Sporting Regulations for Series in Circuit Simracing

Name of the seriese:
Deutsche Payment | DGTM 2021/1

Foreword:

The Deutsche Payment DGTM will be held in the iRacing simulation. Only GT3 vehicles are used in series production. This racing series in GT3 format has been held by Simracing Germany since 2012 and is characterized by exciting races with gripping duels.
Anything not expressly permitted by these regulations is prohibited.

Promoter / Organizer: Simracing Deutschland

Contact: Remo Zemp
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DOKUMENTVERSIONEN (Änderungen/Ergänzungen werden *blau/kursiv* dargestellt)

Versionsnr.	Datum	Author	Reason of Change / Commend
0.1	26.01.2021		First Creation
0.2	30.01.2021		Adaption GT3-Vehicles
			Update of Links

Index

1   SPORTING REGULATIONS

1.1   Organization

1.1.1   Details on the titles and ratings of the series

Simracing Deutschland, hereinafter referred to as the series organizer, the Deutsche Payment DGTM 2021/1 is regulationsing for 2020. There are three separate classifications:

Deutsche Payment DGTM 2021/1 Drivers - Classification   ☒
Deutsche Payment DGTM 2021/1 Team - Classification   ☒

1.1.2   Name of the Organizer/Promoters, Address and Contact Details

Simracing Deutschland	Gunnar Miesen
Viktoriastraße 15	Telephone: +49 261 1303 130
56068 Koblenz	Mail: Gunnar.Miesen@adac-taravelevent.de

1.1.3 Composition of the Organizing Committee

Gunnar Miesen Series coordinator Simracing Deutschland
Viktoriastraße 15
56068 Koblenz
+ 49 261 1303 130
Gunnar.Miesen@adac-travelevent.de

1.1.4 List of Officials (permanent Officials)

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1.1.5 Used Simulation

The iRacing simulation is used as part of the series.

1.2 Provisions of the Series

1.2.1 Official Language

The official language is German. Only the German text of the regulations is binding.

1.2.2 DMSB – Circuit Regualtions for SimRacing 2020 (2021 (as of 05.11.2020))

The basis for all series / events of Simracing Germany is the DMSB - circuit regulations for SimRacing 2021.
Individual items are regulated separately in the series announcement and / or the catalog of conduct and penalties.
DMSB - Circuit regulations for SimRacing 2020: klick hier

1.2.3 Code of Conduct & Penalty Catalog

The catalog of conduct & penalties is the basis for the racing commission.
Catalog of conduct and punishments: klick hier

1.2.4 Responsibilities, Change oft he Regulations, Cancellation of the event

Participants take part in the event at their own risk. You bear the sole responsibility under civil and criminal law for all damage caused by you, unless an exclusion of liability is agreed upon in this regulations.
In principle, the regulations may only be changed by the series organizer and the approving body. After approval of the announcement / event, changes in the form of bulletins can only be made by the chairman of the Reko, but only if necessary for reasons of security and / or force majeure or due to official orders or the information on route length contained in the announcement , Race duration, number of laps and observers or obvious errors in the regulations.

The organizer reserves the right to cancel or postpone the event or individual competitions for the aforementioned reasons if the calendar is affected. Claims for damages or performance are excluded in this case.

1.3 Nennungen

1.3.1 Registration/Entry, and Obligation to participate

You can register for the series from January 31, 2021 (season registration).
Registration is to be made online via the platform www.simracing-deutschland.de.
The respective team leader must register with an account on the aforementioned platform.

The series organizer reserves the right not to carry out the German Payment DGTM 2021/1 with fewer than 35 registered participants.

The series operator can refuse to accept a registration without giving reasons. Registrations will be processed according to the date of receipt. Only registrations for which the registration fee has been received will be processed. The registration of a participant is only accepted and binding after receipt of payment and written confirmation by email by the series operator.

1.3.2   Entry fee for the season and for each event

- ### Entry fee per participant

The registration fee per team / vehicle at all events of the Deutsche Payment DGTM 2021/1 is € 30.00.

The registration fee is to be paid to the account of ADAC Mittelrhein e.V. at the same time as PayPal or bank transfer when submitting the registration:
Paypal account: paypal@adac-travelevent.de

Bank details: Commerzbank Koblenz
IBAN: DE25570800700605266602
Swift-BIC: DRESDEFF570

The name of the relevant participant together with the term Deutsche Payment DGTM 2021/1 is to be specified as the intended use.

- ### Reimbursement of the registration fee

The registration fee will only be reimbursed in full if the participant's entry is not accepted in the German Payment DGTM 2021/1.
There will be no partial reimbursement of the registration fee.

1.3.3   Teamleader / Teams / Participants / Gueststarters

Should a team not be able to participate in the further course of the racing series for any reason, it is obliged to inform the organizer of this as early as possible.

- ### Teamleader

The team leader is primarily responsible for his named team. All changes may only be made through him. The role of the team leader may only be taken once per series. The team leader may be the team leader as well as the driver in this team. A team leader can also be a driver in another team.
The team leader is sent important information such as entry confirmations, server password, etc. by email. It is his responsibility to forward this information.

- ### Teams

Only teams that have officially registered and correctly registered and have paid the entry fee are allowed to participate in the sessions (Qualification> Race).
Teams are responsible:
-            join the server with the right iRacing team and vehicle
-            set the start number selected by him
A team consists of at least two drivers. Teams that contest the race with only one driver will be disqualified retrospectively*.

* Each team has two jokers available throughout the season. Thus, it is possible that a team can contest two races with only one driver without penalty and thus receives full championship points. Teams that have to contest the race with only one driver must have a minimum pit time of 30 seconds. Violations are punished with a time replacement penalty of 35 seconds. The team is free to fill their vehicle with the drivers of their choice for each championship run.
A team may change its team name once during the current season.

- ### Participants (Drivers)

Drivers do not have to be signed in or out.
Drivers do not have to provide any special proof to start in the Deutsche Payment DGTM.

Driver change rules
The iRacing "Drive Fair Share" rule is applied.
Formula: Number of racing laps "divided by" Number of drivers "divided by" 4
Example: 50 (laps) / 2 (driver) / 4 (fair share fraction) = 7 (laps) every driver must have completed at least.

1.3.4   Startnumbers

The start number is freely selectable from 2 to 999. If the star number has already been assigned, the serial management will contact the participant. (Exception: Numbers like 007 or 018 are not allowed), start number 1 is reserved for the winner of the last DGTM season.
Teams that complete the race with the wrong start number will receive a penalty point.

1.4   Licenses

No licenses required.

1.5   Insurance

No insurance available.

1.6   Events

1.6.1   Series-calendar

08.02.2021	Testtag	Barcelona
22.02.2021	Week 1	Barcelona
08.03.2021	Week 2	Imola
22.03.2021	Week 3	Sebring
05.04.2021	Week 4	Nürburgring
19.04.2021	Week 5	Circuit Gillles Villeneuve
03.05.2021	Week 6	Okayama
17.05.2021	Week 7	Track Vote
31.05.2021	Week 8	Track Vote
14.06.2021	Week 9	Brands Hatch

1.6.2   Timeline

Training:	18:10 to 19:55 hrs
Briefing:	20:00 to 20:10 hrs - (mandatory for all participants)
Qualifikation (Superpole)	20:10 to 20:20 hrs - (Lone Quali 1 Lap / 5 Minutes)
Racestart:	20:25 hrs (100 min Race)
End of Race:	ca. 22:10 hrs

1.6.3   Maximum Gridsize / Waitinglist / Gueststarter

The maximum Gridsize is maximum 60 Teams.
If the maximum number of teams is reached, a waiting list is created.
Optional
The organizer reserves the right to hold a pre-qualification for the registered teams.

- ### Waitinglist

Teams that do not receive a confirmation of enrollment will be placed on the waiting list. If a permanently registered team should cancel a race, the teams on the waiting list have the opportunity to take part as guest starters.
The organizer will send the final confirmation by email.

- ### Gueststarters

Guest starts are allowed after the second race. Guest starter who can only take part in one race per season. The guest starter must be legitimized by the organizer.

1.6.4 Competition implementation

All formats are carried out:

☒ online

☐ central

☐ decentrally in simulator centers, which are connected to one another online

- ## Training

There are official training servers (provided by the league operator) and privately hosted training servers.

At least three training servers will be made available by the organizer for each race. These dates are announced in the event board and / or series calendar.

- ## Qualification

The qualification will be held in a Superpole format. The qualification on race day is done in "private mode". Teams have 5 minutes / 1 lap to set their time in qualification. The result of the qualifying serves as the starting grid.

In qualifying, the "ESC" button may only be pressed in the pit lane. If a team presses the "ESC" button in qualifying due to a technical defect (e.g. engine failure, empty tank, etc.), qualifying must not be continued.

Infringement: start from Pitlane

There is no minimum qualification. Drivers / teams that do not complete a lap in the qualification start from the end of the starting field, but are entitled to start. The iRacing framework conditions apply.

The driver contesting the qualification must drive the start of the race.

The finish line is only valid on the track.

- ## Startingtypes

All Championshipraces will be started as:

☒ rolling Start (Indianapolis-Start)

☐ standing start with staggered starting positions (GP-Start)

- ## Race / Startrelease / FastRepair

- ### o Race

The races are run as team races with the iRacing "Drive Fair Share" regulation. The race length is ~ 100 minutes. The introductory lap is included in the ~ 100 minutes.

Teams that have to join the race server with the wrong vehicle inform the responsible persons in the driver briefing. The penalty for this is:

- The team must complete a drive-through penalty within the first three laps of the race.

- The team receives three penalty points.

After the specified time has elapsed, first the leading vehicle and then all following vehicles are flagged as they cross the finish line.

Only those vehicles will be counted that have finished the race with their own engine power across the finish line and have driven the subsequent inlap completely into the pit lane. The inlap after the race has to be completed within a certain time. The time limit is given in the driver meeting.

Vehicles that are in the pit lane when the leading vehicle received the chequered flag will not be counted.

Driving slowly and / or stopping for no compelling reason in front of the finish line and / or on the finishing straight is prohibited and will result in non-classification.

The finishing line is only valid on the track.

- ### o Formationlap & Startingsignal

The introductory lap begins when the start light changes from red to green. The introductory lap is driven up to the virtual "grid" sign in the single file. From the virtual "grid" sign, the grid formation must be taken. The grid formation is in the order of how the vehicles started in the introductory lap.

Guideline for the formationlap
The guidelines for the formationlap can be found in the respective briefing document.

Guideline für Racestart and Raceapproval
The guidelines for race start and start approval can be found in the respective briefing document.

Start Area
The zone of the „Start Area" can be found in the respective briefing document.

o   Guidelines for using FastRepair(s) (FR)
The amaount of FastRepairs per Event are 2.

FastRepair during a Full-Course Yellow (FCY) phase
The use of a FR is exempt from punishment during a Full-Course Yellow (FCY) phase.

FastRepair in the Race
Claiming a FR during the race will be punished with a drive-through penalty.
If a team uses a FastRepair, a drive-through penalty must be completed in the following lap. The drive-through penalty must not be combined with a pit stop.
Failure to observe the drive-through penalty during the event will lead to the series exclusion.
Optional Penalty:
Teams that ignore the drive-through penalty will be disqualified and can avoid being excluded from series with a donation of € 100 to the children's hospice Bärenherz.

Reporting of FastRepair (FR-Report)
All FastRepair used must be reported to the race committee in full and in due time using the relevant form.
Fast repairs can be reported during the race. All FastRepairs used must be submitted no later than one hour after the end of the race.

Proof of FastRepair
In principle, proof of unused FastRepair does not have to be provided.

- **Approved vehicles & vehicle paintwork**

    Each team can select the desired vehicle type from the following vehicle list for the entire racing series.

    The following vehicles are permitted

Vehicles	Fuel in % (Provisionally)	Additional weight in kg
Audi R8 LMS	100	0
BMW M4 GT3 - Prototyp	100	0
Ferrari 488 GT3	100	0
McLaren MP4-12C GT3	100	0
Mercedes AMG GT3	100	0
Ford GT GT3	100	0
Lamborghini Huracán GT3 EVO	100	0

    Basically, the BOP from the iRacing simulation is used. However, if it turns out that individual vehicles have advantages, the organizer reserves the right to make adjustments.

    The choice of vehicle must be announced before the first race by 02.15.2021 - 11:59 p.m.

- **Change of vehicle**

    A change of vehicle is not possible without penalty.*

    If a team changes vehicles in the current season, it will not receive any championship points for the following race days.

*exemption:

When a new vehicle appears in the respective vehicle class from iRacing. If 2 new vehicles appear at the same time, only the 1st change is "free of penalty".

The team has not yet driven a race in the season.

Every vehicle-change has to be reported at least 24 hrs prior to the respective event.

- **Vehiclesetup and Vehiclesettings**

  No restrictions

- **Championship race**

  ☒ Championshipraces run over a distance of 100 minutes.

  If the scheduled distance for the race has not been reached by the leader after 100 minutes, the leader will be flagged at the next finish.

  ☒ The finishing line is only valid on the track.

1.6.5 Classification

- **Scoringtable and Scoringmode**

  The winner of a race is the participant who has covered the driven distance with his vehicle in the shortest possible time including all penalties.

  * All participants who started will be counted if they finish the race in the pit lane with the checkered flag.

  * A rating is based on the DMSB circuit regulations for SimRacing 2020

  A valuation only takes place if at least 10 participants have started the race in the respective class.

  A rating is only given if a comprehensible result is available, either by means of replay or result / timing.

  The following points are awarded for the races:

  Link: klick hier

  Bonuspoints:

Race win	3 Points
Poleposition	2 Points
Fastest Lap	1 Point
Most Lead Laps	1 Point
No INC in Race	1 Point

  Bonus points are only taken into account for the team evaluation.

- **Bad Results**

  No Bad Results

- **Equality of points**

  If there is a tie between several drivers in the final evaluation, the greater number of the first, then the second and then the further places of all runs will decide.

1.6.6 Private trainings and tests

Private trainings and tests are allowed.

1.6.7   Driverconfirmation / Driversbriefing (Briefing)

- **Driverconfirmation**

  All teams are automatically registered for all races. If the team is unable to take part in a race, it must cancel its registration by 6 p.m. on the day of the event. Teams that do not cancel their registration for more than two races or have not registered with the responsible person at any time will be automatically canceled from the series.

- **Driversbriefing (Briefing)**

  The briefing takes place in the Simracing Deutschland teamspeak and is carried out by the sports management of Deutsche Payment DGTM in conjunction with the chairman of Reko.

  A determined non-participation or incomplete participation in the briefing will be penalized by the Reko with a penalty of 10 seconds in the race on the respective day of the event.

  A separate briefing document will be published for each race. Regulations that are listed in the briefing document or communicated in the driver briefing are binding for all participants and must be strictly observed.

1.6.8   Titles, Pricemoney and Trophies

- **Title Overall-winner**

  The team with the highest total number of points after all races of the Deutsche Payment DGTM 2021/1 receives the title: Team Champion - Deutsche Payment DGTM 2021/1

  The participant (s) with the highest total number of points after all races of the Deutsche Payment DGTM 2021/1 receives the title: Driver-Champion - Deutsche Payment DGTM 2021/1

- **Pricemoney**

Placement	Teamclassification*	Driverclassification*
1. Place	50,00 EUR	50,00 EUR
2. Place	45,00 EUR	45,00 EUR
3. Place	40,00 EUR	40,00 EUR
4. Place	35,00 EUR	35,00 EUR
5. Place	30,00 EUR	30,00 EUR
6. Place	25,00 EUR	25,00 EUR
7. Place	20,00 EUR	20,00 EUR
8. Place	15,00 EUR	15,00 EUR
9. Place	10,00 EUR	10,00 EUR
10. Place	5,00 EUR	5,00 EUR

*Participation in all races of the Deutsche Payment DGTM 2021/1 is required.
Participation in a race weekend is fulfilled if a distance of 30 kilometers has been driven on the official Practice & Qualification Server on the day of the event.
In the case of demonstrable technical problems, a decision will be made on a case-by-case basis as to whether the race weekend will be counted.

1.6.9   Protest / Racecommission / Evaluation-sighting / Penalties /Penaltycatalog

- **Protest**

  Protests can be submitted during the race, but no later than 15 minutes after the finish of a race, using the corresponding online form on www.simracing-deutschland.de Protests that are submitted after this period are considered inadmissible.
  The protest form must be filled out completely and correctly.
  Protests from innocent drivers will not be accepted.
  Protests must be reported by a driver / team directly involved in the incident.
  The protest must contain the exact current time (CT).

- Racecommission / Evaluation-sighting

  The Racecommission consists of the race director and a permanent steward. There is an assessment of incidents during the races (Live Reko).

- Penalties

  iRacing framework is valid.
  Penalties of the Racecommission during an event can be announced in the following form.
  - iRacing Text-Chat
  - iRacing Voice-Chat
  - Teamspeak Text-Chat
  - Teamspeak Voice-Chat

  The following provisions apply to penalties that are <u>not</u> pronounced via the iRacing simulation.
  - A penalty such as Drive Through, Stop & Hold may not be combined with a pit stop.
  - Penalties may only be taken after the start of the race.
  - Penalties may not be completed during an FCY "Full-Course Yellow (Virtual Safety Car)".
  - Open penalties from a previous event must be completed within the first three laps of the race after the start of the race. Laps during an FCY are not counted.

  F The following provisions apply to penalties imposed via the iRacing simulation.
  - iRacing penalties can be recognized by a black flag in the field of vision.
  - If the black flag is rolled up, it indicates a warning and the driver must e.g. B. Slow down to avoid a penalty during the session.
  - If the black flag is shown unfolded, this means a penalty from iRacing or the race management. The driver must return to his box to complete the penalty.
  - iRacing or the race management can impose three types of black flag penalties:

  A) Drive-through penalty: - This penalty requires the penalized driver / team to drive through the pit lane once. The black flag will be cleared by iRacing after the pit pass.
  B) Stop-and-Go: - This penalty requires that the penalized driver / team must head for his pit and stop in his pit place. The black flag will be cleared by iRacing and the race can be restarted.
  C) Stop-and-Hold: - This penalty requires that the penalized driver / team must head for his pit and stop in his pit place. The iRacing simulation holds the driver / team in their pit position for a certain period of time before the race is released again.
  D) Disqualification
  If a driver is given a penalty (black flag) in a session, by iRacing or the race management, he must return to the pits to serve the penalty.

1.6.10 Exclusion of legal recourse and limitation of liability

In the case of decisions by the series organizer, the chairman of the Reko, or the organizer as judge within the meaning of § 661 BGB, legal recourse is excluded.

No compensation claims of any kind can be derived from the measures and decisions of the series organizer, except in the case of deliberate or grossly negligent damage.

Participants take part in the events at their own risk. By submitting this entry, applicants and drivers declare the waiver of claims of any kind for damages that arise in connection with the events, namely against Simracing Germany, its bodies and managing directors, the organizer, the members of the Reko and all other persons involved with the organization the event, except for damages resulting from injury to life, limb or health that are based on an intentional or grossly negligent breach of duty, including by a legal representative or vicarious agent of the group of persons exempted from liability, except for other damage caused by intentional or grossly negligent breach of duty, also by a legal representative or a vicarious agent of the group of persons exempt from liability.

The exclusion of liability becomes effective for all parties involved when the nomination is submitted. It applies to claims based on any legal basis, in particular both for claims for damages from contractual and non-contractual liability and also for claims from tort. Tacit exclusions of liability remain unaffected by the above exclusion of liability clause.

1.6.11 TV rights / advertising and television rights

All copyrights and image rights lie with the series organizer, including the images that are taken over from television broadcasts by Deutsche Payment DGTM 2021/1.

All television rights of Deutsche Payment DGTM 2021/1, both for terrestrial transmission and for cable and satellite television transmission, all video rights and all rights to exploitation through all electronic media, including the Internet, lie with the series organizer.

Any kind of recording, broadcasting, repetition or reproduction for commercial purposes is prohibited without the written consent of the series organizer.

1.6.12 Special provisions

☒ The special series provisions are published in the appendices.

☐ There are no other special series provisions.

2 PART 3 ANLAGEN / ATTACHMENTS

2.1 SPECIAL PROVISIONS

2.1.1 Advertising on competition vehicles

● Templates

The vehicle templates are provided by the organizer as a download. The series partners contained on the templates may not be changed in position or size. Only the "yellow levels" may be moved, but not resized.
Download vehicle templates: Klick Hier

The vehicle paintwork (paint skin) is traded via the SimSync provided by SRD. Teams can change skins at any time.
The vehicle paintwork is uploaded via the SRD portal. Klick Hier
The vehicle paintwork is checked and imported into the SimSync system.

You can get more information in the series section of Simracing Deutschland.

○ Deadlines:

Paint skins for the first race must be sent in by email by February 15, 2021 -23: 59 p.m. Teams that do not send in vehicle paintwork will receive a standard white paintwork from the organizer.
Paint skins for all other races must be sent in up to 24 hours before the start of the respective race event. (Sunday 6:00 p.m.)

● Guidelines for Templates

The windscreen banner must only contain the logo of the main sponsor "Deutsche Payment". Further advertising is not permitted on the panes. In addition, the logos of Deutsche Payment DGTM are not used at any time:
• be moved,
• be changed in size or format,
• are covered by other graphics or restricted in visibility,
• can be changed in color
• are hidden and must remain visible in the vehicle design, as specified in the templates.

● Own Logos / own Designs

Own logos and designs are permitted and expressly desired. However, the requirements mentioned under 3.1.2 must be observed. Approval from the relevant company must be available for the logos used. By affixing the logos to the vehicle used, the participant confirms that these permits have been obtained. The driver is liable in the event of damage. The series organizer is not liable for possible claims by third parties.

All designs or lettering that associate a connection to party-political, pornographic or xenophobic content are prohibited and lead to exclusion from the series.

2.1.2 Communication

The VOIP communication system Teamspeak and the iRacing InGame Voice Chat are compulsory. From the driver's meeting onwards, presence in the Simracing Germany teamspeak is mandatory.

2.1.3 Computer System Requirements

The computer of the respective participant must meet the minimum requirements of the simulation in competition mode (60 racing cars in competition).

2.1.4 Full-Course Yellow (Virtual Safety-Car)

Calling a Full-Course Yellow (FCY) is the responsibility of the Racedirector.

A Full-Course Yellow (FCY) can be called in the following situations.
-    In accidents with more than four vehicles involved

A Full-Course Yellow (FCY) is announced by the race management via TeamSpeak (Whispering) with **"Yellow Flag Yellow Flag Full-Course Yellow"**.
From this point on, the following provisions apply to all teams.
-    Teams are instructed to slow down appropriately.
-    There is an absolute no-overtaking ban and you have to drive behind the lead vehicle in the single file.
-    The lead vehicle must not exceed a speed of approx. 160 km / h +/- 5 km / h from the start / finish line.
-    From this point on, the same behavior as for a rolling start applies, with the exception of restarting below.
-    The end of a full course yellow will be announced via TeamSpeak (Whispern) with "Green Flag - Track Clear" by the race management no later than 20 seconds before reaching the start / finish line.
-    The restart takes place from the exit of the last curve by the lead vehicle in the single file. It is only allowed to overtake from the start-finish line.
-    Accidents that occur during a Full-Course Yellow will be punished as serious offenses.

2.1.5 Disziplinary measures

The participants are obliged to behave in a sporty and fair manner. They have to be responsible for the actions or omissions of their support staff (supervisors, team members, etc.).

2.1.6 Miscellaneous

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2.1.7 Weather / Time of Day / Track Conditions

- ### Weather

The weather is set dynamically.

- ### Clouds / Dynamic time of day (InGame)

The in-game date usually corresponds to the day of the event. If incorrect server settings occur, the event will take place under these conditions.
The time of day is set dynamically during the training, qualification and racing session.
The time of day will be published in the race announcement "RaceFacts" and in the briefing document approx. 7 days before the race.

- ### Trackconditions

Adjust Track Condition (Automatically clean marbels): No
Starting Track State: Maximum Usage (0%)
Carry over track state from previous sessions: Yes

2.1.8   Incident- and Offtrack Limit

The iRacing general conditions and penalties apply.

● Incident Limit

The following INC limit is set.
The first S / H penalty is pronounced with the 26 INC. The penalty is pronounced by the simulation.
Every further S / H penalty takes place after 5 INC
The INC limit can vary between events. The INC limit will be published in the race announcement and briefing about 7 days before the race.

2.1.9   Flagrules

● Blue Flag

This flag, shown waved, indicates to the driver that he is being overtaken or lapped. It has different meanings during training / qualification / warm-up and the race:

o   During training / qualification / warm-up:

The flag indicates to the driver that a faster vehicle is approaching and is about to overtake the driver.

o   In the Race:

The flag is shown to a vehicle waiting to be lapped. The flag indicates to the driver, that he must let the vehicle behind him overtake at the first opportunity.
If a driver is shown the blue flag, he must enable the lap within one lap. If the distance is less than four car lengths when lapping, the driver to be lapped must enable the lapping within 3 turns.

● Yellow Flag

This flag indicates a hazard or an obstacle next to or partially on the route. The flag is simply shown waved to the drivers. The speed must be reduced, overtaking is prohibited, a change of direction is possible. Any overtaking maneuvers that have started must be canceled.

A sector under yellow is always given if there are accident vehicles on or off the track.

The yellow flag is still effective for the two following curves. Only after the second curve has been passed is the yellow flag lifted and it may be overtaken again.

2.1.10   Penalties- Penaltypoints + Penaltypoint-account

Pronounced penalty points and penalties are listed over the whole season and lead to a separate penalty after a certain number. All penalty points and penalties are attributed to the team.
Violations of the regulations and incidents on the racetrack caused by negligent or reckless behavior can be punished by the racing committee with penalty points and further penalties such as starting out of the pits or drive-through penalties. These penalty points will be deducted from the race result. Further penalties will be taken into account at the next start. All penalty points are collected on the penalty point account (SPK) of the respective team. These can be seen in the official evaluation under the Penalties and Account column (Penalty column = penalty points) (Account column = penalty point account). If the maximum number of 10 penalty points is reached, the race will be suspended for the next run. The account will be zeroed after serving the sentence.

The following systems are used.

● Penaltypoint-account (SPK)

If the driver reaches 10 penalty points, he will automatically receive a race ban for the next run.
The SPK consists of penalties from the races. The points can only be reduced using the procedure below.

- Reduction of penalty points

  Penalty points are only set to 0 after the season has ended. (open penalties are excluded).

- Penalties

  If the third P04, P05 or P06 penalty is pronounced on a team by the racing committee, this will be converted into a P08 penalty (exclusion from a race weekend).

  Open penalties after the last race of the season are compensated with time penalties on the final result or points deduction (SeasonEnd).

2.1.11 iRacing Server Settings

Hosted iRacing:	Hosted Session
Lobby Name:	Deutsche Payment | DGTM - Rennen #x
Weather:	Dynamic
Sky:	Dynamic
Time of Day	xxxx
Setup:	free
Fast-Repair:	5
Start:	rolling
Liga Limitation:	none
Incident	xxxx

3 SEVERABILITY CLAUSE

Should individual provisions of this set of rules be or become unenforceable, the effectiveness of the rest of the rules will not be affected. The above provision applies accordingly in the event that the set of rules turns out to be incomplete.