



Le Mans Ultimate – PiGreco Racing Online Championship Rules

Version 1.0 – Date: 19/11/2025

1. GENERAL RULES

- 1.1 Participants must use their first name and last name in the game to participate in any online race events. Names should not include any symbols, nicknames, short-hand, abbreviations, clantags, team names, or third-party names.
- 1.2 Participants must have a stable internet connection. They must maintain a ping no higher than 150 ms (as viewed on the race server).
- 1.3 WIFI and GSM/3G/4G connections are known to cause extremely high ping and lag – do not use these types of connections.
- 1.4 It is solely the participant's responsibility to check the performance of their equipment. Subsequent equipment performance issues happening shortly before or during the competition will be considered unfortunate.
- 1.5 Participants are expected to have familiarity with the regulations of the competition, as well as the specific and relevant features and rules of the platform used.

2. TRACK LIMITS

- 2.1 Track limits are determined by the in-game cut detection system. Warnings will be given when track limits are abused, and subsequently penalties will be applied.
- 2.2 For each race, drivers will have track limits points allocated before they receive an in-game penalty – this will be displayed on the registration page for the event.
- 2.3 Once the participant serves the penalty, the penalty points count will be reset to 0.

3. PIT LANE

- 3.1 Collisions are active in the pit lane. Participants must drive safely, avoiding causing collisions.
- 3.2 Participants must enter and exit the pit lane and pit box at a safe speed relative to other cars in or near the pits.
- 3.3 Pit entry/exit lanes are considered part of the racing surface for the cars on track. Participants joining/exiting the pit lane must stay within pit entry/exit lane lines with all four wheels and are not allowed to cross over.
- 3.4 Participants entering and exiting the pits must not touch or drive on the blend lines.
- 3.5 Participants in pit lane must always adhere to pit lane speed limits in all sessions.
- 3.6 Participants must remain in the pit road "fast lane" until they are close to their pit stall and are expected to safely leave the fast lane to enter their stall.
- 3.7 Participants must carefully re-join the pit lane road when leaving their stall, and only when it is safe to do so.
- 3.8 Participants are not allowed to pass between pitting cars and the garages.

4. FLAG RULES

- 4.1 The green flag is usually displayed to indicate the start of a race. During a race, it is displayed at the end of a caution period.
- 4.2 The chequered flag indicates the end of a race.
- 4.3 Yellow flags are enforced, and participants must respect the "no passing under yellow" rule.

Participants must be cautious and prepared to slow down to avoid any incident ahead. Yellow flags are indicated by the game HUD.

4.4 While the yellow flag is displayed, participants are permitted to overtake other vehicles only if they are moving very slowly, heavily damaged, or stationary.

4.5 Blue flags are advisory. Slow/lapped participants can stay on their line but must facilitate the lapping car by lifting to reduce time lost to the faster car. Blue flag rules may be enforced more strictly in shorter races.

4.6 A blue-flagged participant is not allowed to defend their track position against the lapping car and should stay on their line.

4.7 Participants about to be lapped must behave in a predictable way without sudden changes of direction.

4.8 The lapping car may use flashing lights to indicate intention to pass or to indicate the passing move.

4.9 Lapped participants are allowed to unlap themselves as long as they can pull away after passing the participant that has a lap advantage.

4.10 The black flag indicates that a participant has been disqualified from the competition and it will result in a DQ at the end of the session.

5. ON-TRACK BEHAVIOUR

5.1 The participant in front has the right to choose any line at any section of the track. This right is lost when an overtaking participant brings their front wheel to line up with the other participant's rear wheel ("overlap"). Both must then give each other enough racing room.

5.2 Altering the racing line (weaving) more than twice to prevent a following car from drafting is considered blocking and is prohibited.

5.3 Defending is allowed as a reaction by the participant in front. It is not allowed to defend if there is any overlap between cars.

5.4 While participants are side-by-side, changing lines in braking zones is not permitted.

5.5 Both the passing participant and the participant in front are responsible for fair racing during the pass. It is the passing participant's responsibility to choose safe timing for the pass.

5.6 Dive-bombing without establishing sufficient overlap before turn-in should be avoided and may be penalised, especially if it causes contact or time loss to another participant.

5.7 Brake checking, punting, bump-passing, moving under braking, whether there is contact or not, are not permitted and will be subject to penalty.

5.8 Competitors are not allowed to deliberately bump draft any competitor.

5.9 Deliberately conceding slipstream to give an advantage to other competitors is strictly prohibited during all sessions.

5.10 Before entering a braking zone, participants should be committed to their line for the corner and should not deviate from that line while defending against another car.

5.11 Out-of-control or spinning participants should hold their brakes to make it easier for others to predict their movements. After a spin, keep the brakes pressed to avoid rolling into traffic. Unsafe rejoins causing additional incidents may be subject to severe penalties.

5.12 Participants who go off track and can keep control should slow down or wait for traffic to clear and re-join in a safe manner.

5.13 Flashing of lights is permitted to alert the participant ahead you are about to pass or that they will give way. It cannot be more than three (3) repeat flashes.

6. PENALTIES

6.1 Penalties can be received either in-race from the game's automated "cut track" system or after the race in the reports review process.

6.2 In-game penalties are displayed in the player HUD (middle right screen and MFD).

6.3 Penalties received via reports review may affect the participant's Safety Rating.

6.4 Track limits infringements are applied automatically by the game. If the game deems the cut to be too excessive, it may apply a Stop-and-Go or a Drive-Through penalty automatically.

6.5 Disqualification is applied automatically by the game to participants who fail to serve their penalties in time.

6.6 Drivers must not drive backwards or reverse the wrong way around the circuit.

6.7 If participants act unsportsmanlike (e.g. intentional wrecking), the organiser reserves the right to decrease their Safety Rating, ban or suspend them for a limited amount of time or even permanently.

6.8 Cuts or misconduct in pre qualifying or qualifying (Lap deleted and team notified)

6.9 Overtake facilitated by incorrect track usage (+10 sec)

6.10 Overtake during formation lap or out lap (+15 sec)

6.11 Incident during formation lap or out lap (+20 sec)

6.12 Double movement or weaving (+5 sec)

6.13 Overtake under yellow flag (+5 sec)

6.14 Incident with out of control car (+10 sec)

6.15 Unsafe rejoin causing incident (+30 sec)

6.16 Stopping on track causing incident (+30 sec)

6.17 Contact during an overtake (+5 sec)

6.18 General contact (+10 sec)

6.19 Contact during lapping (+10 sec)

6.20 Hindering or failing to facilitate lapping (+15 sec)

7. REPORTS & PROTESTS – PiGreco Racing

7.1 All race reports and protests must be submitted via the official PiGreco Racing web form:

<https://www.pigreco racing.com/IT/it/cms/43/report-form.aspx>

7.2 The form automatically becomes available 12 hours after the end of the race and remains open for 72 hours.

7.3 Inside the page, drivers will also find detailed guidelines on how to correctly fill in and submit the report.

7.4 Reports or protests sent via Discord, private messages or other channels will not be considered official.

8. CHAT

8.1 Participants are allowed to use in-car text chat during Practice, Warm-up, post-Qualifying, and post-Race, unless otherwise specified by race control.

8.2 Chatting on the servers is also regulated by the Code of Conduct. Offensive, abusive or disruptive messages are strictly prohibited and may lead to sanctions.

NOTE:

This regulation has been created using the original rulebook published at:

<https://www.racecontrol.gg/rules>

Certain sections have been adapted to fit the needs of the PiGreco Racing championship.