

# Sim Karting League

## Official Rulebook

Applies to all Sim Karting League-Sanctioned Events and Series

### *Table of Contents*

<b>Series Requirements</b>	<b>2</b>
<i>Pre-Race</i>	2
<b>Racing</b>	<b>3</b>
<i>Qualifying</i>	3
<i>Starts</i>	4
<i>Racing</i>	5
<b>Race Event Procedures</b>	<b>5</b>
<i>Time Schedule</i>	5
<i>Session Layout</i>	6
<b>Off-Track Behavior</b>	<b>6</b>
<i>TeamSpeak 3/iRacing Chat</i>	6
<b>Teams and Competition</b>	<b>7</b>
<i>Team Pre-Race Requirements</i>	7
<i>Fair and Full Competition</i>	7
<b>Post-Race Procedures</b>	<b>8</b>
<i>On-Track Officiating</i>	8
<i>Penalty Structure</i>	10
<i>Results and Appeals</i>	11
<i>Admin Discretion</i>	12

# 1. Series Requirements

## a. Pre-Race

- i. All drivers must be logged onto the Sim Karting League TeamSpeak 3 Server during all periods of the race event, prior to joining the iRacing server.
- ii. All drivers must be able to fluently speak and understand English for the sake of understanding to compete in any Sim Karting League-Sanctioned Events.
- iii. All drivers must set their TeamSpeak 3 sound to be loud enough to be heard over the noise of their in-game iRacing engines, again for the sake of understanding.
- iv. All drivers must attend the drivers' meeting at the end of Official Practice, in order to be allowed to turn a qualifying lap. If missed, the drivers will have to start their Heat(s) behind all other drivers who were able to turn qualifying laps.
- v. In order to be allowed to race competitively, all racers must have a connection to the server that does not hinder the ability of other drivers to race around them through lag.
- vi. If the Sim Karting League Admin Board deems that a driver is not ready to race a Sim Karting League-Sanctioned Event, then that driver will be asked to do a private testing session with an Admin.

- vii. If a driver is not registered in Sim Karting League as a driver, they will not be allowed to participate in that particular Sim Karting League-Sanctioned event or series until they are registered.
- viii. If a driver connects to the server without the designated paint skin as specified per their team's sign up for the series, he/she will be informed and must update their paint prior to the Drivers' Meeting to collect points.
- ix. If a driver connects to the server without the designated number, he/she will not be able to collect points for that particular event.

## **2. Racing**

### **a. Qualifying**

- i. Qualifying will be divided into Q1, Q2, and Q3 sessions.
- ii. Q1 will be a ten minute session, with the top fifteen drivers advancing into Q2. The drivers not advancing into Q2 will start from the position they qualified in Q1.
- iii. Q2 will be a seven minute session, with the top ten drivers advancing into Q3. The drivers not advancing into Q3 will start from the position they qualified in Q2.
- iv. Q3 will be a five minute session, with the remaining ten drivers qualifying for position.
- v. Bump drafting/pushing is allowed during qualifying.

## b. Starts

- i. Two starting procedures will be standard for Sim Karting League. For Heat racing, an in-game iRacing starting procedure will not be used. An off-track admin will monitor and control start procedures during Heat racing, whilst an iRacing start procedure will be used for Final racing.
- ii. Heat racing will consist of one formation lap. Drivers will form at the end of pitlane single-file in their correct starting order. Once admitted by the Race Director, drivers will be released onto the racing surface for their formation lap.
- iii. During the formation lap, the front two drivers must start formation by the commitment point on the race track.
  1. This point will be designated during the Drivers' Briefing before each race.
- iv. If the leader is not holding a constant pace between 35 and 45 MPH, he/she will be given ONE warning, and then if still unable to maintain a constant speed, they will be placed back to third place, with third place moving up to second, and second place moving to the pole.
- v. The outside polesitter must also keep a constant pace, and if he/she is found lagging back or accelerating before the leader, a penalty will be assessed.
- vi. Pushing on the start is prohibited. This includes inconsistent slamming of the driver in front, intentional or not.

### c. Racing

- i. Any and all on-track incidents will be reviewed by admins after the session is over. If an incident you were involved in was not checked over by the admins, please notify them so they can review the wreck.
- ii. No intentional wrecking is allowed.
- iii. Drivers are permitted one move for blocking, or a pro-active maneuver into a corner, such as a defensive line. However, two or moves as a reaction will receive a penalty.
- iv. Before SKWC Race Control throws the Green Flag to start the session, they have the option to restart the session as many times as they feel necessary. However, once the Green Flag has been thrown, the session is official and cannot be reset for any circumstances.

## 3. Race Event Procedures

### a. Time Schedule

- i. In order to maintain an on-time presence, the only incidents that will be reviewed after each heat race are those that are specifically reported to the Admins.
- ii. We will not search through the entire replay for your incident, so a specific time stamp must be given, such as the lap that it occurred.
- iii. If a session finishes earlier than the next one is about to start, the admins will wait until it is time to begin the next session.

- iv. If the series is running behind, however, there will be no wait time or added wait for any driver under any circumstances.
- v. The official time table for each series varies from season to season; to find it for this season go to the schedule page.

b. Session Layout

- i. Once the first official session begins, all Sim Karting League rules are in effect, with no exceptions.
- ii. Official 2017 Session Layout:

**1. Monday:**

2. 20:00 EST - Free Practice 1

**3. Tuesday:**

4. 19:00 EST - Free Practice 2

5. 20:00 EST - Driver's Briefing

6. 20:10 EST - Q1 (10 Minutes)

7. 20:25 EST - Q2 (7 Minutes)

8. 20:35 EST - Q3 (5 Minutes)

9. 20:50 EST - Heat One 11.6 Minutes or 14.5 Miles

10. 21:20 EST - Staging

11. 21:25 EST - Heat Two 11.6 Minutes or 14.5 Miles

12. 21:55 EST - Staging

13. 22:00 EST - Final (17 Laps) 19.8 Minutes or 24.6 Miles

## 4. Off-Track Behavior

a. TeamSpeak 3/iRacing Chat

- i. No Profanity or Vulgar Language is tolerated.
- ii. No bashing of any driver is tolerated.

- iii. Disruptive and excessive use of chat during any race session is not tolerated.

## **5. Teams and Competition**

### **a. Team Pre-Race Requirements**

- i. All drivers must be registered with a team before they can make a start in any SKWC-Sanctioned event, including Official Practice.
- ii. Each team has a maximum of three drivers per series, and a minimum of two drivers, no exceptions.
  - 1. If a driver does not have a team, he/she can run as a privateer and will only score points in the drivers' championship.
- iii. Once a driver has scored points in a race for a team, he/she must remain with that team until the end of the season for that particular series.
- iv. Teams are permitted to have full-access to their own private channels at any point during Official Practice, but once the Drivers' Meeting has commenced, all drivers must remain in the specified Race Channel.

### **b. Fair and Full Competition**

- i. No driver, under any circumstance, is allowed to hinder the race of a competitor for the benefit of a teammate of theirs. No "team orders".

## 6. Post-Race Procedures

### a. On-Track Officiating

- i. We have created diagrams that depict how we will choose fault for incidents, along with explicit guidelines that will be used by our race director(s).
  1. It is highly recommended that you cite one of these rules when writing an appeal.
- ii. If the passing driver is halfway alongside the driver being passed before the turn in point of a corner, then he and the driver being passed both have the **right to be there**.
  1. **Right to be there** - the driver(s) alongside you through a turn, from corner entry to corner exit, must give you at least one car or kart width of room to take the turn, due to you position your car or kart at least halfway alongside their car or kart before corner entry.
  2. If two or more drivers both have a **right to be there** entering a corner, an invisible line is drawn splitting the racetrack in half. If either driver impedes over that line and either initiates contact or forces the other driver off their adjusted racing line, then they will be penalized.
- iii. Incident 1: Car B is attempting a pass on Car A, and crossed the invisible dividing line on the racing line to initiate contact with



Car A. Fault Car B.

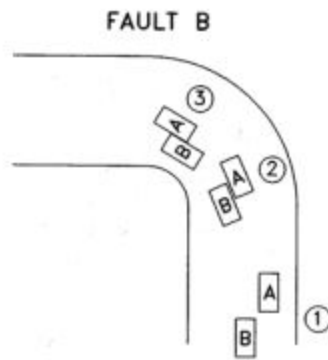


FIGURE 2

1. While Car B was not alongside Car A at Point 1, Car A gave racing room anyway. If no contact is made, this pass is clean, even though by our definitions, Car B would not have had a defined right to be there.
- iv. Incident 2: Car B was not halfway alongside Car A by Car A's turn-in point. Car A therefore does NOT have to give Car B room, and the contact initiated is Car B's fault.

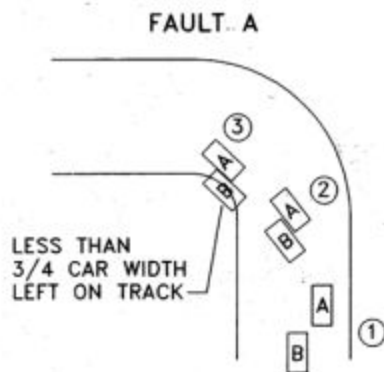


FIGURE 3

1. If Car B was halfway alongside Car A by Point 1, then Car A would be at fault for not giving adequate racing room as Car B would have had a right to be there.

## b. Penalty Structure

### i. Blocking

1. For every instance of two or more moves for blocking, a one position penalty will be issued.

### ii. Incidents / Crashes

1. If a driver is deemed at fault for causing an incident or a crash, he/she will be placed behind the driver who finished the worst of all of the drivers who were involved in the incident, plus one position.
2. This can be voided IF the driver at fault intentionally drops behind all victims of the incidents within a two lap window.

### iii. Bumping on the Starts

1. If a driver is pushing the driver(s) in front of them before the pole sitter starts the race, the driver pushing will be given a five position penalty.
2. Pushing is defined as slamming a driver hard enough that their car lurches forward significantly, or pushes into the car in front of them.
3. Admin discretion will determine whether a bump is severe enough for a penalty, however, most 4x Car Contacts will be subject to this penalty.

iv. Voice / Text Chat

1. Vulgar, Abusive, and/or Excessive Chat will be handled abruptly with one warning issued by an admin, and if it continues it will be followed by a revocation of chat privileges for the duration of the event.

v. Intentional Wrecking

1. If a driver is deemed to have intentionally crashed another driver(s), then he/she will be disqualified from all sessions in that event weekend, and a three-race suspension from all SKWC-Sanctioned events.

vi. Jump Starts

1. Any driver who accelerates before the pole sitter is considered jumping the start.
2. If the outside pole sitter jumps the start, he/she will receive a two position penalty at the end of the session.
3. If someone behind the front row jumps the start, he/she will receive a two position penalty plus any positions gained on the start.

c. Results and Appeals

- i. After the feature session has concluded, there is a 24-hour period for the results to be finalized and updated. Results may be posted beforehand on the website, but are not finalized and official until the end of that 24-hour period.

- ii. After results are made official, there is another 48-hour period for appeals on the official results, asking for either a lessened penalty, revoked penalty, or a more severe penalty.
  - 1. To correctly submit an appeal, the applicant must include the lap and session of the incident, the penalty or lack thereof, and their request/explanation in an email sent to [simkartingleague@gmail.com](mailto:simkartingleague@gmail.com).
- iii. Once that 24-hour period has passed, no more appeals can be submitted to those results. All submitted appeals will be reviewed by the SKL Board of Admins, and they will come to a decision within 48 hours, no more.
- iv. The points breakdown for the SKL iRacing.com Legends Tour is as follows:

1. Final Finish

<b>1st</b>	200	<b>11th</b>	102	<b>21st</b>	50	<b>31st</b>	28
<b>2nd</b>	180	<b>12th</b>	96	<b>22nd</b>	46	<b>32nd</b>	27
<b>3rd</b>	170	<b>13th</b>	90	<b>23rd</b>	42	<b>33rd</b>	26
<b>4th</b>	160	<b>14th</b>	84	<b>24th</b>	40	<b>34th</b>	25
<b>5th</b>	150	<b>15th</b>	78	<b>25th</b>	38	<b>35th</b>	24
<b>6th</b>	142	<b>16th</b>	72	<b>26th</b>	36	<b>36th</b>	23
<b>7th</b>	134	<b>17th</b>	66	<b>27th</b>	34	<b>37th</b>	22
<b>8th</b>	126	<b>18th</b>	62	<b>28th</b>	32	<b>38th</b>	21
<b>9th</b>	118	<b>19th</b>	58	<b>29th</b>	30	<b>39th</b>	20
<b>10th</b>	110	<b>20th</b>	54	<b>30th</b>	29	<b>40th</b>	19

## 2. Combined Heat Finish (Final Starting Grid)

<b>1st</b>	50	<b>6th</b>	25
<b>2nd</b>	45	<b>7th</b>	20
<b>3rd</b>	40	<b>8th</b>	15
<b>4th</b>	35	<b>9th</b>	10
<b>5th</b>	30	<b>10th</b>	5

### d. Admin Discretion

- i. Any circumstance that is not specifically defined by a rule in this rulebook is subject to admin discretion.
- ii. This rulebook may be updated at any time that the admins deem it necessary.