.2 Logitech McLaren G Challenge Penalties - In the event where the game does not give a sufficient penalty, or in a situation where a driver requests investigation, the Logitech McLaren G Challenge Series Admin will issue penalties where appropriate.

A strike system will also be in play for minor incidents.

If a driver is found guilty of a Rule infringement, one of the following penalties may be issued:

- 10 Seconds added to the finishing time for that driver
- 30 Seconds added to the finishing time for that driver
- Points deduction from Championship Standings
- Exclusion from Race Meeting
- Exclusion from Championship.

Each incident will be investigated separately, however, repeating offenders will be 'black marked' and the enforced penalty might be exacerbated.

2.3 Racing Incidents - there are lots of variables in Motorsport, even more so when it comes to SIM racing. A 'Racing Incident' may occur when neither party is at fault. Driving standards will be monitored by Logitech McLaren G Challenge Admin and reviewed regarding this.

3. Incident Reporting and Appeals

3.1 The Reporting Process - In the event where a driver wishes to raise an issue regarding driving standards or racing incidents. Then they must follow these steps.

- Incidents must be reported using the google form provided via email communication and located in the competition discord (discord.gg/gchallenge). Please contact administration via discord if you need assistance locating the incident report form.
- All drivers will be required to submit their replay files at the completion of their race
 - Should drivers fail to submit their replay files, adjudicators will enforce penalties based on available footage
- Drivers will have twenty-four (24) hours from the end of their race to submit incident reports in the form of replay files or video footage
 - All incident reports must be accompanied by video footage or replay files
 - All incident reports must include timestamps that lead to the moment of the incident
 - All incident reports must include a thorough description of the incident
- Should any of the above conditions not be met your incident report will not be considered during the adjudication process
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3.2 Contact Directory

- General inquiries and questions can be answered on the G Challenge Discord channel at <https://discord.gg/UnU8xJ3yq4>
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3.3 Footage and Recordings

3.3.1 Streaming - it is advised that all participants (if possible) should stream the meetings so that they can later review the 'live' footage. This is important because replays sometimes don't show the whole picture.

3.3.2 Replays - replays must be saved by all drivers. Replays must be submitted in conjunction with Stream footage (if possible) when reporting an incident.

3.4 Appeals - appeals can be made to Logitech Admin via the process described in Section 3.1 in the event where they strongly disagree with an in-game or Logitech issued penalty.

Appeals can also be made for other issues, such as Terms and Conditions infringements, Social Concerns, etc.

4. General Rules

4.1 Chat usage - chat usage gives our drivers the chance to socialise and discuss important issues within the game. It goes without saying that any 'Trash Talking' or berating other drivers is terms for exclusion from the race meetings.

4.1.1 For Incident Reporting - please do not use the public chat domains for discussing in-race incidents. Please follow instructions in 3.1.

4.2 Liveries - liveries may be provided by the Logitech McLaren G Challenge at a later date. For more information, please message one of the Logitech Admins

4.3 Punctuality

4.3.1 Pre Race Check-In - all drivers must sign-in and acknowledge their attendance to the Discord chat or to Logitech Admin Members at least 30 minutes prior to race start. Failure to do so may result in exclusion from the meeting.

4.4 Pre-race Meetings and Briefings

4.4.1 Pre race Briefings - in the event where pre-race briefings have been notified to competitors. All drivers must attend the pre-race briefings as instructed. Failure to do so could result in exclusion of entry

4.5 Cheating - cheating in any form will not be tolerated. If you are suspicious of someone abusing this rule, then please submit a Report following the process in 3.1.

4.6 - For qualifying periods in all categories, only in-game penalties will be applied or considered

4.7 - Drivers who disconnect during the Race, in all categories, will not be permitted to rejoin

4.8 - For Sport competitors, session over time will be 180 seconds. Positions at the conclusion of session over time will be considered final