

Competition Rulebook

July 7, 2020

Introduction

The BMW CCA Club iRacing Series is a fun, fair, and competitive iRacing series open to all members of the BMW Car Club of America.

The BMW CCA Club iRacing Series offers all participants a level playing field by exclusively using iRacing BMW racing vehicles. The primary emphasis on competitors will be their raw driving skill and ability to adapt to a number of North American race tracks where BMW CCA Club Racing holds real-life events. The spirit of good-natured competition will be maintained by BMW CCA Club Racing Stewards through the application of common rules and procedures at each event. Good sportsmanship, honesty, and a sense of fair play will exist at all BMW CCA Club iRacing events.

All decisions of BMW CCA Club iRacing Series Stewards concerning eligibility, competition, or other issues covered by the Club iRacing Series Competition Rules are binding and cannot be protested or appealed during an event.

General Terminology

- Competitor: Any driver participating in the BMW CCA Club iRacing Series and their spotter(s).
- Race Admin: An official representing BMW CCA Club Racing who's primary role is the operation of the iRacing server and organization of the racing session.
- Race Steward: A BMW CCA Club Racing official tasked with enforcing these Competition Rules.
- Race Control: The organizational body made up of Race Admins and Race Stewards.
- Incident: Situations that may damage Competitor vehicles or interfere with the normal operation of an event. These can include spins, off tracks, contact between Competitors, crashes, arguments involving Competitors, etc.
- Livery: The paints, designs, and/or decals affixed to a Competitor's racing vehicle.
- Contingencies: Mandatory event sponsor decals that must be affixed to Competitor vehicles in a manner prescribed either by Race Control or BMW CCA Club Racing officials.

Selected Racing Terminology

- Racing Line: The optimal path around a race course followed by Competitors.
- Overlap: The degree to which two or more Competitor vehicles are side-by-side.
- Turn-in Point: The location where a Competitor begins to turn when approaching or entering a corner. This is commonly observed through the turning of a steering wheel by a Competitor. The normal Turn-in Point for a given corner is defined at the discretion of Race Stewards.
- Dive-Bombing: When a trailing Competitor suddenly changes course and enters a corner past the Turn-in Point as a method of cutting off a leading Competitor.
- Blocking: When a leading Competitor changes their vehicle direction in reaction to a trailing Competitor. Often used as a defensive maneuver that can cause incidents.
- Bump Drafting: When a trailing Competitor uses their front bumper to push on the rear bumper of a leading Competitor as a way to gain speed.
- Racing Surface: The physical race track, often defined at its edges by painted white lines, grass, dirt, curbing, etc. Clarification on the racing surface at a track can be directed to Race Control.
- Rejoining: The act of returning to the Racing Surface or Racing Line after leaving it.

1. General Rules & Driver Conduct

- 1.1 Drivers are expected to read and familiarize themselves with the iRacing Official Sporting Code and these rules are considered supplemental to it. The Sporting Code can be found and downloaded at bit.ly/2Z5k6ys.
- 1.2 Drivers must use their full name in the racing sim and in the BMW CCA Club iRacing Series Discord group to participate in series competition.
- 1.3 Competitors with higher ping or unstable connections may be asked or required to leave the server by Race Admins or Race Stewards.
- 1.4 All Competitors are expected to be ready to race at the designated time before qualifying. This time can be found in the series schedule.
- 1.5 It is solely the Race Admin's decision as to whether a session should be delayed or restarted for Competitor(s) to join the server.
- 1.6 All Competitors should access and drive on the event server during designated practice times prior to the event to ensure they are ready to compete.
- 1.7 The 'calling out' of Competitors and/or using inflammatory language in Discord or during race communication is subject to penalties, probation, or bans.
- 1.8 Assisting another Competitor who has run out of fuel, experienced a mechanical breakdown, or for any other reason, by pushing their vehicle is not allowed.
- 1.9 Bump drafting is prohibited.
- 1.10 Blocking is prohibited.
- 1.11 Intentional contact of any kind between Competitors is prohibited. Any Competitor attempting to wreck or intentionally ram another Competitor may be banned from the series or the league.
- 1.12 Unsportsmanlike conduct is subject to penalty.
- 1.13 All Competitors participating in the BMW CCA Club iRacing Series must drive one of the designated BMW vehicles. Use of non-compliant vehicles in the series is strictly forbidden.
- 1.14 Both a passing Competitor and the Competitor being passed are responsible for fair racing during an overtake. It is the passing Competitor's responsibility to choose a safe line and timing for an overtake.

2. Official Event Communications

- 2.1 All Competitors must have communications enabled within the iRacing sim and be present in the BMW CCA Club iRacing Series Discord group while in the race server.
- 2.2 Race Control will use Discord for the Prerace Meeting. All official communications during the race will take place within the iRacing sim.
- 2.3 The Prerace Meeting will take place during the time between qualifying and the start of the race, sometimes known as the false grid time.
- 2.4 All Competitors must attend the Prerace Meeting. Failure to attend may result in removal from the race server and disqualification/exclusion from results.
- 2.5 All Competitors can contact Race Control through the iRacing sim during races.
- 2.6 The extent of acceptable text chat during a race session at the decision of Race Control.

3. Race Start Procedure & Brown Zone

- 3.1 The BMW CCA Club iRacing Series will feature rolling starts as directed by the iRacing sim.
- 3.2 Competitors are required to perform the formation lap in a smooth, consistent, and controlled manner. A reasonable distance to the car ahead must be maintained.
- 3.3 Competitors are not permitted to weave, tire warm, brake check, brake warm, burnout, or otherwise warm components of their vehicle during the formation lap.
- 3.4 All Competitors are required to maintain a consistent speed and position from the time after the safety car enters pit road until the green lights are shown within the iRacing sim.
- 3.5 The race formally begins when the green lights are shown within the iRacing sim.
- 3.6 To help curb avoidable contact, overly aggressive driving, and turn 1 incidents, a “Brown Zone” will be declared by Race Control on lap 1 for each track in the series.
- 3.7 The Brown Zone begins at the start line on lap 1 and extends through a predetermined point roughly halfway through the course.
- 3.8 Brown Zone maps are made available by the BMW CCA in the “#tracks” channel of the BMW CCA Club iRacing Series Discord group.
- 3.9 Incidents within the Brown Zone will be strictly penalized by Race Stewards.

4. Rejoining the Track

- 4.1 If a Competitor is off the Racing Surface, they will need to safely rejoin the track before they are permitted to race again.
- 4.2 Competitors Rejoining from off the track do not have the right of way and must yield to Competitors on the Racing Surface.
- 4.3 Competitors Rejoining the track will not blend back onto the Racing Line until they reach a safe speed. The safe speed is often referred to a race pace.
- 4.4 Competitors who make contact with those on the track while Rejoining may be subject to penalties, removal from the race, or other punishments.

5. Penalties and Incidents

- 5.1 Race Stewards have the right to review any incident and assess penalties on any Competitor at any time.
- 5.2 Race Stewards will perform proactive incident reviews as they or Race Admins see fit.
- 5.3 Competitors involved in an incident may request a review by Race Stewards at any time through the iRacing sim.
- 5.4 Penalties assessed will be served during a racing session by a Competitor as soon as they are safely able, when the next race they compete in begins, or through timing and scoring deductions applied post race.
- 5.5 Penalties assessed in the last race of the series will be applied to that race and the results will be recalculated. This type of penalty may be a time deduction or lap deduction.
- 5.6 Penalties assessed may include: Warning, Drive-Through, Stop and Go of up to 60 seconds in length, deduction of laps, disqualification/exclusion from results, and loss of up too all accumulated points.
- 5.7 Competitors will be instructed on how to serve a penalty by Race Stewards when it is assessed.
- 5.8 Competitors may be removed from the series by the Competition Steward for any behavior that does not align with the philosophy of a fun, fair and competitive racing environment

6. Liveries

- 6.1 Competitors may create and showcase custom Liveries during BMW CCA Club iRacing Series events with BMW CCA Club Racing approval.
- 6.2 For Competitors who do not wish to create a custom vehicle Livery, a standard Livery will be provided by BMW CCA Club Racing upon request.
- 6.3 BMW CCA Club iRacing Series sponsor Contingencies must be visible on Competitor vehicles in order for a Livery to be deemed eligible to race. A .PSD file with Contingencies per-affixed to a single layer will be provided by the BMW CCA upon request.
- 6.4 Custom Liveries shall not be vulgar, offensive, or promote brands or ideas in conflict with BMW, BMW CCA, BMW CCA Club Racing, or BMW CCA Club iRacing Series sponsors.
- 6.5 Competitors seeking approval for a Livery must email a .TGA file showcasing that Livery to the BMW CCA Club iRacing Chairman at least 2 days prior to a race. A determination will be relayed back to the Competitor no more than 2 days after submittal.
- 6.6 BMW CCA Club Racing reserves the right to reject a Competitor Livery for any reason.
- 6.7 Competitors are encouraged to download Trading Paints in order to automatically see each other's Liveries on track. The client can be downloaded at tradingpaints.com.