

# Formula Civ Official Rules v1.0.1

## *Formula Integrity Association*

### 1. General Conduct

- 1.1 All drivers must treat each other with respect, both on and off the track.
- 1.2 Abusive, discriminatory, or toxic behaviour in chat, voice, or forums will not be tolerated.
- 1.3 Unsportsmanlike behaviour (e.g., intentional crashing, blocking, or trolling) will result in penalties or removal.

### 2. Race Procedures

#### 2.1 Starts & Restarts

Maintain control and avoid erratic movements during formation laps and rolling starts. No weaving or brake-checking to disrupt others.

#### 2.2 Track Limits

Drivers must remain within track boundaries (defined by the white lines) whenever possible. Persistent abuse of track limits to gain advantage may lead to time penalties **or other penalties, if they fit the situation.**

#### 2.3 Blue Flags

Lapped cars must yield safely and predictably to faster traffic. Do not intentionally obstruct leaders when being lapped.

#### 2.4 Defending Position

One defensive move per straight is allowed. Moving under braking is prohibited, for example, brake-checking. Drivers must leave racing room when side by side.

### 3. Incidents & Contact

- 3.1 Avoidable contact will result in penalties (warnings, time penalties, or point deductions).
- 3.2 If you cause another driver to spin or crash, it is expected that you give the position back when safe.
- 3.3 “Divebombing” (late unrealistic braking causing unavoidable contact) will be penalised.
- 3.4 Netcode lag is not an excuse - all drivers are responsible for stable internet connections.

### 4. Qualifying

- 4.1 Drivers must respect track space - do not impede another car on a fast lap.
- 4.2 Overtaking is discouraged unless necessary to avoid impeding.
- 4.3 Cutting track limits in qualifying laps may result in lap deletion.

### 5. Technical & Fair Play

- 5.1 Drivers must use their own account - no substitute drivers are allowed.
- 5.2 Exploiting glitches, bugs, or unfair advantages in RaceRoom is prohibited.

**5.3** All drivers must ensure their equipment (wheel, pedals, internet, etc.) is in proper working order before racing.

## **6. Penalties**

6.1 Warning - For minor first-time infractions.

6.2 Time Penalty - Applied post-race where appropriate.

6.3 Drive-through / Stop & Go – Applied in-race if supported by the sim.

6.4 Points Deduction - Championship penalty for repeated offences.

6.5 Suspension / Ban - For serious or repeated misconduct.

## **Stewarding**

Incidents may be reported to race control within 24 hours of the event.

Drivers must submit timestamp and description when reporting.

Stewarding decisions are final.