

Standard – DRIVERSBRIEFING | DGTM2021-1

Version: 0.0.9

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1. Series Calendar

08.02.2021	Test day	Barcelona – Moto
22.02.2021	Round 01	Barcelona – Historic
08.03.2021	Round 02	Imola – GP
22.03.2021	Round 03	Sebring – International
05.04.2021	Round 04	Nürburgring – GP BES/WEC
19.04.2021	Round 05	Circuit Gilles Villeneuve
03.05.2021	Round 06	Okayama – Full Course
17.05.2021	Round 07	Hockenheim GP
31.05.2021	Round 08	Spa-Francorchamps GP
14.06.2021	Round 09	Brands Hatch

2. The Track

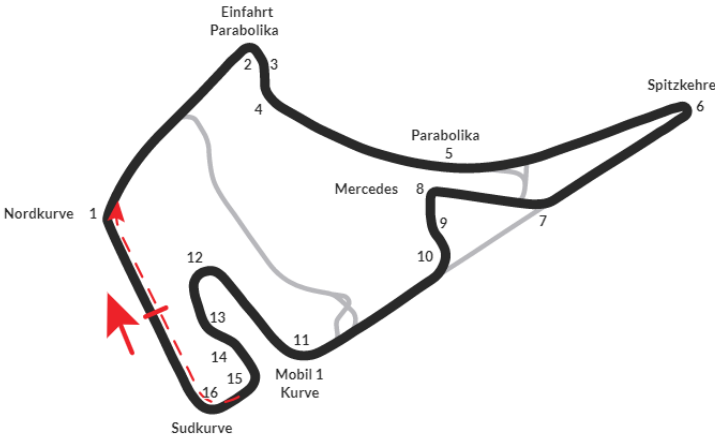


Track Info

Location	Hockenheim, Germany
Config Length	2.84 mi / 4.57 km
Night Lighting	No
Configs available	6
Track #	390

Select a configuration:

Grand Prix ^



3. The Standard Time Schedule

iRacing Server

Free Practice	→ Training & Quali-Server	18:10 – 19:55 hrs
Drivers-Briefing	→ mandatory	20:00 – 20:10 hrs
Timed Training (Qualifying)	→ 5 Min/1 Lap LoneQuali	20:15 – 20:20 hrs
Race	→rolling Start/ ~100 Minutes	~20:25 Uhr
Interview	→Top 3	subsequently

4. General

4.1 The events of Deutsche Payment | DGTm 2021/1 will be carried out in accordance with the provisions of the DGTm framework regulations 2021/1, the catalog of conduct & penalties, the DMSB circuit regulations for SimRacing 2021.

4.2 All participants are obliged to familiarize themselves with these provisions and regulations and to observe them.

5. Driving Rules & Code of Conduct

We (Simracing Deutschland) always require good vehicle control and an overview of the race. If these appear to the racing committee to be insufficient, penalties can be imposed in any form up to and including disqualification during or after the race.

Many vehicles are used in the raceunion DGTm. This requires all participants to be extremely fair with one another and to behave particularly considerately and respectfully with one another.

Note and respect the other participants and treat other participants as you would like to be observed, respected and treated yourself.

- ➔ **Drivers of faster vehicles observe and respect slower vehicles !**
- ➔ **Drivers of slower vehicles observe and respect faster Vehicles !**

When overtaking each other, give each other enough space and do not drive into gaps that are not there.

Slow vehicles must expect faster vehicles to use the space and drive into gaps.

- ➔ **Faster vehicles must expect slow vehicles to drive into the space and into a gap !**
- ➔ **Fast vehicles shouldn't drive into every gap and sometimes hold back !**

Safe overtaking is the responsibility of both the person overtaking and the person being overtaken !

Sporty behavior, mutual consideration and fairness apply to all participants in a raceunion DGTm event !

5.1 Note the accordion effect. With many vehicles on the route, the braking point shifts enormously !

5.2 The line must always be kept in and during the braking phase (so called Verstappen Move) !

5.3 In a duel, a clear choice of line must be made early and maintained !

5.4 Make sure that the distance to the vehicle in front is not too great when attempting to overtake !

5.5 Surprising overtaking attempts (dive bomb). In an overtaking attempt it is important that the vehicle that wants to overtake must hold its line when entering the turn.

5.6 No more than one change of direction is allowed to defend a position.

Every driver who returns to the ideal line after having previously defended his position off the ideal line must leave at least one vehicle width between his own vehicle and the lane when entering the turn.

Driving that could hinder other drivers, such as deliberately pushing a vehicle over the edge of the track or any other unusual change of direction, is strictly prohibited.

5.7 It is forbidden to intentionally break your vehicle. This applies to races including inlap. The minimum penalty for this is: one penalty point.

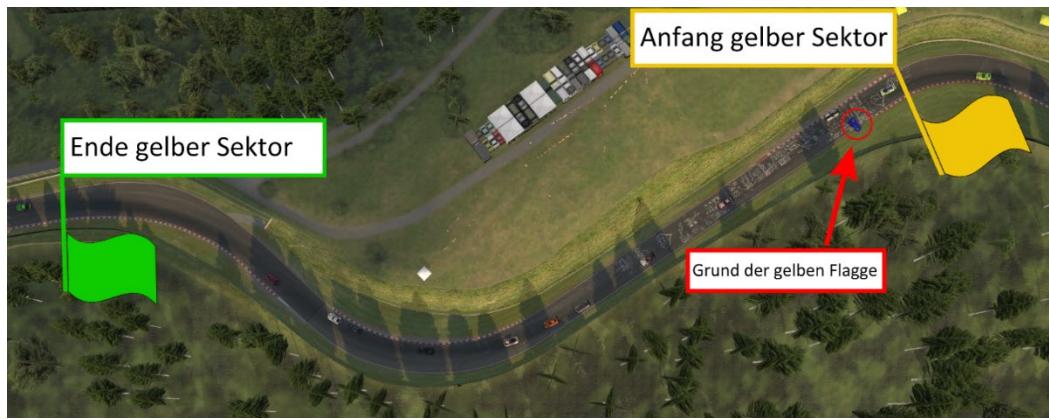
6. The Flag Signals

6.1 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 route.

The yellow flag is still in effect for the two subsequent turns. Only after the second turn has been passed is the yellow flag lifted and it is possible to overtake again.



6.2 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:

- During training / qualification / warm-up:
The flag indicates to the driver that a faster vehicle is approaching and is about to overtake the driver.
- 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.

7. Free Practice

7.1 In Free Practice it is recommended to train following situations (the capability of advanced Car Control is mandatory!)

1. Pit In & Pit Exit
2. Formation lap/Startfreigabe

7.2 The ESC key can be used at any time during free training.

8. Timed Training (Qualifying)

8.1 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 applies).

8.2 In qualifying, the "ESC" key may be pressed.

8.3 The qualifying on race day lasts 5 minutes and is done in "private mode". Each team has one lap available (Super Pole). The result of the qualifying is decisive for the starting grid.

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

8.5 The finishing line is only valid on the track.

9. Formationlap

9.1 The Formationlap will be completed in four Startinggroups.

9.2 The Formationlap will be completed behind a PaceCar.

(PaceCar of Simracing Deutschland) The PaceCar will begin the Formationlap, when the startinglights turn from red to green. All competitors have to follow the PaceCar.

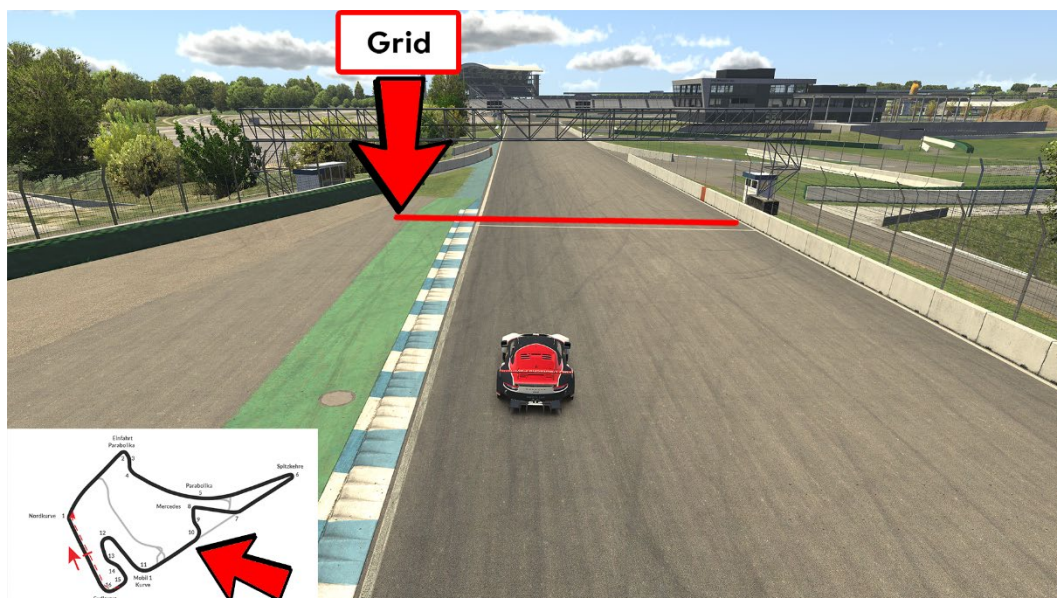
9.3 In the formation lap, the distance between the vehicles must not be more than approx. Three vehicle lengths.

9.4 The vehicles are usually led behind the leading car over the race track to the starting line (formation lap). In this case, the qualifying pole setter acts as the lead car. Falling back and starting exercises are prohibited and will be penalized by the race management.

9.5 Until the „virtual Grid Sign“ the top speed of the pace car is approx. 100 Km/h +/- 5 Km/h.

9.6 The formation lap is driven up to the "virtual grid sign" (Turn 10) in single file mode. Up to turn 10 it is allowed to permanently change the driving direction, to warm up, do not slow down or accelerate strongly.

Virtual Grid Sign



9.7 From the “virtual grid sign” a closed 2x2 formation (double file) must be taken up again in the order in which the starting line-up was left. The speed of the PaceCar is approx. 50 km / h +/- 5 km / h from the "virtual grid sign". As soon as the 2x2 formation is established, it is forbidden to warm up the tires and it is necessary to drive at constant speed. The PaceCar will turn into the pit at the height of the pit entrance. From that point on, the vehicle in pole position must not exceed the specified maximum speed of approx. 50 km / h +/- 5 km / h.

9.8 Overtaking during the introductory / formation lap is only permitted if a vehicle was delayed when leaving the starting grid and the vehicles behind - in order not to obstruct other vehicles - could not avoid driving past.

9.9 Vehicles that are passed by the entire driver field remain at the end of the starting field and start from the last position.

If more than one vehicle is affected, they must line up in the order at the end of the field in which the starting grid was left.

9.10 Unoccupied starting positions may not be filled in during the formation lap and at the start by moving up the other vehicles.

However, the starting rows that remain free will be closed when the other vehicles move up.

9.11 Racecontrol has the opportunity to cancel the start of the race during the formation lap. In this case, another introductory lap / formation lap is driven. If the start is canceled, this will be communicated to the teams via Teamspeak.

9.12 Vehicles that are allowed to start from the pit do not leave the pit lane until the start group has completely passed the pit exit.

10. The Start

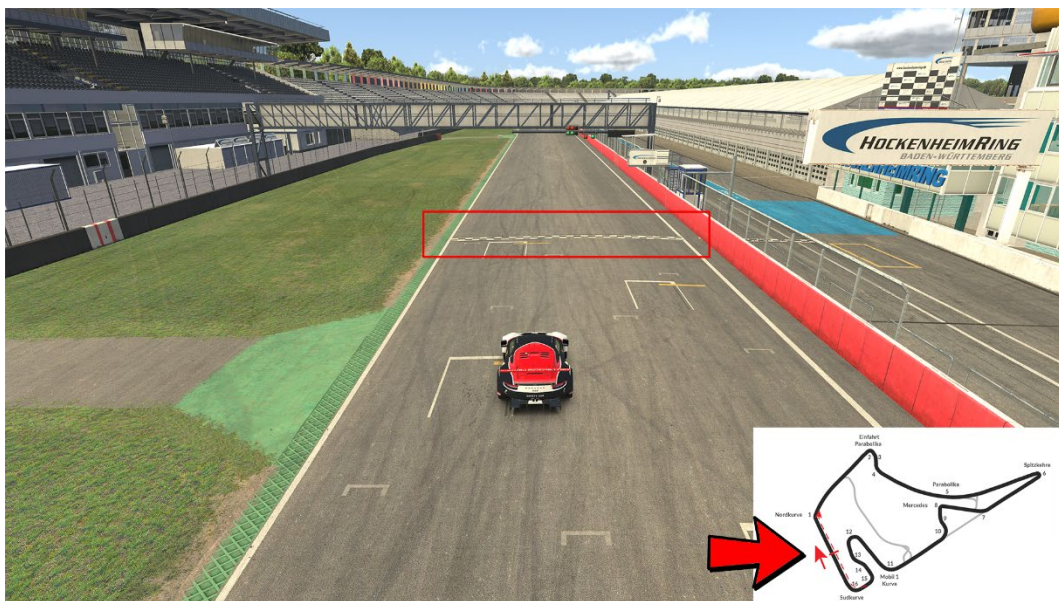
10.1 The start of the race is rolling.

10.2 The respective starting group approaches the starting line at a constant speed while the vehicle is in pole position. An orderly, closed parallel starting position with two starting rows must be strictly adhered to.

10.3 If the offset to the vehicle in front is greater than $\frac{1}{3}$ of the car width, it is considered to have left the starting position and can be punished accordingly by the officials.

10.4 The Polsitter has to keep the given speed. All vehicles driving behind have to adapt to this speed. The distance regulation must be observed here.

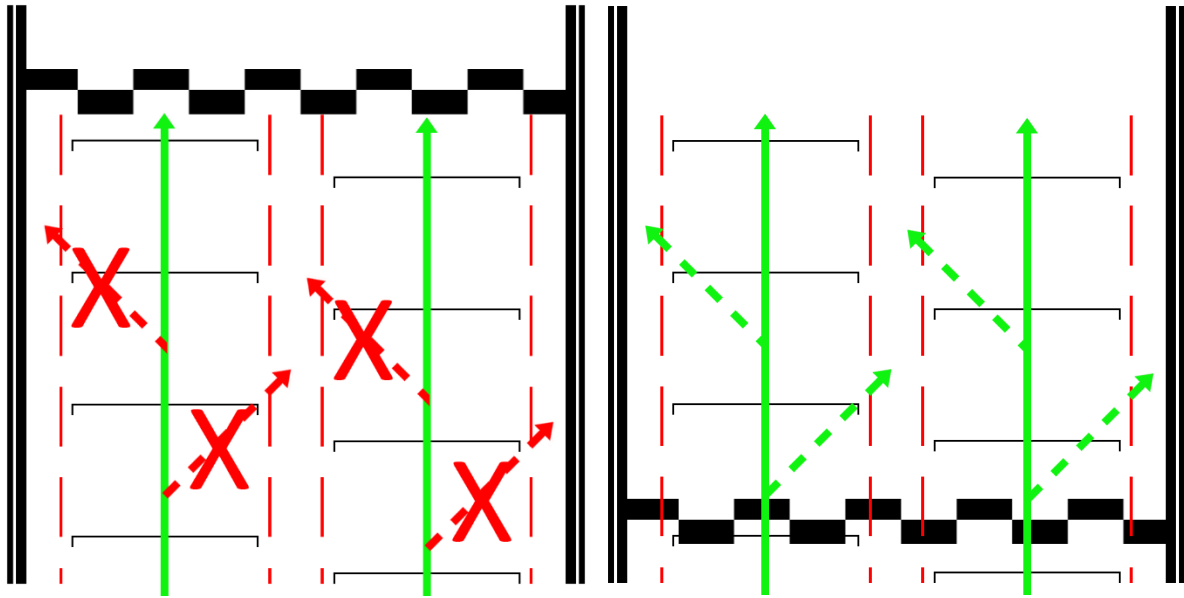
10.5 The start is only released individually from the respective crossing of the start / finish line. The speed may be adapted to the vehicle in front.



10.6 Leaving the closed parallel start position is only allowed when crossing the start / finish line. For vehicles with technical problems, it is mandatory to leave the starting line-up immediately. No vehicle may be obstructed when leaving the starting formation. Vehicles that leave the starting grid may be overtaken.

10.7 The start is released when the lead vehicle drives over the start / finish line. Here, the lead vehicle is granted a tolerance of half a vehicle length in front of the start / finish line.

Specimen, depending to the respective tracks the poleposition varies



11. The Race

11.1 The race is completed as a team race with the iRacing "Drive Fair Share" regulation. The race length is ~ 100 minutes. The introductory lap is included in the ~ 100 minutes.

11.2 Joined the race server with the wrong vehicle.

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 star points.

If the penalty is ignored, the team will be subsequently excluded from the race and will not be given a start for the following race.

11.3 All participants are responsible for correctly setting their selected start number. Participants who have entered a wrong start number on the race server will be awarded one penalty point per race.

11.4 There is no obligation to change tires.

11.5 It is allowed to press the ESC key while running.

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

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

11.8 Vehicles that are in the pit lane when the leading vehicle is waved of with the chequered Flag will not be counted!

11.9 Only those vehicles will be counted that have finished the race with their own engine power and have driven the subsequent inlap completely within the specified time to the pit lane entrance.

11.10 The finishing line is only valid on the track.

11.11 Definition Nonscoring and und Disqualification

Nonscoring: The championship points from the race are deleted, the position is retained.

Disqualification: The championship points from the race will be deleted, the team will be placed at the end of its vehicle class.

12. Full-Course Yellow (Safety-Car)

12.1 Calling a Full-Course Yellow (FCY) is the responsibility of the race director.

12.2 A Full-Course Yellow (FCY) can be called in the following situations.

- In accidents with more than four vehicles involved.

12.3 A Full-Course Yellow (FCY) is announced by the race management via Teamspeak (Whisper) with "**Yellow Flag Yellow Flag Full-Course Yellow**".

From this point on, the following provisions apply to all teams:

- All teams are instructed to reduce their pace appropriately. The lead vehicle must not exceed a speed of 100 km / h +/- 5 km / h 20 seconds after the start of an FCY. All following vehicles must adapt to the speed of the vehicle in front of them.
- There is an absolute no-overtaking ban and you have to drive behind the lead vehicle in the single file.
- By calling out an FCY, the pace car will leave the pit lane and wait for the lead vehicle up the pit exit.
- All laps during an FCY are completed behind the pace car. The maximum speed of the pace car is approx. 100 km / h +/- 5 km / h.
- The end of a Full-Course Yellow is announced by the race management via Teamspeak (Whisper) with "Green Flag - Track Clear". From this point on, the same behavior applies as for a rolling start, with the exception of restarting below.
- 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.
- Vehicles involved in an accident are allowed to press the ESC button. Vehicles may only leave the pit lane when all vehicles behind the PaceCar have passed the pit exit.

13. FastRepair

13.1 Each team has two FastRepairs available per event.

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

13.3 Claiming a FR during the race comes 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 may 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.

14. Communication

14.1 InGame Chat

With the beginning of the qualification the chat ban (text / voice) must be observed. The exception is Pass Left / Pass Right in text chat.

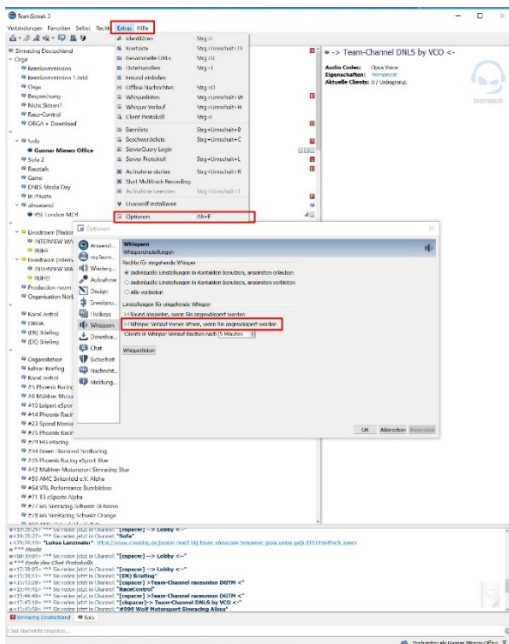
14.2 Private chat messages during an event are prohibited. Violations can lead to exclusion from series.

14.3 Teamspeak

The VOIP communication system Teamspeak is compulsory to use. From the driver's meeting onwards, presence in the Simracing Deutschland teamspeak is mandatory.

14.4 Teamspeak settings (Whisper)

The check mark for "Always open Whisper history when whispered to" should be removed.



14.5 It is not permitted to enter other Teamspeak channels and disturb the participants during the event.

15. Incident-Limit

The iRacing general conditions and penalties apply.

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.

16. Slow Down

Drivers who have received a slow-down penalty from iRacing are obliged to allow it to run without any risk to other participants.

Please note the following:

Should a vehicle have to reduce its speed by slow down, leave the ideal line if possible. No vehicles may be obstructed during a SlowDown.

17. Off-Track / Rejoin

If a team goes off the track, it must ensure that nobody is hindered when it comes back up. Inconsiderate driving onto the track will be punished by the racing commission.

18. Pitstopps / Pitlane

18.1 Inside the pit lane, the driver must stay in the fast lane until he is two car lengths in front of his pit. It is forbidden to intentionally block the person behind or to stay away from your own pit area. Violations will be punished by the racing committee.

18.2 Moving vehicles with their own engine power against the direction of travel is a maximum of one vehicle length.

18.3 When leaving their own box, each driver immediately drives into the fast lane and follows it to the part of the route where it is allowed to re-enter the race track. If other vehicles approach from behind when entering the racetrack, the driver may only return to the raceline when he has reached the racing speed and is not obstructing other drivers.

19. Racecommission & Protests

19. 1 Die Reko besteht aus dem Rennleiter und einem permanenten Steward. Es findet eine Bewertung von Vorfällen während der Rennen (Live Reko) statt.

19.2 Protests can be submitted during the race, but no later than 1 hour after the finish line of a race, using the corresponding online form at 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).

Protests Current Time (CT)







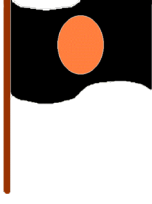


Penalties

The penalty must not be combined with a pit stop at the same time. Exceptions to this are penalties that are imposed by the iRacing simulation. The iRacing framework conditions apply here. Open penalties must be completed in the first three laps of the race.

Team	Penalty	Penalty from race

Flags

	<p>Chequered Flag</p> <p>The Race is finished</p>
	<p>Blue Flag</p> <p>You will be lapped, please allow lapping within the next 3 turns</p>
	<p>Yellow Flag</p> <p>Ban of Overtaking</p> <p>Danger on Track</p> <p>adjust speed</p>
	<p>Green Flag</p> <p>Start/Track is clear</p>
	<p>Black Flag</p> <p>(Disqualification)</p> <p>Penalty (for example Drive-Through)</p>
	<p>White Flag</p> <p>Last Lap</p>
	<p>Meat Ball Flag</p> <p>Vehicle is heavily damaged. Come to the Box for Repair, if not you will receive the Black Flag</p>

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