



SIM LEAGUE COMPETITION RULES

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I. LEAGUE OVERVIEW

Full Send Sims provides structured competitive sim racing intended to mirror real-world racing standards while maintaining a respectful and enjoyable environment for all competitors.

The league is designed to provide drivers an opportunity to experience realistic race weekend formats while developing racecraft, consistency, professionalism, and sportsmanship.

1. GENERAL CONDUCT

Drivers are expected to respect fellow competitors, staff, stewards, broadcasters, and league officials at all times.

Calling out another driver publicly during a race session for mistakes or incidents is prohibited. Drivers should address concerns privately after the race or submit a protest through official channels.

Harassment, retaliation, intentional wrecking, or unsportsmanlike conduct may result in penalties, suspensions, or removal from league competition.

1A. NEW DRIVER ONBOARDING & ELIGIBILITY

All new drivers joining Full Send Sims competition are required to complete the official onboarding process before participating in sanctioned events.

Drivers must:

- Join the official Full Send Sims Discord
- Complete onboarding and review league procedures
- Apply to the official FSS iRacing League in iRacing
- Attend an approved FSS Racecraft Academy session **OR** complete a one-on-one instructional session with an FSS instructor

Drivers requiring assistance with onboarding or racecraft preparation are encouraged to contact Full Send Sims staff directly. We're re to help!

Drivers are not considered approved for competition until onboarding requirements are completed.

2. RACING RULES AND PROCEDURES

In the event of a discrepancy, the Race Director's judgement shall be considered final.

2.1 PACE LAP

- One pace lap will precede all races unless otherwise authorized by Race Control.
- Sessions may utilize iRacing short pace lap functionality when available.
- Cars may not improve position after leaving the starting grid for the pace lap.

- Drivers found out of position may receive automated iRacing penalties or post-race steward penalties.

2.2 RACE STARTS

The standard rolling start will be utilized unless otherwise specified in event announcements.

The iRacing starting system will be utilized.

The Race Official may authorize the start if:

- The field is at a constant low speed
- The field is properly bunched
- The field is under control

FSS SMX Series:

Standard SCCA-style rolling starts apply. Once the green flag is displayed, the entire track is considered green and passing may begin throughout the field. The designated SMX pace speed is 40 MPH unless otherwise announced.

FSS Sports Car Challenge:

IMSA-style rolling starts apply. Drivers must remain in their assigned starting column and may not pass until crossing the start/finish line after the green flag is displayed. The field is to follow the safety car speed.

The designated FSS pace speed is 40 MPH for SMX and SAFETY CAR SPEED for Sports Car Challenge unless otherwise announced.

The pole sitter controls the pace of the field coming to green.

Drivers are responsible for maintaining proper pace and spacing prior to green.

Rapid acceleration to close large gaps before green may be considered a false start if an advantage is gained.

2.3 ABORTED STARTS

If the field is not properly formed, Race Control may call an aborted start.

Drivers must maintain pace speed and may not improve position during the aborted start procedure.

The field will reform and restart procedures will be repeated.

2.4 FULL COURSE YELLOW PROCEDURES

The Race Director may deploy a Full Course Yellow (FCY) or Safety Car as necessary.

Drivers must reduce speed, maintain control, and follow all Race Control instructions.

Drivers may not pass the Safety Car unless instructed. Drivers may not resume racing until the green flag is displayed. Drivers must make every effort to safely catch the field and maintain proper spacing. Disabled vehicles unable to maintain pace should safely pull aside and tow to pit lane.

2.5 ON COURSE DRIVER CONDUCT

Drivers are responsible for avoiding unnecessary contact. Each competitor has a right to racing room. Drivers are entitled to one defensive move. Blocking, retaliation, unsafe rejoins, reckless driving, or dangerous conduct may result in penalties. The overtaking driver is responsible for executing a safe pass. The overtaken driver is responsible for remaining predictable. Drivers are required to obey all Race Control instructions and flag signals.

2.6 POST RACE CONDUCT

Drivers are required to complete a cool-down lap and return to pit lane before exiting the session. Incidents occurring after the checkered flag may still be reviewed and penalized. Demo derby behavior after races is prohibited. Race winners may stop in a safe area for broadcast celebrations if approved by officials.

2.7 SUPPLEMENTAL REGULATIONS

Drivers are responsible for remaining current on all supplemental regulations, event bulletins, BOP updates, and procedural announcements posted through official FSS communication channels.

2.8 RACE SESSION SETUP

FSS SMX Series:

- Fixed setup

FSS Sports Car Challenge:

- Open setups
- BOP adjustments may be utilized to support competitive racing
- BOP adjustments may include fuel, weight, or other balancing methods and may be modified throughout the season

3. FLAG SIGNALS

Drivers are required to comply with all flag signals and Race Control instructions.

3.1 GREEN FLAG

Indicates the start or restart of a race session. The racetrack is considered green and racing conditions apply.

3.2 YELLOW FLAG

Yellow flags indicate caution or danger conditions. Drivers must reduce speed appropriately and avoid overtaking. Drivers are expected to use additional caution in all yellow flag zones.

3.3 BLACK FLAG

Black flags indicate penalties or required action. Drivers must serve penalties as instructed by Race Control. Failure to comply may result in additional penalties or disqualification.

3.4 BLUE FLAG

Blue flags indicate approaching faster traffic. Slower drivers must remain predictable and facilitate safe overtaking opportunities. Faster drivers remain responsible for executing safe passes.

3.5 WHITE FLAG

Indicates the final lap of the race.

3.6 CHECKERED FLAG

Indicates completion of the race session.

3.7 FAILURE TO COMPLY

Failure to comply with any flag signal or Race Control instruction may result in penalties.

4. PENALTIES

To maintain competitive standards and improve driver racecraft, penalties may be issued for incidents or conduct violations.

4.1 PENALTY AND LICENSE POINTS CHART

The following chart defines penalty point and license point values used by FSS Race Control and stewarding officials.

Rule	Definition	Penalty Points	License Points
False Start (FS)	Improvement of position prior to green, moving forward, out of line half a car width, or passing before permitted	-10	5
Avoidable Contact 1 (AC1)	Minor Contact: Incident Responsibility, Reckless and Careless	-5	2
Avoidable Contact 2 (AC2)	Major Contact: Contact that results in a tow or significant loss of position	-10	5
Driving Standards 1 (DS1)	Breach of end of race procedures OR 20x	0	2
Driving Standards 2 (DS2)	Off-track advantage, blocking, or unsafe re-entry	-5	5
Driving Standards 3 (DS3)	Reckless driving or steward intervention, any DSQ: 25x or more	DSQ	10

* If a driver intentionally wrecks another driver, the driver may be disqualified from the session immediately and may face suspension or further disciplinary action.

Derogatory remarks or abusive behavior toward other drivers will not be tolerated and may result in penalties.

Any AC2 incident occurring on Lap 1 Turn 1 will result in the at-fault driver being assessed 10 License Points and immediately parked pending completion of remediation requirements.

4.2 LICENSE POINTS

License Points apply across all Full Send Sims sanctioned series and are accumulated on a calendar-year basis.

Drivers who accumulate 12 or more License Points will be parked from competition until successfully completing an approved remediation option.

Approved remediation options:

- A. Attend an official FSS Racecraft Academy session
- B. Complete a private one-on-one instructional session with an FSS instructor

Drivers parked at the end of a season or calendar year remain ineligible until remediation is completed.

Upon successful completion of remediation, License Points reset to zero.

5. PROTESTS

Drivers may submit protests for incidents requiring steward review.

Protests must include:

- Lap number
- Turn number
- Driver involved
- Alleged rule violation
- Supporting evidence if applicable

Protests must be submitted in good faith before Midnight EST on race night. Steward rulings will be communicated through official channels.

6. APPEALS

Participants may appeal steward decisions by submitting additional evidence and reasoning to league officials.

Appeal decisions are final.

7. SEASON POINTS STRUCTURE

Championship points are awarded according to the series-specific structures below. FSS SMX Series and FSS Sports Car Challenge use different scoring formats. Supplemental regulations may clarify event-specific scoring details when needed.

FSS SMX Series Points Structure

SMX points are awarded separately for qualifying, heats, and feature/main races. Qualifying currently awards 0 championship points. Heats and Feature/Main races use the standard FSS SMX points ladder. SMX competitors receive two drop weeks per season; drop weeks apply only during Weeks 1-14, and Week 15 may not be dropped. Fastest lap bonus points may be awarded as stated in supplemental regulations.

SMX Heat Race Points

Position	Points
1	25
2	21
3	18
4	17
5	16
6	15
7	14
8	13
9	12
10	11
11	10
12	9
13	8
14	7
15	6
16	5
17	4
18	3
19	2
20	1
21	0
22	0
23	0
24	0
25	0
26	0
27	0
28	0
29	0
30	0

SMX Feature/Main Race Points

Position	Points
1	25
2	21
3	18
4	17
5	16
6	15
7	14
8	13
9	12
10	11
11	10
12	9
13	8
14	7
15	6
16	5
17	4
18	3
19	2
20	1
21	0
22	0
23	0
24	0
25	0
26	0
27	0
28	0
29	0
30	0

FSS Sports Car Challenge Points Structure

Sports Car Challenge uses an IMSA-style points structure. Qualifying points are awarded at one-tenth the value of Feature/Main race points. No drop weeks are utilized in Sports Car Challenge competition.

Sports Car Challenge Qualifying Points

Position	Points
1	35
2	32
3	30
4	28
5	26
6	25
7	24
8	23
9	22
10	21
11	20
12	19
13	18
14	17
15	16
16	15
17	14
18	13
19	12
20	11
21	10
22	9
23	8
24	7
25	6
26	5
27	4
28	3
29	2
30	1

Sports Car Challenge Feature/Main Points

Position	Points
1	350
2	320
3	300
4	280
5	260
6	250
7	240
8	230
9	220
10	210
11	200
12	190
13	180
14	170
15	160
16	150
17	140
18	130
19	120
20	110
21	100
22	90
23	80
24	70
25	60
26	50
27	40
28	30
29	20
30	10

CLOSING MESSAGE

Thank you to all drivers, teams, stewards, broadcasters, and community members who help make the Full Send Sims competitions possible.

Your dedication, sportsmanship, and passion for racing continue to grow this league and create great competition every season.

We highly encourage all competitors to read the rulebook in its entirety and remain current on all supplemental regulations and announcements throughout the season.

If you made it this far... tag an admin in Discord with: #FullSendFun 🤖