



## Official Event Regulations

Official rulebook for Full Grip Motorsport charity endurance events.

### 1. Official Communication

- You can join the discord server through the discord button on the website (<https://www.fullgripmotorsport.com/homepage>) in the top right corner.
- All drivers must join the Full Grip Motorsport Discord server before the event.
- All official announcements, driver briefings, steward decisions, and race control messages will be communicated through Discord.
- Failure to follow official communication channels may result in penalties or disqualification.

### 2. Drivers Briefing

- A drivers briefing will be held before the race session at 9:15 am CEST in the discord server.
- At least one representative per team is required to attend in order for the team to be able to participate in the race.
- Important race procedures, safety information, prizes, and special event features will be explained during the briefing.



More about the charity event at [www.fullgripmotorsport.com](http://www.fullgripmotorsport.com)



### 3. Teams & Drivers

- Teams must consist of 2 to 5 drivers.
- Driver swaps are mandatory during the race.
- Every driver must complete at least one stint.
- A single stint may not exceed 2 hours.
- A single driver may not exceed 10 hours of total driving time during the race. If you exceed these times the game will automatically give you a penalty.

### 4. Event Specific Rules

#### Driver Swap Events (ACC PC)

- The first driver must join the server first.
- Maximum one server reset may occur for a broken entry list.
- Chat-command driver swaps are allowed during free practice before the race session.  
*Command: &swap # the # is the teammate's slot number (1, 2, etc.)*





## 5. Racing Rules

### 5.1 Qualifying

- Upon exiting the pits during qualifying, drivers must stay within the pit exit lines.
- If a lap becomes invalid or aborted, the driver must safely move off the racing line to make room for a driver who is on a hot lap.
- Drivers on valid laps behind must be allowed to pass safely.
- Drivers ahead on a valid lap must be respected.

### 5.2 Bathurst Specific

- If drivers behind you are on a valid lap and you are not, you must allow them to pass before entering the mountain section.
- If returning to the pits: Stop safely off the racing line, either return to garage or drive back to the pits manually.





### 5.3 Overtaking

- The overtaking car must be at least 50% alongside the defending car to claim the corner.
- The overtaking driver is responsible for completing the overtake safely without contact.
- Overtaking outside the white track limit lines is not permitted.

### Racing Etiquette

- The overall goal is to avoid contact between cars at all times.
- If an incident happens, it is proper etiquette to return the position to the other driver in a safe manner.
- Drivers attempting an overtake should avoid overly aggressive manoeuvres.
- The chasing car is responsible for completing the move safely.
- The defending car must not block, but may choose and maintain a defensive line.

### 5.4 Race Starts

- A full formation lap will occur before the race start.

### The start of the race has the highest risk of incidents

- Drivers are asked to take extra care during the opening laps.
- The safest option is often to avoid high-risk moves.
- Races are rarely won in Turn 1 but often lost there.





### 5.5 Pit Stops

- Driver swaps may only occur during pit stops.
- All teams must respect the pit lane speed limit at all times.
- Unsafe pit exits may result in steward penalties.

### 5.6 Re-Joining and Track Cuts

- It is the driver's responsibility to rejoin the track safely without affecting other drivers.
- During lap 1, drivers may need to wait until all cars have passed before rejoining.
- Leaving the track and gaining a lasting advantage in qualifying or race sessions is not allowed.
- If an overtake is completed off track, the position must be returned within one lap.
- Penalties may apply at steward discretion.

### 5.7 Actions During an Incident

- If a driver is involved in an incident and loses control of the car, they must hold their brakes to minimize unpredictability. However, reasonable corrective steering is allowed if it clearly improves safety.
- Drivers should not attempt steering inputs or try to save the car when out of control.
- Holding the brakes ensures the car behaves predictably for other drivers.
- Drivers who leave the track may maintain control and rejoin safely, provided the rejoin follows.





## 5.8 Flags & Race Control

### 5.8.1 Blue Flag

- Slower drivers must allow faster drivers to pass before entering the mountain section if the faster car is within 1 second behind and it is safe to do so.
- If passing before the mountain is not possible, the faster car must wait until after the mountain section.

### 5.8.2 Yellow Flag

- No overtaking is allowed in yellow flag areas.
- Drivers must prepare to slow down in yellow sectors.
- Once the incident becomes visible, drivers must reduce speed immediately, at minimum by lifting off the throttle.
- Drivers attempting to pass incidents at race pace may be penalized.
- Any footage of overtaking under yellow flags may be reviewed by the stewards.
- If a driver accidentally overtakes under yellows, the position must be returned safely.
- Crashed cars may be overtaken under yellow flags.

### 5.8.2 Red Flag

- All drivers must immediately follow instructions from Race Control.

## 5.9 Actions During an Incident

- Bump-drafting is not allowed.





## 6. Driving Conduct

### 6.1

By participating in the Full Grip Motorsport races, participants acknowledge they will, without limitation, comply with the racing rules and with the statements and decisions made by the stewards and admins.

### 6.2

Clean and respectful racing is expected at all times.

The following behaviour is strictly prohibited:

- Dive bombing
- Blocking
- Intentional contact
- Both drivers involved share responsibility to avoid collisions whenever possible.

## 7. Incident Review

### 7.1

- Reporting an incident can be done through the Discord ticket system.
- All race incidents may be reviewed by the FGM Steward Team.

**Decisions will be based on:**

- Replay footage
- Available evidence
- Steward judgement

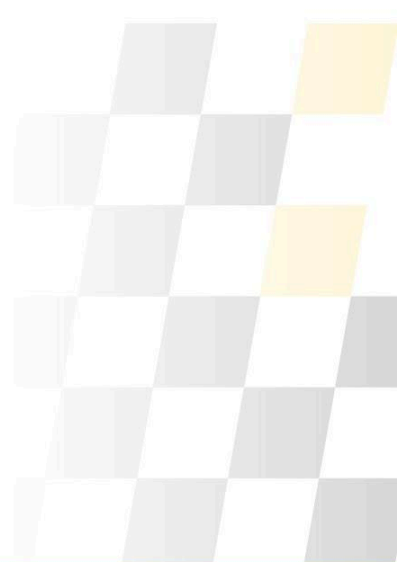




## 8. Penalties

Possible penalties include:

Penalty Type	Description / Application
Warning	Formal notification of a rule breach.
Time Penalty	Increments of 5 or 15 seconds per occurrence.
Drive Through (DT)	Mandatory pit lane pass-through without stopping.
Stop & Go (SG)	Mandatory pit stop with a stationary hold.
Disqualification (DSQ)	Immediate removal from the session/results.
Severity Factors	Penalties may be increased for Lap 1 or Major incidents.



More about the charity event at [www.fullgripmotorsport.com](http://www.fullgripmotorsport.com)



### 8.1 Default Penalty Table

Infraction	Penalty Severity
First Lap Incident	+5 seconds
Bad Rejoin	+30 seconds
Intentional Contact	DSQ
Causing a Collision	+10 seconds (or more depending on severity)
Pushing Driver Off Track	+15 seconds
Blocking / Swerving / Moving Under Braking	+10 seconds
Rear Ending / Brake Checking	+15 seconds / DSQ
Ignoring Visual Cues	+5 seconds
Bump Drafting	+5 seconds or more
Inappropriate Communication	+10 seconds
Using In-Game Chat	+10 seconds



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## 8.2 Charity Penalty System

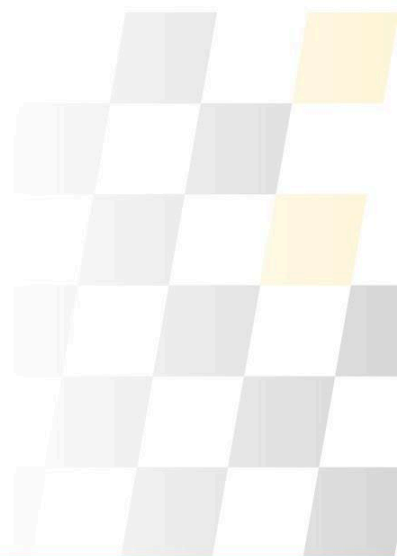
For this event, penalties may/can be purchased as charity donations.

Donation Amount	Penalty Type
€5	5 Second Penalty
€10	10 Second Penalty
€15	15 Second Penalty
€30	Drive Through (DT)
€50	Stop & Go (30 Seconds)

## Penalty Submission Format

When submitting a charity penalty, use the following format:

- From: {Car Number}
- To: {Car Number}
- Penalty: {Penalty Type}
- Message: {Message broadcast in-game by the stewards}



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## Restrictions & Limits

- Start Window: No penalties may be applied in the first 30 minutes of the race.
- Fair Play Limit: To keep racing fair, each team has a maximum limit of:

Penalty Type	Maximum per Team
Stop & Go	5 penalties
Drive Through	6 penalties
Total Time Penalties	125 seconds total

## 9. Chat Rules

- In-game chat must remain disabled during qualifying and race sessions.
- Only Race Control may use in-game chat during the race.

## 10. Liveries

- Custom liveries are allowed through awesome simracing without explicitly 18+/adult images or political statements.





## 11. Sportsmanship

- All drivers must show respect, professionalism, and fair play.
- Unsportsmanlike behaviour may result in penalties or removal from the event.

## 12. Final Notes

- Full Grip Motorsport stewards reserve the right to interpret and enforce these rules when necessary.
- This event supports cancer awareness and fundraising.
- All participants are expected to respect the spirit of the event.

