

BMW CCA NCC Sim Racing Program Rulebook

Version 1.2

Updated: 2024-Feb-02

Change log:

- 2022-05-01: initial draft, v1.0
- 2023-06-21: release, v1.1
- 2024-02-01: release, v1.2 – updated rulebook section 8, 9 and penalty section 5

LEAGUE RACING RULES:

1. **This is a friendly but serious, community-based, and non-contact sim racing league.**
 - 1.1. You must respect other drivers' skill levels and speed – i.e., be predictable, anticipate drivers' action/reaction in front and behind you, do not cheat or play dirty, make a safe and clean pass when/where you can, etc.
2. **Blocking:** there's NO blocking in this league. We follow section 8.1.1.4 of the iRacing Sporting Code. No reactionary moves allowed or move under braking.
3. **Flag rule:** in this league, if you're under the **blue** flag (i.e., you're a lap down, etc.) then you must YIELD to the faster car coming up behind you where it's safe to do so and yield quickly, ideally within 2 corners. If you can, try to use iRacing radio button to communicate that you see them and let them know when to pass and where.
4. **Side-by-side or alongside rule:** in order to be side-by-side, front tires of trailing (overlapping) car must be ahead of rear tires of leading car before leading car starts to turn in. If this is not established, then you do not have the right to upcoming apex, therefore, you either – back out or expect that you're going to get cut. Therefore, any incident caused by the trailing car will be penalized.
5. **Under-braking and punting:** Do NOT rely on the brake lights of the car in front of you, because there is a delay when you see the light and when you brake due to internet connection speed, etc. DO anticipate (brake early if you have to), so that you do not punt the car going into the turns. It is the responsibility of the trailing car to ensure they do not punt the car in front. You should assume the car in front will make the apex. Brake checking is NOT allowed whatsoever and you will be disqualified or even removed from the league.
6. **Entering the (hot) track:** When entering hot track from the pit, always check your mirrors and use iRacing's Relative box for incoming traffic. Wait for the entire field if you have to. Announce that you are exiting the pit and do not swerve over to racing line immediately. Always stay offline until the next corner then safely merge back to racing line. The cars already on track have the right of way all the way through the first turn after pit exit.
7. **Off-track entry:** Similarly, if your car goes off-track (wheels dropped, spun, etc.) – 1. Slam on the brake, come to a stop, 2. Check your mirrors, 3. Check your Relative box, then 4. Safely merge back onto the track. Stop and wait for all the traffics to go by if you have to – DO NOT roll, move, swerve, or jump back onto the track and cause incidents. You must be predictable. If you drop 2-wheels, ride it out carefully then safely merge back onto track, do not just jump back onto track immediately and cause spin or incidents to others. Penalties will compound if you do not pay attention to your surroundings and disregard other cars.
8. **Formation lap (for rolling start):** swerving, weaving, dragging brakes, or slamming on the brakes is prohibited. Please stay close but leave enough space in front and side of your car at all times and be careful not to hit other cars.
 - 8.1. If you are in P1 or on pole at the start, then you may go or hold the pace when the pace car enters the pit. You do not have to wait until the green flag drops, you may accelerate any time after the pace car enters the pit and before the green flag. No braking is allowed by P1 after the pace car enters the pit.

8.2. However, you cannot use off track or cheat to gain advantage then merge back onto track. You will be subject to disqualification.

9. Slowdown penalties, damaged cars, and brake checking:

9.1. If a car is going to be significantly off pace for any reason, including slow down penalties or damage, it is the responsibility of the slow car to behave in a predictable fashion so faster drivers can make a safe pass. If there is an issue (e.g., equipment malfunction), then let others know via race intercom immediately and fully pull to one side of the track, preferably off line and remain there until traffic clears or you tow to pits. Failure to communicate and causing incidents will be penalized.

9.2. Applying brakes or purposely slowing down (e.g., at the exit of the turn) to serve a slowdown penalty without first checking the mirrors for following traffic AND not announcing you are serving a slowdown penalty will be considered brake checking. It is best to pull off-line predictably, quickly, and completely to one side of the track, then lift after checking for following traffic and announce that you will be slowing down. You must be back up to full race speed before merging back onto the racing line and let others know that you are about to merge also.

9.3. Purposely driving damaged cars that do not steer straight, require heavy braking, or significantly off the pace following the traditional line will be considered to be driving erratically, blocking, or brake checking if an incident occurs. Be considerate of your fellow drivers, stay fully committed to one side of the track, facilitate passing on straights or even pull-off the track, and tow as necessary.

10. ALWAYS beware of your surroundings, when in doubt play it safe and coordinate with others.

11. It is the responsibility of the car behind to maintain control, especially in reverse grid situations. The overtaking car is responsible to adhere to the above “side by side or alongside rule”.

12. We do not condone drivers who casually show up time to time, and “practice” during the official race. It is strongly encouraged that you practice on your own, participate on league hosted practice sessions, and be ready by Thursday’s official race.

13. Your actions will be monitored, noted, and will be reviewed by race stewards after the race if you cause any incident(s), protested or not. Incidents during the first lap will receive automatic review and additional scrutiny. See league penalty system below.

14. Similarly, at any time, if you continue to drive overly aggressive and cause multiple incidents to others (i.e., knocking them out of race, playing dirty, taking advantage of other good drivers, etc.) then you will be asked to sit out the next race whether protested or not.

15. Intentional targeting, hitting, or retaliation, will not be tolerated. You will be removed from the league immediately.

16. Talking negatively over the mic to other drivers in response to an incident is prohibited. Stay off the mic if you’re upset about a situation.

17. Any type of “teamwork” is prohibited on official race night (includes qualifying and races). For example, if it’s deemed that you are conspiring or working with each other to slow down, block traffic, drafting to gain lap times, etc. then everyone involved will be remove from the league. We do not cheat or play dirty in this league.

18. If you are having equipment failure (e.g., steering wheel malfunction, shifting issues, etc.), network connectivity issues (“blinking” severely in the race), computer glitches, etc. and unable to drive predictably, potentially cause incidents, and interfere with other drivers, then you should not participate on official race nights and you will be asked to sit out the race.
19. Practice sessions are to be taken seriously – there will be no penalties but if you interfere with other driver’s practice, crash intentionally, hit other cars for no reason, or do not take it seriously, then you will be removed from that session immediately. *Practice like you race on official race night.*
20. If some of these rules are frequently violated and ignored, then you can be removed from this league with or without notification.
21. *Remember to race hard but keep it CLEAN. The race is not won on the first lap. Be nice to each other. We are in this together!*

LEAGUE PENALTY SYSTEM:

1. This is a sim racing **PROGRAM**. Although, it is never pleasant to hand out penalties, they are put in place due to repeated patterns over time, and in order to provide safe and clean racing environment for all to enjoy. Remember, this is a NO contact, friendly racing league, and we will strive to keep it clean every week!
 - 1.1. The penalty system only applies to official races and will be strictly enforced (no exceptions). We trust that you drive well within your limits and mindful of your actions to other drivers and *own up your mistakes*.
2. We do not employ race stewards during the race. Every incident will be different, therefore, all penalties will be reviewed and decided post-race by race stewards.
 - 2.1. We will keep track of incidents per driver each week for that season (protested or not protested).
3. In order to eliminate first lap incidents, we have a tight penalty system in place for the first lap of each race (including but not limited to):
 - 3.1. **5-point deduction:** regardless of reason, if you cause any **incidents or damages** to other cars, then you will be penalized. No one wants to start the race with damaged cars or get taken out so early in the race.
 - 3.1.1. We have seen situations such as ignoring cold tires, driving overly aggressive, losing control, locking up, rear ending, diving into turns (without establishing side-by-side as mentioned in the rule), pushing other cars off the road, unsafe entry back to track, serving slow down penalty, jumping before green flag during formation lap, etc. So, think twice before performing an aggressive move in lap 1 when your tires and brakes are cold and the traffic is dense.
 - 3.1.2. Multiple incidents in lap 1 can result in multiple 5-point deductions.
 - 3.2. If you cause an incident, you'll end up losing more season points than you would have gained by making a pass.
 - 3.3. If you go off on your own without causing issues to others, then you are not penalized.
 - 3.4. If you go off track to avoid incidents, then you will not be penalized provided you merge safely.
 - 3.5. If multiple cars caused incidents, then they will all be penalized, i.e., equal fault or racing incidents will result in all drivers involved receiving lap 1 penalties.
4. After the first lap, additional penalties will apply (including but not limited to) to each race:
 - 4.1. **4-point deduction:** for causing incidents, damages, and taking out other cars out of the race such as punting other cars under braking (e.g., "I locked up" is no longer an excuse), dive bombing without establishing side-by-side rule as described, intentional swerving, hitting, blocking, brake checking, unsafe entry back to track and not paying attention to other cars, etc.
 - 4.1.1. It can be protested and penalized even if there was no contact or incident, i.e., divebomb without establishing side-by-side as described in the rule.
 - 4.1.2. Any incidents the stewards deem to be due to negligence or against the spirit of this no contact, friendly league.
 - 4.2. **3-point deduction:**

- 4.2.1. For unsafe pit exit: ALWAYS assume that the track is hot, wait until the cars go by, stay offline until the next turn, then safely blend into the traffic. The car(s) on track has the right of way, therefore, YIELD to incoming cars.
 - 4.2.2. For unsafe handling of slow down: fail to notify other drivers of slow down penalty or driving slow around the track in the race due to mechanical problem and causing incidents, fail to safely move out of the way (offline or hold your line, again let others know), fail to safely merge back to race when the penalty clears, blocking and slowing down other drivers on purpose knowing you have a damaged car, etc.
 - 4.2.3. For unsafe entry back onto racing surface from off-track area.
- 4.3. **2-point deduction:**
 - 4.3.1. For ignoring blue flag for 2 corners or more.
 - 4.3.2. Penalty will compound for each car you ignore.
- 4.4. **1-point deduction:**
 - 4.4.1. For not wearing league sponsor logos.
5. **Increasing incidents and severity of penalty (based on 10-week season and double race format):**
 - 5.1. Regardless of race format (single or double header), if incidents continue, then the stewards reserve the right to disqualify the offending driver for the rest of the current season.
 - 5.2. If you cause 2 incidents in a season, then you will start from the pit the following week where you participate on first race only.
 - 5.3. If you cause 3 incidents in a season, then you will start from the pit the following week where you participate for both races.
 - 5.4. If you have 4 incidents in a season, then you are not allowed to participate in the following week.
 - 5.5. If you cause 5 incidents in a season, then you are disqualified for the season, which includes forfeiting all the points and removal. You may reapply in the future and may be reconsidered.
6. Penalty points will be deducted post-race against your overall standings and it is not limited to a single incident and will be compounded – e.g., if you unsafely merge from the pit (3-point deduction) and knock out another racer (4-point deduction), then you will be hit with total of -7 points at a minimum, and thereafter.
7. Finally, repeatedly ignoring league rules (not wearing paint template, no etiquette, poor attitude, taking advantage of other good drivers, etc.) and disregarding other drivers in general, you will be removed from the league. Once again, this is a friendly, non-contact racing league, and we do not condone repeated and unsafe behaviors.

POST-RACE CONTROL and RACE PROTEST:

- Our race stewards are made up of: sim racing program chair and committee, and drivers with significant racing experiences and in good standings in this league. There will be 5 of them total each season.
- **Incident monitoring:** Not all incidents are reported or protested, but the program committee will make note of the incidents and we reserve the right to assess penalties and remove repeated offenders from the league.
 - All first lap incidents will be reviewed every week whether protested or not. Other laps' incidents will be reviewed per request. It is the discretion of the stewards to review any incident on any lap. Message the race stewards after the race if you were involved in an incident that you would like the race stewards to review and evaluate for penalties.
 - You have 24 hours to make a protest to any of the race stewards (i.e., by Friday night of that race week). Make a protest by sending a private message. They will record, review, and decide by Sunday when weekly race results and report are posted.
- Penalty system is in place to protect good drivers, encourage others to communicate and coordinate with each other to provide safe and clean racing environment, and promote your racing skills. The system was setup based on the previous repeated incidents and issues we have witnessed in the league. Again, we do not hit each other in this league. It is designed to reward those who show up every week, practice hard, and strive to drive clean every week. We do not want to discourage other drivers who may be new to sim racing, or who fail to finish the race due to other drivers' bad behaviors. Therefore, control your emotions, enhance your situational awareness, and learn to be comfortable in racing situations. **Again, the race is not won on the first lap. When in doubt, play it safe!**

DISCORD POST GUIDELINE:

We use dedicated Discord channel (you have to be a member of the league to be invited in). We have to protect our brand (BMW CCA and the chapters) and most importantly sponsors (who make this possible especially broadcast coverage). Therefore, in general, when you post on Discord, please do not post competing interests, offensive materials, do respect other members, and do not trash/clutter the channels. Here are some general guidelines for posting.

- You must use full, real name.
- Do not advertise other league or program without prior discussion/permission with the program chair. e.g., if you want to advertise, it needs to go both ways, advertise us and we advertise you.
- Do not recruit members into your league, cannibalize, or take advantage of this league (again, at a minimum, it needs to work both ways).
- Do not post personal racing (your channel/stream, etc.) or promote something that is unrelated to and doesn't benefit the league, i.e., do not clutter the channels with irrelevant information.
- Our official broadcaster is VSPEED, and unofficial streaming/review is done by race stewards.
- Do not post conflicting or competing materials to the league and to our sponsors.
- Do not post political, or vulgar materials.
- Personal attacks, cursing, or arguing about race incidents are prohibited. Especially during the race.
- When in doubt, ask before you post, if any of these guidelines are violated, then it will be removed without a warning.

CAR PAINTING REQUIREMENTS

- We require mandatory sponsor logo template to be used in our cars. They are placed such that you still have maximum space to paint your car to your preference!
- You are required to run Trading Paints so your livery can be seen during the broadcast.
- Modification to the template may be allowed under the following conditions:
 - Sponsor logos may be moved, but they must remain equally visible. The current side skirt location is considered highly visible. Logos in other locations will likely need to be increased in size to have equal visibility.
 - Sponsor logos may be changed to either black or white, but any colors must match the original colors of the logo provided in the template.
 - Any modifications may be rejected by the league administrators if they judge that the league sponsor logos don't meet the visibility goals.
- It is important that we recognize our wonderful sponsors, so additional placements of sponsor logos on your custom livery is encouraged! Logos are included in the template as well as Discord "sponsor logos" channel.
- If you are a member of other BMW CCA chapters, you are more than welcome to display your chapter logo on your car for everyone to see where you are from.
- We also ask that drivers are mindful of what you put on your car – i.e., no direct advertising with conflict of interest to the sponsors, no vulgar or political paintings, etc.