

Rules & Penalties

Season 2025/2026 V1.1

Rules during the race

The following rules must be observed during a race. They form the basis for protests that an injured party can submit.

Penalty point system

Penalty points are awarded if protests are upheld on the basis of this chapter.

The penalty points are added up on an ongoing basis.

Penalties are imposed when the following limits are reached:

Total	Penalty imposed
4/14/24/...	No qualification for the next race
6/16/26/...	Start from the pit lane without qualifying for the next race
10/20/30/...	Exclusion from the next race

Illustration:

0	
1	
2	
3	
4	No qualification for the next race
5	
6	Start from the pit lane without qualifying for the next race
7	
8	
9	
10	Exclusion from the next race
11	
12	
13	
14	No qualification for the next race
15	
16	Start from the pit lane without qualifying for the next race
17	
18	

At the end of the season, the remaining penalty points are deducted from the final ranking list.

Example: the driver has 8 penalty points, the last penalty he received was 6 penalty points, 2 penalty points remain. These are deducted from the points result achieved.

iRacing Official Sporting Code

Every participant knows the most important regulations of the respective valid "Official Sporting Code" of iRacing.

iRacing independently imposes penalties:

	Black Flag
-	Refer to iRacing Sporting Code (Black Flag, Black Flag Procedures)
	Penalty during the race directly by iRacing.

	Intentional and/or retaliatory, destructive measures
	Refer to iRacing Sporting Code (Intentional, Retaliatory, and/or Wrecking)
R01	Penalty during the race directly by iRacing. Protests can be submitted with reference to this regulation. In addition, the race director can identify and deal with such offences as part of the replay reviews. Any infringement of this rule will result in exclusion from the series.

Redeeming Penalties

	Open Penalties
	Drivers who have an outstanding penalty must redeem it immediately at the next race. The race director will use the replay to check whether the penalty has been redeemed.
R11	If this is not complied with, the penalty is duplicated and the driver must redeem it in the next two race participations. In the event of a repeat offence, the driver will be excluded from the series.

Participation in the driver briefing

	Drivers briefing
	All participants in a race must attend the drivers' briefing. The race management will check this in the corresponding voice channel in Discord.
R21	2 SP Participants who are not present in the corresponding voice channel in Discord at the start of the briefing will be penalized with 2 penalty points.

Behavior on the track

R31	Start formation «2-2-2»
	At the moment, the pace car crosses the pit entry line, all drivers must be in the correct starting formation: max. 2 car lengths behind the vehicle in front, no staggered driving, no pulling out before green-green-green.
	2 SP Distance to the vehicle in front is significantly too great, disadvantage to drivers behind.
	2 SP Pulling out before green-green-green
4 SP Distance to the vehicle in front is significantly too great and use of the distance for premature acceleration.	
R32	Damage that prevents further driving
	If a driver has to abort his journey due to mechanical or other damage, he must immediately park his vehicle outside the track and leave it using "ESC/Exit".
	2 SP for staying on the track for an unnecessarily long time and obstructing other drivers
	4 SP for staying on the track for an unnecessarily long time resulting in a collision
R33	Yellow Flag
	Drivers must adjust their speed immediately and be prepared to stop at any time. Overtaking is strictly prohibited under the yellow flag, unless a vehicle to be overtaken has massive technical problems or is stationary.
	4 SP Overtaking under a yellow flag
R34	Blaue Flagge – Blue flag
	Drivers should maintain their normal racing line when approaching riders who want to lap them. If a rider is approached by another rider who wants to overtake him, the leading rider must facilitate the overtaking by taking his foot off the accelerator on one of the next two straights before the braking zones as soon as the rider behind him is within 0.8 seconds.
	2 SP possibility of being overtaken during a full lap not allowed
	4 SP possibility of being overtaken during more than one full lap not allowed
R35	Pit entry
	Vehicles may not harass competitors in pit entrances or deliberately deny them access.
	6 SP A first offence is punishable with 6 penalty points. A repeat offence will result in exclusion from the series.
R36	Pit exit
	Returning to the racing line without regard for traffic, causing evasive maneuvers or collisions.
	1 SP In case of minor danger and without loss of place for those affected
	2 SP In case of one loss of place for those affected
	4 SP Collision, several losses of place / pit stop sequence for those affected
10 SP Collision, obvious intention	

R37	Rejoin after leaving the track or loss of control
	A driver returns to the track unsafely after a spin or spin-out, endangering or obstructing other vehicles (unsafe rejoin). Returning to the racing line without regard for traffic, causing evasive maneuvers or collisions.
	1 SP In case of minor danger and without loss of place for those affected
	2 SP In case of one loss of place for those affected
	4 SP Collision, several losses of place / pit stop sequence for those affected
10 SP Collision, obvious intention	

R38	Bump Drafting
	Bump drafting (a rider deliberately touching the rear of the vehicle in front to give them a speed advantage) is permitted. Rides, spins or collisions resulting from this are considered an offense, especially if other riders are affected.
	1 SP Clear obstruction, no collision and no loss of place for those affected
	2 SP Clear obstruction, no collision 1 loss of place for those affected
	4 SP Collision, several losses of place / pit stop sequence for those affected
10 SP Collision, obvious intention	

Fights and overtaking

R51	Blocking
	The leading rider may ride a defensive line. However, it is considered blocking if the leading rider actively adjusts his riding line more than once per straight or bend due to the actions and/or positioning of a pursuing rider. Deliberately driving slowly to keep the attacker behind you without having a legitimate pace for the race is also considered blocking.
	2 SP Blocking by changing direction twice and/or slowing down the ride 4 SP Blocking by changing direction several times and/or slowing down the ride
R52	Dive Bomb
	A driver tries to overtake late in a corner on the inside lane without having sufficient control over his vehicle or leaving enough space to his opponent. Overambitious braking that cuts the racing line or another car is typical. The following should always be observed: the front tires must be next to the car to be overtaken at the apex of the bend at the latest and the overtaking driver should leave enough space for the other car.
	1 SP In case of minor danger and without loss of place for those affected
	2 SP Minor collision and/or loss of space for those affected
	4 SP Collision, several losses of place / pit stop sequence for those affected
10 SP Collision, obvious intention	
R53	Move under braking
	A driver changes line while braking to prevent an opponent from overtaking. This often destabilizes the vehicle behind and can lead to dangerous situations.
	1 SP In case of minor danger and without loss of place for those affected
	2 SP In case of one loss of place for those affected
	4 SP Collision, several losses of place / pit stop sequence for those affected
10 SP Collision, obvious intention	
R54	Weaving
	Weaving (or breaking the slipstream) is generally permitted. However, a competitor may not be obstructed, nor may more than one (1x) change of direction be carried out by the leading vehicle in defense. There must be sufficient space (at least one car width) for an overtaking vehicle on the track.
	1 SP permitted change of direction but not enough space for attacker
	2 SP double change of direction 4 SP multiple change of direction
R55	Overtaking
	An overtaking driver must be at least level with the opponent's B-pillar in order to be entitled to space in the bend. An overtaking driver must be at least level with the opponent's B-pillar in order to be entitled to space in the bend. Both drivers must leave each other sufficient space to safely negotiate the bend, even if one of them has to deviate from the ideal line. There must be no intentional "squeezing", neither on the track nor in run-off zones.
	1 SP In case of minor danger and without loss of place for those affected
	2 SP In case of one loss of place for those affected
	4 SP Collision, several losses of place / pit stop sequence for those affected
	10 SP Collision, obvious intention

R56	Rear-end Collision
	The driver behind must perform clean maneuvers and, if necessary, maintain a safe distance so that they can react to the maneuvers of the driver in front. If the driver behind collides with the side wall/rear of the vehicle in front, causing damage to the vehicle in front, this is considered a rear-end collision.
	2 SP In the event of a loss of space for those affected
	4 SP In the event of multiple position losses and/or pit stop sequences for the affected driver
	10 SP Collision, apparent intent