

# Server Rules

## Section 1 - The conduct of behavior expected of all community members, both in the discord and on the track.

1. No -isms (racism, sexism, etc). BATL is, and will remain, an inclusive home for casual drivers and racers of all races, nationalities, genders and sexualities.
2. Refrain from discussing politics. This is a driving/racing/gaming Discord specifically, and while casual conversation may occasionally touch on political topics, this is not the place for political debate.
3. All community members are expected to resolve the inevitable conflicts that arise like an adult, without name calling, open hostility or personal attacks. Complaints about race incidents are to be made after the race has concluded and via the #contact-staff channel, not in voice chat during the race.

## Section 2 - AC Server and technical rules

4. No blatantly offensive or explicit liveries are to be run, check with track staff if you have any concerns or wish for clarification on a particular livery concept/execution please ask a Steward via #contact-staff.
5. A driver's displayed name when racing in the BATL AC servers must match/include your Discord name.
6. All drivers must join and monitor the appropriate BATL voice chat channel (usually Pit Lane #1). Drivers do not need to be on mic and may mute themselves, but drivers must be monitoring for instructions or communication from other drivers.
7. Do not share paid mods. The variety of content available to us in AC is due to the effort of mod makers and any mods required for BATL servers will be available for a reasonable cost, please respect their work.
8. Please ensure your ping to the BATL server is under 200 before participation. In most (if not all) cases this is going to require a wired (not-wifi) connection and stable internet connection. Please contact a Track Staff member if you have any questions or would like help testing your connection.
9. Please let the Server Director know in the event you are signed up and registered for an event but will not be able to attend. Drivers who do not appear at races without notice may be dropped from the season.

## Section 3 - Racing Rules for BATL races and practices.

Violations of Section 3 can be punishable by season points

# deductions after appropriate Steward review.

## 1. General

1. All drivers must use either a visual (heliocorsa, car radar, etc) or auditory (pit crew, etc) track radar system to make themselves aware of other cars around them at all times.
2. For BATL regular season races, RealPenalty must be installed and correctly configured.
3. Should a driver leave the track (meaning all four tires leave the allowed track limits), that driver must wait until track re-entry can be made in a safe manner and without requiring other drivers to stray from their line or pace.
4. Drivers entering the track from Pit Lane must respect track limits as specified for the pit lane exit. All four tires must stay within the solid white exit lane.
5. Fielding the grid: Should a driver return to pits/jump start, that driver must wait in pit lane until the entire grid on track passes. Re-entry can be made in a safe manner and without requiring other drivers to stray from their line or pace.

## 2. Passing

1. A defending car may make one move to block the attacking car, subsequent moves will be considered illegal blocking.
2. When passing on the inside of the corner, the attacking car must have its front wheel in front of the defending car's rear tires. The defending car must leave a car's width at the apex.
3. During Qualification laps if you are on an out lap or slow lap, drivers must let other drivers on a flying lap pass cleanly and without impeding the racing line. Conversely, it is up to drivers on a flying lap to communicate that to slower drivers to avoid an impediment to their lap.

## 3. Blue Flags

1. During the race if a driver is being blue flagged by the same class of car, that driver must stay on the racing line and lift at the first safe opportunity to allow the pass.
2. During the race if a driver is being blue flagged by the higher class of car, that driver must stay on the racing line and drive normally, and it is the responsibility of the faster class car to pass safely.
3. It is the responsibility of faster class cars to pass slower class cars safely. Drivers must be patient and wait for a safe opportunity to pass off the racing line.

## 4. Reverse Grid

1. Drivers must be patient on reverse grid races. Remember that the drivers starting ahead of you will have earlier and less consistent brake points, may take slower lines through corners, and may brake at corners that can be taken flat out or with a lift of the throttle. It remains the passing driver's responsibility to avoid rear-end accidents.
2. Busting an Andrew: Should a driver purposely slow down to gain a competitive advantage for the reverse grid during the first race, the driver must teleport to pits and return to track at the back of the grid.

## 5. Incident Reporting

1. Use contact staff to create a ticket after the race has concluded. Tickets must be submitted within 24hrs of the conclusion of the race.
2. Incident reports must always be accompanied by either an AC replay file or video of the incident. Multiple angles are always preferred
3. Upon the creation of a ticket, the stewards will announce the details of the incident that had been reported. The individual who opened the ticket will remain anonymous.
4. The stewards will investigate the incident and determine if any action is necessary. Upon the conclusion of the investigation, the stewards will announce the findings and the penalty if any. Should one of the Stewards be involved in the incident in question the incident will be reviewed by BATL staff, excluding the involved driver.
5. Investigations will be strictly limited to drivers identified in the ticket and any driver in the chain of events leading to the reported incident.
6. Penalty's may be protested one time only by the penalized driver by opening a new ticket. A protest must be accompanied by new documentation and explanation of the reasoning of the protest. Valid protests will be reviewed by additional track staff before a final determination is made.
7. Protested decisions are final.

Remember, at the end of the day we are all playing a video game and no one is going to be earning or losing a seat at Mercedes, Ferrari or Red Bull based on their races here at BATL.

We are all here to race clean races, improve our driving skills and have fun with friends, please remember this and treat other drivers with the respect we would like to be shown.

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