

STREET TRACK 2



LEAGUE RACING HANDBOOK

1. Overview

Street2Track is an inclusive community of like minded sim racing enthusiasts, hosting racing series and events.

The Community is aimed at being an enjoyable social environment which epitomizes respectful driving, racecraft and competition.

This rulebook ensures fair and consistent governance across all Street2Track GT7 events, providing a respectful and safe environment for all participants. To ensure this, all participants are expected to familiarize themselves with these rules, and promote clean and competitive racing. Decisions made by the Street2Track stewarding panel are final and aimed at fairness and consistency, with rules and penalties applied fairly and firmly, with each incident judged on its own merits.

This document serves as the foundation for fair play, accountability, and sportsmanship in all Street2Track events.

2. Racing Regulations

2.1 Racing Room and Overtaking Guidelines

Safe, successful overtaking is the responsibility of all drivers involved. The overtaking car holds the majority of responsibility for ensuring a safe pass.

2.1.A Overlap

- An Overlap is required to fight for a corner and overtake
- An Overlap is created when the overtaking car has its front end at least up to the B-Pillar.

2.1.B Passing on Corners

- When passing in corners, cars must allow at least one car width of space to the edge of the circuit.
- The overtaking car must create an overlap before the point of turn-in to earn the right to fight for the corner.

- The lead car may defend, but contact resulting from blocking is the responsibility of the defending car.
- The overtaking car is permitted to create an overlap mid-corner or on corner exit if the lead car has left enough space to do so.

2.1.C Passing on Straights

- Where there is no overlap, the lead car is allowed one defensive move to block before the braking zone.
- Weaving in an attempt to block or break slipstream is strictly prohibited and will be penalised accordingly.
- The lead car must leave at least one car width of space to the edge of the circuit if the overtaking car has achieved an overlap.

2.1.D Dive Bombing

- Dive bombing is a late braking attempt that results in contact, typically at the entry of a corner.
- Drivers must brake within reasonable limits to avoid incidents.
- Drivers may be penalised for dive bombing.

2.1.F Rejoining the Circuit

- It is the responsibility of the rejoining driver to do so in a safe manner.
- The driver of the vehicle rejoining the circuit must give way to all vehicles already coming at speed in the circuit,
- Failure to do so may result in a collision and a points penalty may be applied.
- The use of Auto-Drive to rejoin the circuit is strictly prohibited.

2.1.G Qualifying Sessions

- When leaving the pits in a qualifying session it is the responsibility of the driver exiting the pits to give-way to all vehicles.
- It is the responsibility of any driver not on a flying lap to give-way to any driver on a flying lap.
- It is the responsibility of all drivers to give themselves enough space to complete their flying laps without catching the car ahead.
- A driver on a poor lap or down considerably on their sector timing should no longer consider themselves on a flying lap, and give-way to any approaching vehicles on a flying lap.
- Drivers who have been impeded in a qualifying session should report these in the same manner as any other incident. Ideally, it would be helpful if the “save recent gameplay” option is used on the console to provide evidence.

2.2 Penalty Grading

Penalties are assigned based on the severity of offences:

All Penalties are applied to a drivers overall series score, irrelevant of if they occur in a dropped round.

Offence	Penalty Points (PP)
Qualifying Infringement	Warning, 15 or 25PP based on severity
Dangerous Driving/Weaving	Warning, 15 or 25PP based on severity
Incident with Redress	Warning, 15 or 25PP based on severity
Incident without Redress	50PP
Multiple Penalties within the One Event	50PP and/or Disqualification
Intentional, deliberate or reckless driving	50 PP, Disqualification and/or Race Ban; possible series exclusion, possible community exclusion. Hosts may kick drivers exhibiting this behaviour at their sole discretion, and for the good of other racers.

Repeat offenders will have their history considered in determining severity and may incur increased penalty points. Street2Track reserves the right to adjust penalty points other than out-lined based on severity of an incident. Where repeat offences occur, or an attitude is displayed by drivers outside the ongoing spirit of fair play, drivers will need to meet with a member of the Street 2 Track Admin team before being able to continue in a series.

2.3 Reporting Incidents

2.3.A Reporting On-Track Incidents

- Use the Discord Direct Message function, and report to any of the Street 2 Track Admin Team.
- Include a brief description, involved drivers, lap number, incident race time and video evidence (optional).
- Reports must be submitted within 48 Hours of the event ending.

2.3.B Incident Defenses

- Drivers may submit an Incident Defense also via Discord Direct Message.
- Incident Defense must be submitted within 48 Hours of the Penalty ruling being made.

2.4.C Admin or Host reporting

- An Admin or Host may report an incident based on their in race experience, on review of the replay, or whilst undertaking review of other incidents.

2.4 Disconnects and DNF Regulations

2.4.A Disconnects During Qualifying

- Drivers who disconnect in a Qualifying session must rejoin immediately, If a lap time was set, their grid position will be awarded manually.
- If a driver disconnects before setting a time they will start from the rear of the field.
- In the case that a driver has disconnected in the first Pre-Qualifying session without setting a time, they will be offered the chance to partake in the second Pre-Qualifying session.

2.4.B Disconnects During Race

- Drivers who disconnect 75% or further into a race will receive last place points, drivers who disconnect prior to 75% will receive no points.
- Drivers found to have quit the session intentionally will receive a 50 Point Penalty.

2.5. Redressing Positions after Incidents

- It is the responsibility of drivers who are at fault in an on-track incident to redress their position to the driver they have had an incident with.
- Redress must be made when safe to do so. Stopping on the Apex of a corner or on the Racing Line at the time of an Incident is not a safe place to re-address position.
- Failure to redress position when at fault will incur a higher Point Penalty.
- Failure to redress position in a manner safe may result in a warning or higher Point Penalty.

3. Flag Rules

3.1 Yellow Flag

- A yellow flag advises drivers of an on-track incident ahead.
- Overtaking is prohibited during yellow flags. Penalties for violations are applied in-game.
- Drivers must approach a yellow flag zone cautiously and be aware of possible crashed/damaged/slow-moving cars. Failure to do so could create a further accident in which drivers may receive penalty points.

3.2 Red Flag

- The Lobby Host announces red flags through in-game chat or Voice Chat.
- Red flags may be called for technical errors, game glitches, or because 2 or more vehicles have gone off track as a result of contact within the first minute of the race.
- A Red Flag will not be called if vehicles have gone off track on their own doing.
- A Maximum of 2 Red Flags can be called at the beginning of an event, On the third attempted start the lobby will be reset to Rolling Start (If not already) and any incidents on the third start will be looked at by the Street2Track stewarding team afterwards.

3.3 Blue Flag

- Slower drivers must yield to faster cars under blue flags when safe to do so by maintaining a predictable line. The use of Indicators to signal to the faster car on what side to pass is advised.
- Failure to adhere to Blue Flag conditions may result in a warning or Penalty Points.

3.4 Green Flag

- Signals the start of the race or resumption after a yellow flag period.

4. Conduct and Penalties

4.1 General Principles

- Drivers must act respectfully both on and off the track. Unsporting behavior may result in warnings or Penalty Points.

4.2 On-Track Conduct

- Deliberate contact or revenge actions are strictly prohibited and will result in penalty points or race disqualifications.
- Reported accidents are judged by stewards based on evidence and severity.

4.3 Rage Quitting

- Drivers must complete races unless forced to retire due to legitimate reasons (Personal Emergencies, failed equipment), in which case they are advised to park the vehicle in the pits for the remainder of the race.
- Rage quitting and leaving the lobby will result in a 50 point penalty being issued.

5. Stewarding Panel

5.1. The stewarding panel is composed of members of the Street2Track Admin Team. An External Steward is defined as another member of the Street2Track Admin team not involved in any initial review.

5.2. The panel will evaluate incidents and assign penalties based on this document, evidence and fairness.

5.3. Incidents are judged on their own merits, and majority decisions are required. An External steward will have the final say if a decision cannot be reached internally.

5.4. Where a member of the Street2Track Admin Team is involved in an On-Track incident, An External Steward will be called upon to replace the Street2Track Admin Team when ruling on said incident. The External Steward will review and adjudicate the required warnings or penalties as required.

5.5. Should the stewards identify unreported incidents while reviewing a report, they may choose to investigate at their discretion.

5.6. The stewarding panel convenes the evening after each race to review race footage as well as Incident reports.

5.7. Once all decisions are finalized, a comprehensive stewards' report is prepared and published in the Series Tab within the Street2Track Discord.

6. Series Lobbies and Vehicles

6.1. Each event has a predetermined list of vehicles available for selection as found in the Series Info Sheet or the Series Tab within the Street2Track Discord.

6.2. Where drivers change from one predetermined vehicle to an alternate, they will forfeit all points for that series up to that change.

6.3. Teams or drivers using incorrect vehicles or parts will not be able to race.

7. Reporting and Appeals

7.1. Incident reporting must follow the guidelines established in Section 2.3.

7.2. Appeals must present new evidence and be submitted within 48 hours of the penalty report release.

7.3. Appeals without merit or sufficient evidence may be dismissed.

8. Track Limits

8.1. Drivers must adhere to the in-game track limits, typically marked by white lines.

8.2. Exceeding limits may trigger in-game penalties that cannot be appealed.

9. Penalty Burn Zone

9.1. Penalty burns must occur in designated zones (to the left or right of circuit), if instructed by the series host.

9.2. Failing to comply with penalty burn rules can result in warnings or possible championship point deductions.

10. Livery and Decals

10.1. Mandatory series decals must be prominently displayed on all vehicles in the correct position if advised in the Series Regulations.

10.2. Non-compliance with livery requirements may result in warnings or points penalties.

10.3. Offensive or inappropriate designs are strictly prohibited.

11. Disconnects and Lobby Issues

11.1. Disconnects during races are treated as outlined in Section 2.4.

11.2. If a lobby crash occurs:

- Less than 50% race completion: Restart with adjusted settings for time remaining, rolling start & current positions at time of lobby crash.
- 50%-75% completion: Results declared with half points awarded.
- Over 75% completion: Full points awarded based on current positions at the time of crash.

12. Series Points Allocations

12.1. All series points allocations will be outlined in each individual Series Info Sheet under the Points Table tab unless specified within the Street2Track Discord server.

13. Street2Track Race Communications

13.1. Events will be broadcast live on Twitch through a sanctioned Street2Track streamer

13.2. A Playstation Network Party Chat will be available for drivers who wish to use it for in race communications.

- While It is at the drivers discretion as to whether they would like to join the Official Street2Track Race Communications Chat, it is highly recommended. Many incidents, and misunderstanding during races can be resolved simply with effective and timely communications.

- When in the Official Street2Track Race Communications Chat, please be mindful of your fellow racers, Keep chat on-topic and to a minimum in Qualifying & Race sessions. Failure to do so will result in possible warnings or Championship Point deductions.
- Offensive and derogatory comments are strictly prohibited in the Official Street2Track Race Communications Chat and may result in Removal from the chat, warnings & possible Championship Point deductions.

13.3. Communication via In-Game Race Chat is provided to all drivers.

- Offensive and derogatory comments are strictly prohibited in the In-Game chat and may result in warnings and or Championship Point deductions.

14. Other Regulations

14.1. The use of auto-drive during the race is strictly prohibited and will result in disqualification.

14.2. Admins reserve the right to revise the rulebook and communicate changes to participants.

