

DIGITAL MOTORSPORT SERBIA**APPENDIX B - Competitions and Racing Code****1. GENERAL RULES**

- 1.1. *Drivers are responsible for their own connection. In case of server failure, the organizer is not responsible.*
- 1.2. *WIFI and GSM / 3G / 4G connections are known to cause extremely high ping and lag - do not use these types of connections.*
- 1.3. *Drivers must use their full name or pseudonym, depending on how it is registered on the license, in any competition - a driver who will not be disqualified from the course of the competition and will not be allowed to compete in any competition until the problem is resolved.*
- 1.4. *Patch's and plugins are allowed as long as they do not affect the simulation features, create an unfair advantage, or affect other drivers.*
- 1.5. *The deadline for changing any entry information for drivers and teams already registered is 48 hours before the official start of a championship, championship, cup, trophy, league, series or any other competition. For the official start, the first session on the server is considered to be training, qualifying or racing.*
- 1.6. *Entries for competitions must have a deadline that must be specified in the rules for that competition.*
- 1.7. *A driver who is not logged in will not be allowed to compete or enter the server except by a special decision of the competition director.*
- 1.8. *Race start time cannot be between 00:00 and 10:00 CET (CET). This rule does not apply to endurance races that last longer than 6 hours.*
- 1.9. *Each team can appoint a team manager, who will represent the team in communication with the DMSS and the race directorate.*
- 1.10. *It is the driver's responsibility to provide the desired, registered car for each competition they wish to participate in.*
- 1.11. *Each driver is responsible for the use of any official registered name of any brand that is not an integral part of the simulation and DMSS assumes no responsibility for the use of such names and inscriptions.*
- 1.12. *As an organizer, DMSS may prescribe rules for making "skin" for cars within a championship, championship, cup, trophy, league, series or any other competition. These rules must be stated in the Supplementary Regulations for the Competition at least 10 days before it starts.*

2. FREE TRAINING

- 2.1. *Free training can be part of competitions where riders adapt to the track.*
- 2.2. *The length of free training will be determined by the Supplementary Regulations for the Competition in question.*
- 2.3. *Drivers must not interfere with each other during free training.*

3. QUALIFICATIONS

- 3.1. *Qualifications are part of the competition in which the starting positions for the race are determined.*
- 3.2. *Qualifying placement is determined by the fastest time possible within the given course.*
- 3.3. *The length of qualifications will be determined by the Supplementary Regulations for the Competition in question.*
- 3.4. *Server logins can be enabled for the duration of the qualifications.*
- 3.5. *Drivers must not interfere with each other during qualifications.*

4. RACE

- 4.1. *Starting positions in the races are determined by qualification placement.*
- 4.2. *The organizer can predict multiple races in one competition day.*
- 4.3. *Starting positions for other races on the same race day, except the first race, may be determined by a separate competition rule.*
- 4.4. *Chat is forbidden during the race.*
- 4.5. *The use of "CREW CHIEF" is strongly recommended.*
- 4.6. *The use of "TeamSpeak" and "Discord" for internal communication is permitted, unless the organizer of the competition prohibits this type of communication by the Supplementary Regulations for the Competition in question.*
- 4.7. *The organizer can ask all race drivers or team managers to get involved on a specific channel on Discord for easy communication and running of the race.*
- 4.8. *The race start can be from a place or from a movement.*
- 4.9. *Starting from a place is a start where drivers start from a standstill to a traffic light signal that can only be the red lights out or the red lights out and the green lights on. In this case, overtaking is allowed immediately.*
- 4.10. *Starting or flying start is the start where the drivers start the race from the formation lap or behind the safety vehicle, the control movement to the traffic light signal which can only be the red lights out or the red lights out and the green lights on. In this case, overtaking is allowed after receiving the green light signal or green flag signal.*
- 4.11. *Drivers are responsible for their actions during the formation lap. In the event of any incident involving damage to himself and / or other drivers, the Director may restart and punish the culprit.*
- 4.12. *During the formation lap, drivers must maintain a safe but reasonable distance from other drivers, following each other based on starting positions (drivers should alternately rotate with the car to the right / left and not be immediately behind the car in front of them at the start).*
- 4.13. *The speed of movement in the formation lap must be determined by the Supplementary Regulations for the Competition.*
- 4.14. *Drivers must not accelerate and brake rapidly during the formation lap.*
- 4.15. *The driver who loses his position by mistake during the formation lap will start as the last.*
- 4.16. *Restarting the race is not recommended but it is solely the director's decision.*
- 4.17. *Server entry was disabled during the race.*

- 4.18. *The length of the races and their number for the race weekend is determined by the Supplementary Regulations for the Competition in question.*

5. TRAINING AND CODE OF BEHAVIOR ON THE TRAIL

- 5.1. *When overtaking, touring, each competitor is required to show mutual respect and leave sufficient space for competitors on the course.*
- 5.2. *There are two types of overtaking within racing.*
- a) *overtaking for a lap*
 - b) *overtaking for position*
- 5.3. *Overtaking by the lap or crossing under the blue flag obliges the driver behind the lap to allow for an unobstructed passage to the incoming, faster driver as soon as possible.*
- 5.4. *Position overtaking is an overtaking in which two or more drivers compete for a position in a race.*
- 5.5. *Overtaking can be done in a straight, in a curve, in the braking zone, etc.*
- 5.6. *The driver in front chooses the route.*
- 5.7. *When overtaking, an overtaking driver must be able to reach the middle pillar (half) of the overturned car in front of his or her car. From that point on, the overdriven driver is required to leave sufficient space for the overtaking driver.*
- 5.8. *It is forbidden to "cut" another driver who is overtaking you, attempting to try to get back in front of him while in the process of passing under point 5.6.*
- 5.9. *In the direction of the braking zone, the forward driver, who is attacked by another driver to overtake, is allowed only one change in the occupied travel path.*
- 5.10. *The driver who overtook the other driver must not return immediately in front of the overtaken driver and brake suddenly after overtaking.*
- 5.11. *It is forbidden to constantly hit the front of the vehicle in front of the vehicle in front in order to cause instability and ease overtaking.*
- 5.12. *Blocking of streaming is prohibited. Blocking is defined in terms of constantly changing direction to prevent overtaking.*
- 5.13. *The driver who exited the track must return to the track only when the track is free and without disturbing other drivers.*
- 5.14. *It is forbidden to move in the opposite direction, except for the purpose of returning in the right direction.*
- 5.15. *In case of severe damage and inability to continue the race, the driver is obliged to immediately leave the track with the "ESC" button.*
- 5.16. *Any breach of any flag may be punishable by both the server and the director.*
- 5.17. *Drivers must not have actions that do not comply with the fair racing code, which may include:*
- a) *a sudden and unnecessary change of route*
 - b) *braking on tracks*
 - c) *Do not accelerate from curves*
 - d) *Sudden release of gas on or off the curve*
- 5.18. *Any shortening of the trail is forbidden. The driver who takes the advantage of shortening the track or cutting a curve is obliged to return the compensated positions immediately.*
- 5.19. *It is forbidden to force other drivers to leave the track (pushing off the track).*

- 5.20. *It is forbidden to leave a damaged vehicle that cannot continue the race, on and off the track.*
- 5.21. *A driver who moves along a track with a severely damaged vehicle, which does not have the basic technical characteristics from the start of the race, must not navigate the racing path or interfere with others.*

6. FLAGS

- 6.1. *Each driver must obey the flags displayed by the server.*
- 6.2. *Drivers who are shown the blue flag must move safely to faster drivers. When moving from a race track, they must be predictable and must not have sudden changes of direction.*
- 6.3. *In the case of the yellow flag, overtaking is prohibited except for overtaking vehicles which are stationary or severely damaged on the track.*
- 6.4. *Any deliberate elicitation of the yellow flag is prohibited.*

7. USE OF HEADLAMPS AND CHEESES

- 7.1. *The use of headlamps for the purpose of flashing is permitted.*
- 7.2. *Flashing is allowed when overtaking slow vehicles or vehicles that stop for a lap.*
- 7.3. *The flash must not last more than 2 seconds and may not exceed 4 intervals.*
- 7.4. *Inadequate use of headlights entails a penalty.*
- 7.5. *The use of the siren during all parts of the racing day is prohibited.*

8. BOKS

- 8.1. *Boxing drivers must enter and move through the box with the pit limit turned on during any part of the race day.*
- 8.2. *When entering and exiting a box, drivers must not cross the box's boundary lines.*

9. THE TRACK

- 9.1. *Drivers must not go off the track consciously and in order to gain an advantage.*
- 9.2. *The two wheels must always be within the surface of the track bounded by white lines.*
- 9.3. *Descent from the track is allowed in order to avoid an incident.*
- 9.4. *Drivers coming off the track must not gain descent.*
- 9.5. *The path boundaries are defined in the simulation itself, and for non-compliance, the server can itself award a "SLOW DOWN" penalty. When decelerating due to a penalty, the competitor must not interfere with other competitors.*
- 9.6. *Race director may also make decisions about exceeding the limit.*

10.DRIVER'S LIABILITY

- 10.1. *Drivers are obliged to obey all the rules in all regulations, this appendix and all other appendixes.*

- 10.2. *Cheating in any form is prohibited.*
- 10.3. *It is the obligation of the driver to report any system error, server error or anything else that may bring him an unfair advantage and benefit.*
- 10.4. *It is also recommended that the driver use "Leaderboard" boards as a form of race preparation.*
- 10.5. *The race director may make the participation in the competition conditional on these boards as a guarantee of quality racing.*
- 10.6. *The driver is obliged to check his / her list information after the list has been published and to suggest to the race director if a correction is required.*
- 10.7. *Drivers are expected to make suggestions for enhancing future racing.*

11.POINTS

- 11.1. *For each championship, championship, cup, trophy, league, series or any other competition, the scoring system will be explained in the Special Rules of that competition.*
- 11.2. *In order for a driver to enter the scoring system in any race or competition, he or she must drive a minimum of 60% of the race, unless otherwise provided in the Special Regulations.*
- 11.3. *To score points for a team, no matter how many drivers are on the team, a maximum of 2 top-ranked drivers are added up.*

12.INCIDENTS

- 12.1. *An "incident" is any event of one or more drivers reported by the computer and / or reported to the race director by the driver.*
- 12.2. *The incident involves the following categories:*
 - a) *Aggressive driving - evaluated when the driver shows excessively aggressive driving through several of the same, consecutive dangerous maneuvers.*
 - b) *causing bumps with another driver*
 - c) *forcing another driver out of the track*
 - d) *improperly preventing detours - changing the route*
 - e) *causing contact during the tour*
 - f) *unpredictable driving (sudden decelerations or brakes unnecessarily, etc.)*
 - g) *contempt of any flag*
 - h) *unsafe entry or exit from the boxing (disrespecting the white boxing line, etc.)*
 - i) *shortening and cutting the track*
 - j) *unsafe return to track*
 - k) *unsportsmanlike conduct*
 - l) *writing messages during qualifications and races*
 - m) *insults and curses before, during and after the race*
- 12.3. *Incidents are divided into 5 categories:*
 - a) *racing incidents*
 - b) *warning incidents*
 - c) *incidents of punishment by the server*
 - d) *incidents of punishment by the director*

e) Disqualification incidents

- 12.4. No punishment or action is provided for racing incidents.*
- 12.5. For incidents that do not affect the course of the race or the placement, warnings are provided. They can be given by the server and / or director.*
- 12.6. For certain penalties, the server has provided penalties alone that are not affected by the race director. Axis objection is not allowed against these decisions if it is a server system error.*
- 12.7. Penalties by directors can be awarded based on a violation of one of the rules, and a penalty can be disqualification.*
- 12.8. For repeat offenders, the director may decide to impose a suspended sentence or even suspend the driver for a limited period of time from one or more competitions.*

13. PENALTIES

- 13.1. The penalties, no matter who assigned them, can be during the race and after the race.*
- 13.2. Penalty penalties are awarded for infractions and incidents committed based on the decision of the director and / or server.*
- 13.3. Post-race penalties are awarded by the DMSS Director and Commission.*
- 13.4. The Director and the DMSS Commission are under no obligation to supervise the entire races after they are held.*
- 13.5. The Director and / or the DMSS Commission is obliged to inspect all parts of the race that have been characterized as incidents or spoken of.*
- 13.6. The penalties must be public and highlighted in the results and tables.*
- 13.7. All incidents are subject to penalties by the Competition Director and the DMSS Commission.*
- 13.8. Incidents punishable by directors are:*
 - a) Causing a massive crash at the start of a race - disqualification of the driver or deducting 10 points from the championship standings.*
 - b) Causing the loss of another driver's position by striking, pushing, obstructing, deliberately slowing down, etc. - 3 seconds after the lost position of the hit driver, for the final time.*
 - c) Deliberately causing an incident by striking, pushing, obstructing, intentionally slowing down, etc. - 6 seconds per lost driver's seat, for the final time.*
 - d) Pushing another driver off the track - 3 seconds (only if the hit driver has not lost his position or point b applies) for the final time*
 - e) Deliberately pushing another driver off the track - 6 seconds (only if the hit driver has not lost his position or point c applies) for a finite time time - 3 seconds to the final time.*
 - f) Improperly preventing detours - changing routes - 3 seconds for the final time.*
 - g) Unpredictable driving (sudden decelerations or brakes unnecessarily, etc.) - 3 seconds for the final time.*
 - h) Unsafe entry or exit from the boxing (disrespecting the white boxing line, etc.) - 3 seconds for the final time.*

- i) Unsafe return to the track - 3 seconds (only if the hit driver has not lost position or point b applies) for the final time.*
 - j) Causing damage to another driver that caused the injured driver not to finish the race - 30 seconds for the final time.*
 - k) Causing damage to another driver that causes the injured driver to box - 30 seconds for the final time.*
 - l) Contempt of any flag - 5 seconds for the final time.*
 - m) Unsportsmanlike conduct - decision of the director depending on the gravity of the offense.*
 - n) Intentionally causing an incident - disqualification.*
- 13.9. Incidents for which penalties are imposed by the DMSS Commission are:*
- a) "Chat" during the race - disqualification of the driver or deducting 10 points from the championship standings.*
 - b) Insults and curses before, during and after the race - disqualification of the driver or deducting 10 points from the championship standings.*
 - c) Unsportsmanlike conduct, insulting other drivers and teams on official DMSS media - disqualification from ongoing competitions and / or suspension for a fixed period.*
 - d) Failure to comply with the DMSS SPORTS CODE and insulting the organizer, repeating the violation referred to in item c of this Article - permanent removal, exclusion from DMSS.*

14.PROTEST AND APPEALS

- 14.1. Teams and drivers may file protests of any violation of this policy.*
- 14.2. The objections shall be submitted in writing as follows:*
- a) Name of the complainant team*
 - b) the name or surname of the team complained against*
 - c) exact time of incident (minutes from start of race and / or lap number)*
 - d) a precise description of the incident*
- 14.3. Protests are submitted to a special channel on Discord, which is intended only for protests.*
- 14.4. The penalty may only apply to competitors against whom a speech has been written.*
- 14.5. Protests are submitted exclusively to the competition director on the aforementioned channel.*
- 14.6. The deadline for submission of all Protests is 24 hours from the end of the competition.*
- 14.7. The deadline for resolving the complaint is 24 hours after the protest has been received.*
- 14.8. The deadline for lodging objections to the directors' decisions is 24 hours from the publication of the decision.*
- 14.9. The appeal against the decision of the director shall be submitted to the DMSS Commission.*
- 14.10. Protests against penalties awarded by the software and / or server will not be accepted.*

15. PRIZES

- 15.1. *The organizer is obliged to provide prizes for the first three in the placement for each championship, cup, trophy, league, series.*
- 15.2. *The organizer is not obliged to provide prizes for each race.*

16. OTHER PROCEDURES

- 16.1. *This Appendix is valid with the DMSS SPORTS CODE and is an integral part thereof.*
- 16.2. *Anything not provided for in this Schedule will be subject to the decisions of the DMSS Commission.*
- 16.3. *The appendix comes into force on the day of its adoption and is valid until a new one is issued.*

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