

# Michigan Circle Track Sim-Racing League

## 2009 RULE BOOK

NOTE: The MCT-SRL is an independent racing league that is using services donated by an existing NR2003 league. This set of rules is specific to MCT events only and does not apply to any races run under the jurisdiction of the hosting race league.

Last Update: Oct. 15, 2009  
All rules are subject to change.

### Contents

1. Driver Registration.....	1
2. Server Configuration for this series:.....	2
3. Driver Behavior:.....	2
4. Race Regulations: .....	4
5. Penalties .....	7

## 1. Driver Registration

**1.1. All drivers are responsible for understanding and adhering to this rule book.**

### 1.2. Required Equipment:

Drivers are required to have a wheel and pedal set for their PC to actually participate in an MCT-SRL race. Drivers without a wheel and pedal set are completely welcome to participate in the pre-race practice session, but must exit the track before qualifying begins. You are however more than welcome to stay connected to the server in order to watch the race.

### 1.3. Drivers must register in RaceLM

<http://www.racelm.com/r/m/memberform.cfm?league=01070520370658>

#### 1.3.1. Screen name:

Your Screen name must be the same as your real First and Last name. "Handles" or aliases are not permitted in this series.

#### 1.3.2. Team Name, Team Mates & Sponsor:

These fields can't be left blank. If you aren't sure, just type "none". You can always change this information later after your registration is complete.

#### 1.3.3. Series Name:

Select the “Michigan Short Track Series”. *Note: At the time of your initial registration do not select any other racing series listed.*

#### **1.4. Message forum:**

Drivers are also required to join the message forum. This is a separate account from the league registration described above. This can be done by visiting:  
<http://blazinpedals.proboards.com/index.cgi>

#### **1.5. Car files and car numbers:**

##### **1.5.1. Temporary numbers:**

For new league members, the Race Official may assign you a temporary three digit car number. This is done to ensure that there is no conflict with an existing driver and it also serves as a “rookie stripe” of sorts.

##### **1.5.2. Permanent numbers:**

After attending your 3rd MCT-SRL event you will be assigned a permanent number for the season. Numbers are assigned on a first come, first served basis. The Race Officials will do their best to honor your request for a particular number, but there are no guarantees.

##### **1.5.3. Car Files:**

When your permanent number has been issued, you can upload a car with your paint scheme into the Car File Manager (CFM). If you need assistance with a paint scheme to match the car you run on your local track, requests can be made in the “League Paintshop” section of the forums. Your car file name is required to have your name somewhere in the file. The preferred naming convention is `##_driver-name.gns.car`

## **2. Server Configuration for this series:**

**Mode:** Simulation

**Tracks:** ¼ mile to 1 mile paved ovals

**Setups:** Fixed , either “Fast”, “Expert” or custom

**Driving Aids:** On

**Driving view:** Cockpit

**Damage:** Realistic

**Pit Frequency:** 1x

**Restarts:** Single file

**Yellow Flags:** On

**Track Opens:** 8:00 pm Eastern

**Qualifying:** 9:00 pm Eastern

## **3. Driver Behavior:**

### **3.1. Race Attendance:**

Last minute updates You are required to check the “Michigan Circle Track” section of the forum for last minute information prior to each event.

#### **3.1.1. Absences:**

If you cannot attend an event you must post a message in the MCT-SRL forum indicating that you will be out for the event.

### **3.1.2. No-Shows:**

Drivers missing 3 consecutive races without posting notification in the forum will be removed from the roster and their permanent number will be released.

### **3.1.3. Logging-In**

Drivers are required to enter the race with their registered number. In the event that a driver fails to enter race with registered number, points for that event will not be scored.

## **3.2. Drivers Meeting:**

Time The target time for the drivers meeting is at 7:30 PM Central time. This will generally take place at the end of practice and before qualifying.

### **3.2.1. Voice only:**

The drivers meeting will be held on the Teamspeak channel found on the MCT-SRL homepage. If you cannot run Teamspeak and the Sim at the same time, let the Race Official know via the in Sim Chat so that they can wait for you to exit the Sim and join Teamspeak.

### **3.2.2. Missing the meeting:**

If a driver does not attend the Drivers Meeting the driver may either be barred from that event, or may be allowed to start at the back of the field, at the Race Official's discretion.

## **3.3. Use of Sim Chat and Teamspeak & Forums:**

### **3.3.1. "PG13" rating:**

All forms of communication must be kept at an acceptable level, regardless of method. Being disrespectful to other drivers or the use of foul language will not be tolerated and may result in penalties from the Race Officials. Chat logs will be reviewed post-race.

### **3.3.2. Usage during Practice sessions:**

Free use of Chatting and Teamspeak are permitted during Practice and Happy-hour sessions. This does not mean that you can carry on lengthy conversations. Please keep the use of both to a minimum.

### **3.3.3. Usage during Qualifying Sessions:**

Absolutely no communication is permitted during Qualifying.

### **3.3.4. Usage during Green flag conditions:**

Only the use of Auto Chat messages or Teamspeak is permitted. Usage of Teamspeak must be kept to a minimum. Keep it race related such as passing low, pitting, etc.

### **3.3.5. Usage during Yellow flag conditions:**

- 3.3.5.1. All Chatting or use of Teamspeak is allowed. Refrain from using Teamspeak if cars are pitting as it can prevent a driver from hearing his crew-chief's instructions
- 3.3.5.2. All use of Chatting and Teamspeak must stop when the one to go signal is given.

### **3.4. Cheating:**

Admins do make use of cheat detection software to monitor our drivers. Altering or using 3rd party software in any way so as to gain an unfair advantage will result in permanent loss of all race privileges, both in the MCT-SRL and at the host site.

## **4. Race Regulations:**

### **4.1. Race Starts and Restarts:**

#### **4.1.1. Race Reset:**

At the discretion of the Race Officials, one and only one restart can be granted if an incident occurs within two laps of the initial green flag at the beginning of the event.

#### **4.1.2. Single File:**

All subsequent restarts will be single file restarts

#### **4.1.3. "Off Pace" Cars:**

Cars suffering from mechanical failures and/or body damage that will prevent them from attaining race speed are encouraged, but not required to pit under yellow to place themselves at the rear of the field for the restart.

#### **4.1.4. Formation During a restart:**

You must maintain a distance of one car length (.2 seconds) behind the car in front of you. NO laying back on the restarts. Use your F2 Window in the Sim to verify.

### **4.2. Driving Under Caution Periods:**

When the caution flag is displayed, the field is considered to be frozen at that time.

#### **4.2.1. Racing back:**

Racing back to the line is only permitted when there are ten (10) laps or less remaining in the race. Reasonable consideration will be given for passing cars significantly off pace from the caution.

#### **4.2.2. Gaining Positions:**

Drivers who gain position(s) when racing back to the yellow flag with less than ten laps to go will be assessed a penalty for each position gained. Penalty for racing back will be one black flag per position.

#### **4.2.3. Lap Cars with 10 to go:**

If a caution period occurs within the final ten laps of a race, lapped cars must pit during the 2nd lap by and line up single file behind the lead lap cars.

#### **4.2.4. Stay at Pace Speed:**

4.2.4.1. Drivers must maintain pace speed. Pace speed is generally the same as Pit speed. Stay 0.2 to 0.4 seconds behind the car in front of you. Use your F2 Window in the Sim to verify.

4.2.4.2. DO NOT stop or fall back while on the track unless instructed to do so by your Crew-Chief or Race Official.

4.2.4.3. DO NOT swerve your car back and forth to scrub your tires. It has no effect in the Sim and more often than not results in another incident.

#### **4.3. Calling the Yellow:**

At the first safe opportunity to do so, any driver involved in an incident must type "inv" or "involved" in Chat. If you believe that you were responsible for the incident, the driver should type "me" or "mine" instead. This must be done, even if already mentioned in Teamspeak.

#### **4.4. Pitting**

*NOTE: The logic for pitting is hard-coded into the Sim and cannot be changed. At a short a Black Flag penalty may be given to a driver by the Sim for an "unsafe" pit entry/exit, passing the pace car while heading into the pits, or for a driver on the track passing a car that has not yet entered the pits. It is the Driver's responsibility to use reasonable care and listen to their Crew Chiefs about maintaining position. It is strongly recommended to have your F2 key activated while pitting to ensure that you are maintaining your proper position to avoid any Black Flag penalties.*

##### **4.4.1. Entry:**

Drivers must enter pit road in the Right Hand lane. While driving through the pits, keep to the outside lane until you are within 3 car lengths of your pit box. Please announce with auto-chat.

##### **4.4.2. Exiting:**

When exiting your pit stall, move to the outside lane as soon as you can to avoid other cars exiting their pit stalls. Please announce with auto-chat.

##### **4.4.3. No Passing:**

On pit road drivers must maintain at least 1/2 car length behind the car in front. Bumping another car or harassing another car to speedup will not be tolerated.

#### **4.5. Passing On Track:**

4.5.1. Even though it may be the smart, courteous and sportsmanlike thing to do, no one is obligated to simply move aside to allow another car to pass. Every driver has the right to continue to race his established racing line.

4.5.2. The responsibility for being patient and waiting for an opportunity to make a clean pass rest on the driver attempting to make the pass

4.5.3. It is the responsibility of a trailing car to avoid the car in front. If a car is rear ended entering a turn, the trailing car will be at fault in the incident.

#### **4.6. Lap Cars:**

##### **4.6.1. Maintain Car Control :**

Do not make drastic moves attempting to get out of the way of a lead lap car. Maintain race speed and a smooth position while letting the lead lap car make the pass. Lap cars should run with their F2 window open and move to the outside lane when lead lap cars are approaching.

##### **4.6.2. Pit under yellow with 10 to go:**

If the race will restart with ten or less laps to go, all lap cars must pit and line up at the back of the field in the same order they entered the pits.

##### **4.6.3. Lucky Dog Rule**

4.6.3.1. The Race Official will indicate the recipient of the Lucky Dog, if any.

4.6.3.2. The Lucky Dog car must pit after the lead lap cars have pitted.

4.6.3.3. The Lucky Dog must speed on pit row to be given an end of the longest line penalty. The driver must then go to the end of the longest line for the restart. If you DO NOT line up at the end of the longest line, you do not get your lap back.

4.6.3.4. A Race Official will give the Lucky Dog a lap back after the restart.

4.6.3.5. If you are involved in the caution, you will not get the Lucky Dog, regardless of whose responsibility the incident was.

4.6.3.6. The Lucky Dog does not pass to the next car if the current lucky dog is found to be ineligible.

4.6.3.7. An "On-Track" Race Official may not clear his or her own Lucky Dog lap. Another Race Official in the server will be required to perform this action.

#### **4.7. Server Disconnects & Warp:**

##### **4.7.1. During Practice:**

Disconnects & Reconnects will be allowed during practice so that drivers may make adjustments to steering devices, get car files etc.

##### **4.7.2. Qualifying & Happy Hour:**

Once qualifying is over, the race grid is considered to be locked. Any driver who disconnects, or falls out of the server in the time between the start of qualifying and the start of the race may not be allowed to race at the Race Official's discretion.

##### **4.7.3. During the Race:**

If a driver falls out, they may reconnect to the server and continue to race. No laps will be scored or credited to the driver while disconnected. Upon reconnecting, the driver may be eligible for the Lucky Dog provided that the conditions are met.

##### **4.7.4. Warping Cars:**

When a car is reported as “warping”, (a network condition that causes a car to jitter or disappear from the screen momentarily), by multiple drivers, the driver of the warping car must safely fall to the back of the field until the condition is corrected. In severe cases the Race Official may black flag or eject the driver if necessary.

## **5. Penalties**

League Officials reserve the right to black flag, or eject any driver from any Event. Infractions include, but are not limited to: foul language, flaming another driver, rough driving, reckless driving, racing back to the line when prohibited and / or other rule violations within this document.

### **5.1. Black flag:**

#### **5.1.1. Issued by the Sim:**

The Sim will issue Black Flags for violations if passing under yellow, pit speed violation and similar infractions. The conditions described in “Pitting” Section are all considered to be avoidable conditions and do not warrant the clearing of a black flag.

#### **5.1.2. Issued by a Race Official:**

A black flag may be given to a driver while the decision is being reviewed in Sim, or if no review necessary, simply to address a minor incident.

#### **5.1.3. Clearing A Black Flag:**

Doing so is at the sole discretion of the Race Official following a review of the situation. Race Officials will not clear Black Flags issued by the Sim, unless the black flag was issued for reasons that were completely unavoidable by the driver. (Example: spinning onto the pit road as the result of an accident)

- 5.1.3.1. An “On-Track” Race Official may not clear his or her own black flag. Another Race Official in the server will be required to perform this action should it be warranted.

#### **5.1.4. Points:**

A driver may be assessed a point penalty if upon post race review is found to have caused an infraction.

#### **5.1.5. Ejection:**

For significant infractions, a driver may be ejected from a race, If ejected, now points will be scored for that event. No driver will be ejected until all attending officials have reviewed the situation.

#### **5.1.6. Expulsion:**

For continued issues, a driver may be banned from further participation in the MCT-SRL and potentially from other series on the host site. Drivers caught cheating will permanently lose all racing privileges in the MCT-SRL and on the host site.

**5.1.7. Reviews:**

All league races will be reviewed by an Off-Track Race Official. A replay and an export will be provided for all league events.