

DIGITAL MOTORSPORT SERBIA

APPENDIX F - Flags



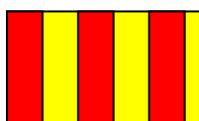
RED FLAG - Race stopped - This flag can only be displayed by the server software and implies an automatic termination of training or race. All drivers are required to slow down and return to the box as much as possible. Overtaking is prohibited.



GREEN FLAG - TRACK IS CLEAR - This flag indicates the end of the danger and track is clear. It should be waved at the marshal post immediately after the incident that necessitated the use of one or more yellow flags.



YELLOW FLAG - DANGER IN THE SECTOR OR WHOLE TRACK - This flag indicates danger. Yellow flags should normally be shown only at the marshal post immediately preceding the hazard. In some cases, however, the Clerk of the Course may order them to be shown at more than one marshal post preceding an incident. Overtaking is not permitted between the first yellow flag and the green flag displayed after the incident. Yellow flags should not be shown in the pit lane unless there is an incident of which the driver should be made aware.



YELLOW-RED FLAG - SLIPPERY SURFACE - This flag indicates the danger that the surface is slippery due to oil, water, dust, and should normally be shown only at the marshal post immediately preceding the hazard but can be shown at more than one marshal post. Overtaking is not permitted between the first yellow flag and the green flag displayed after the incident.



BLUE FLAG - OVERTAKE BY LAP - This should normally be waved, as an indication to a driver that he is about to be overtaken. It is also shown to the competitor leaving the pit and encountering vehicles on the track. In training, a faster car is close behind you and is about to overtake you. The flag should normally be shown to a car about to be lapped, if the driver does not seem to be making full use of his rear-view mirrors. When shown, the driver concerned must allow the following car to pass at the earliest opportunity.



BLACK FLAG - DISQUALIFICATION - This flag should be used to inform the driver concerned that he must stop at his pit or at the place designated in the supplementary or championship regulations on the next approach to the pit entry. If a driver fails to comply for any reason, this flag should not be shown for more than four consecutive laps. It is shown with a white number plate of the vehicle to which it refers.



BLACK / WHITE FLAG - UNSPORT BEHAVIOR - This flag should be shown once only and is a warning to the driver concerned that he has been reported for unsportsmanlike behaviour. It is shown with a white number plate of the vehicle to which it refers.



BLACK FLAG WITH THE ORANGE DISC - DAMAGED VEHICLE - This flag should be used to inform the driver concerned that his car has mechanical problems likely to endanger himself or others and means that he must stop at his pit on the next lap. After repairing the damage in the box it can continue the race. It is shown with a white number plate of the vehicle to which it refers.

Belgrade 25.12.2019.

*Digital Motorsport
Branislav Pijević
director of disciplineDMS*

A handwritten signature in blue ink, appearing to be 'B. Pijević'.