

As a driver at Sim Pro Racing (SPR), it is vital that you are aware of and knowledgeable of all rules and regulations of the series.

Our rules are extensive and thorough, but there is a purpose for that. SPR is not your typical run-what-ya-brung racing league, SPR is an online series of racing that separates gamers and racers, and establishes a rulebook in order to keep SPR from becoming a gamers heaven.

For the most part, utilizing common sense and driving within your abilities will keep you out of trouble at SPR. At SPR, drivers are required not to only think of themselves, but also their fellow competitors.

Drivers should drive their cars as if they were the real thing, as if they were responsible for the upkeep.

Please note that this rulebook is updated periodically. Though rule changes may occur at any point in the season, they may not be published here immediately.

However, when there are amendments to the rulebook, you will be notified via email, and there will also be an announcement in the forum.

1 General Rules

1.1 Pre Race Preparations - Prior to Entering Race Server

1.1.1. Do a clean reboot of your computer

1.1.2. Run "End it All" or Process Explorer and shut down any unnecessary programs. If it is not needed to operate the game or your computer it should be shut down. This helps ensure the best connection possible and will reduce the possibility of warp/lag related problems which not only effects your performance, but the performance of others as well.

1.1.3. Launch Teamspeak and join the appropriate room.

1.1.4. Launch rFactor and Enter Server

1.2 Race Start Times and Restarts

1.2.1. Race Start Times are posted on the event email for the day. It is YOUR responsibility to ensure that you are in the server for qualifying. If you miss qualifying - you will start at the rear of the field, we will not reset. This is unfair to the drivers who show up on time, so please be in the server 5-10 minutes prior to qualifying.

1.2.1.1. Exception: If there is a technical problem involving more than one driver (server issue), we may extend practice/warmup to allow time for issue to resolve itself.

1.2.1.2. Exception: If a driver shows up ON TIME, and is experiencing technical issues, in which a reboot is believed may resolve the issue - we will put the driver on the "5 minute clock". If a driver is placed on "5 minute clock", they will start at the rear of the event (or first event of evening).

1.2.2. In NON-BROADCAST events, we will allow one restart if a caution flies before one lap is completed. In BROADCAST EVENTS, there will be no restarts, no exceptions.

2. Teamspeak Use and Race Communications

2.1 Drivers are required to be in Teamspeak when competing in any SPR Event.

2.2 Drivers not in Teamspeak when in a server for an event - are subject to being kicked from the server after one warning. They will be allowed to rejoin after they enter Teamspeak.

2.3 Drivers must USE YOUR FIRST AND LAST NAME AS NICKNAME!!!

2.3 If your mic is inoperable - you must still be in Teamspeak.

2.4 Once qualifying begins - Chat, both TEXT and VOICE is closed. Violations of this rule may result in sacrifice of qualifying position (forced to start in rear)

2.5 Once race session begins - Chat, both TEXT and VOICE is for RACE RELATED/SAFETY CHAT ONLY. This includes caution laps.

2.6 Do not argue with race officials. If you don't like an officials call - you may request a protest. If you argue with an official - you will serve additional penalties or be kicked from the event.

2.7 There is no derogatory comments towards any driver or official. Failure to abide by this rule will result in ejection, and possible suspension, with further penalties.

2.8 Obscene, Vulgar or offensive language is not to be used in Teamspeak. We understand that at times someone may slip - but language should be PG, at the most PG13 rated. Repeated violations can result in penalties/ejection.

3 Cheating - No Tolerance Policy

3.1 Official Cheating Policy

3.1.1 Definition of a Cheat - Any program which manipulates standard game data or game play that gives you an unfair advantage of any kind. This includes, but is not limited to tire temps, grip, g-force, handling, weather, views, or programs/hacks which override any fixed settings our servers run upon.

3.1.2 SPR HAS A NO-TOLERANCE CHEAT POLICY - We have no tolerance for cheats of any kind. Any one determined to be cheating - will result in immediate banishment from competition, victories stripped, points eliminated. If you feel the need to cheat to compete, SPR is not the place for you.

3.1.3 SPR will occasionally request replays, screenshots, or other data for purpose of review. This is a random practice, and does not imply suspicion, but rather a deterrent as many cheats and hacks can be more easily detected through replay files.

4. Order of Events

9:00pm EST- Drivers Meeting (All drivers must be present for drivers meeting if they intend on racing that night. Failure to make drivers meeting will result in not being allowed to race for that nights event, unless Admins are notified in advance well before the event by email or other manner.) (Please note our order of events will be just like the real MOWA 410 Series Qualifying format. To view that format you can visit the mowa rules page at http://www.midwestopenwheel.com/2012_rule_book.pdf starting with section 2c

- I. Qualifying (private)
2. Heats
3. Dash
4. B-Main or C-Main if needed
5. A-Main

5. Driving and Racing Conduct

5.1. The Flagman controls the initial start of race.

5.1.2. On restarts the leader may control the start between turns 3&4 and the flagman waving the green.

5.1.3. On starts no passing may occur until the flagman waves green.

5.1.4. Passing may not occur on restarts until the leader fires and goes.

5.1.5. Once the leader goes they must continue.

5.2 On starts if caught jumping (passing before the green or leader fires) a two position penalty will be assessed at the first caution or end of race whichever comes first.

5.2.1 This will however be overlooked if the positions gained are given back by the end of first the first lap after restart.

5.3 In the event of a caution all cars will slow until picked up by pace car and form a single file line.

5.4 IF YOU ARE INVOLVED IN A CAUTION: You MUST restart at the rear - regardless of where the game tells you to start.

5.5 Two Yellows Anyone causing two yellow flags will be disqualified (assisted or unassisted)

5.6 If your car flips or is too damaged to continue you must escape immediately, or face disqualification for the night.

5.7 Blatant incidents of rough driving will be subject to penalty, disqualification and/or suspension.

5.8 Game imposed penalties stand - with exception to circumstances beyond a drivers control.

6. Being that is a MOWA Series and are sponsored by Hoosier Tire, you are required to run Hoosier tires on your car for any race broadcasted or not broadcasted.

Failure to run Hoosier Tires will cause you to be disqualified.