



Dirt Sim Late Model General Rules

The **General Rules** govern the operation and competition of all **Dirt Late Model Sim** sanctioned events and must be strictly adhered to at all times.

Content of General Rules

1. General Rules
2. Skins
3. Qualifying
4. Race Start
5. Passing and On-Track Behavior
6. Blue Flags
7. Yellow Flags
8. Chat & Voice
9. Track Surface and Wall Use
10. Driver Responsibility
11. Incident Review

1. General Rules

- 1.1 Drivers must have a stable internet connection. DLM is not responsible for drivers who are not able to sustain a connection to the server.
 - a) Drivers must maintain a reasonable ping. Drivers unable to maintain a reasonable ping will be removed from the server.
 - b) If a driver disconnects as the server rolls over to a race session. The session will not be delayed. That driver forfeits their spot in that session.
- 1.2 Participation is limited to drivers that are registered for the event.
- 1.3 Drivers must use their full name to participate. This includes in TeamSpeak and race servers.
 - a) If a driver enters TeamSpeak and/or a race server, they will be removed until their name is corrected.
- 1.4 The track is always considered closed unless otherwise stated.
- 1.5 All cars are to remain stationary until the session timer has started.
- 1.6 Once an event has been issued, drivers have 3 minutes to download and install the track, and

- enter their designated server.
- 1.7 Once in the server, all drivers are not permitted to leave until they are released.
- a) Driver are given 1 disconnect free from penalty, if they rejoin the server within 2 minutes and before the session begins.
 - b) Penalties for failure to rejoin within 2 minutes or a second disconnect can include loss of starting position, .2 second time penalty for qualifying, or removal from the session.

2. Skins

- 2.1 Skins must be submitted via email to the email listed in the event information pack.
- a) Only 1 skin will be accepted per email. The skin must be sent inside a .zip or .rar file.
 - b) The subject of the email must include the event the skin is for and the name of the driver.
 - c) The body must contain the drivers name, the chassis the skin is for, and the vehicle folder the skin is to be placed in.
- 2.2 All “extras” must be placed in a folder named “ Misc”.
- 2.3 Skins are required to contain an alpha channel that is not mostly white.
- 2.4 Skins must be named according to this format: fullname_chassisabbreviation_number.dds.
Example: BradJohnsonVC32.dds
- 2.5 Skins must be saved as DXT5 DDS.

3. Qualifying

- 3.1 Qualifying format may vary depending on the event. The exact format will be outlined in the event information pack.
- 3.2 Drivers must remain in the qualifying server until the session is over. Failure to remain in the server will result in taking no time.
- a) Should a driver disconnect prior to the end of the session. They must reconnect to the server before the end of the session.

4. Race Start

- 4.1 Drivers must remain directly behind the car in front of them until the green flag is displayed at a distance of no more than a car length and no less than a half car length.
- 4.2 The leader is required to maintain a steady pace from the time the pace car leaves the track until the green flag is displayed.
- 4.3 If a driver causes an incident or jumps the start, they will be moved to the rear of the field.
- a) Habitual offenders will be disqualified from that session.
- 4.4 Drivers are not permitted to move until the pace car has started to move, and the driver directly in front has moved.
- 4.5 There are NO restarts for any race session.
- a) Exceptions – $\frac{3}{4}$ of the field is involved in a wreck, multiple drivers are disconnected before the green flag, or line up error.

5. Passing and On-Track Behavior

- 5.1 The passing car is ultimately responsible for making a safe pass at a safe time. However, it is both drivers responsibility to ensure a safe pass is made. Failure to do so may result in a penalty.

- 5.2 Leaders are NOT automatically given the right to pass slower cars. Slower cars should make an effort to give the leaders as much room as possible and maintain a predictable line.
- 5.3 Drivers with excessive damage should exit the session.

6. Blue Flags

- 6.1 Drivers being lapped must maintain their current and predictable racing line. Any incidents that occur due to drivers unexpectedly changing their line or speed will be penalized.

7. Yellow Flags

- 7.1 Yellow flags will be used in the cases of multiple car incidents only.
- 7.2 When the yellow flag is displayed, all drivers should EASE off the gas when in a safe position.
- 7.3 When under yellow, all drivers should stagger themselves on the track.

8. Chat & Voice

- 8.1 Chatting and talking after the drivers meeting has begun is strictly forbidden.
 - a) Drivers who receive a penalty during a race session are exempt. They may type "P" or say "Penalty" in TeamSpeak.

9. Track Surface and Wall Use

- 9.1 Drivers must keep a minimum of 3 wheels on the track surface at all times. The track surface is defined as the area between two barriers. Barriers include walls, tires, and infield grass.
 - a) If there are any exceptions to this rule, they will be posted prior to the event.
- 9.2 Drivers are not to contact the wall with their car in order to improve their speed. Once a driver contacts a wall, he/she should immediately move their car away from the wall.
 - a) Drivers continually using the wall to improve speed will be subject to weight penalties or forfeiting their current position. Severe use may result in that driver being moved to the end of the field.
 - b) Drivers may stay in contact with the wall in order to avoid an incident and may not gain any position while doing so. Drivers must move away from the wall as soon as possible.

10. Driver Responsibility

- 10.1 Drivers are responsible to follow all rules as specified in this document and the event information pack.
- 10.2 Drivers are expected to follow the website, forums, and Facebook page for any updated information prior to the event.
- 10.3 Cheating in any form will not be tolerated in any way. Drivers caught cheating will be banned from all future events.
- 10.4 Drivers are expected to participate in an ethical and sportsmanlike manner. Taunting, trash-talking, and berating other drivers for any reason will not be tolerated and will lead to removal from the event and possibly future events.
- 10.5 Pre-race preparation: All drivers are expected to prepare in advance for a racing event. This

includes but not limited to a complete check of their system, a check of their hardware inputs, ensuring all files needed are downloaded and installed. This should be done well in advance of the start time. Drivers not prepared will be removed from the event.

- 10.6** Drivers are expected to be in TeamSpeak early. Drivers not in TeamSpeak at the scheduled time risk being removed from the event for that night. The event will not be delayed for you.

11. Incident Review

- 11.1** All sessions are reviewed and penalties may be handed out after a session is over.
- a)** Drivers with a specific incident they wish to have reviewed must do so after the event has concluded for the night. They must be able to give the lap it occurred and be able to provide a replay file.