



**NZ ESPORTS HYPERFIBRE
LEAGUE
IRACING OFFICIAL RULESET

STANDARD**

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MATCH RULES

1. Tournament Rules

1.1. Fast Repairs

There will be no fast repairs in all stages

1.2. Setup

Car setup will be the fixed iRacing setup - where there is a track specific fixed iRacing setup available, that will be used. In all other cases, the baseline fixed setup will be used. Fuel will be added if required to ensure enough to make the race distance. Drivers will be notified of any changes to the setup in the week prior to the event

1.3. Yellows

1.3.1. Local yellows will be enforced in-game, where a yellow flag is present on a turn participants are to proceed with caution. Any participants seen ignoring a yellow flag and consequently causing further incident due to negligence or gaining an unfair advantage during a yellow flag may incur a positional re-dress or Pit Lane Penalty

1.3.2. Race Control will also reserve the right to throw an admin-controlled full course yellow / safety car as they see fit. In this instance, the pace car will be manually controlled and will exit the pits in front of the lead cars as best as possible. Drivers are permitted to pit under safety car conditions, however are not required to do so. Pit exit will be 'closed' while the field comes past the pit lane, and will reopen once the last car on track has cleared the pitlane exit. This will be called by Race Control via in-game voice comm's ('Race Control' channel). Any cars entering or exiting pit-lane under 'closed' condition will receive a Pit Lane Penalty. If there are any drivers in front of the lead car but behind the safety car, they will be instructed to pass the safety car and catch the field only once instructed to do so by Race Control. Lap cars behind the lead cars will not get a 'wave around'.

1.4. Track Limits

1.4.1. Track limits are defined as the racing surface between the white lines on the edges of the track surface; or where there are no lines present, the edge of the primary track surface and the secondary surface (a secondary surface can be a curb, grass, dirt, sand trap, etc).

1.4.2. iRacing's built-in track limit penalties will be used and adhered to - both incident points and slow downs. Any penalties accrued by a driver due to exceeding track limits and receiving a penalty from the in-game system will not be cleared.



1.4.3. Any competitor seen taking advantage of track limits, such as an intentional off-track or track limit breach, to gain an advantage (such as gaining a position or time/track position), and is not deemed to have been penalised by the in-game iRacing system sufficiently, may at the discretion of Race Control receive either a pit lane penalty or an additional time penalty to their finishing time.

1.5. Black Flags

iRacing's built in penalty system, including but not limited to: jump-starts, pit lane infringements, excessive incident count, driving in the incorrect direction, and so forth, will be enforced during the event. Black flag penalties will not be cleared by race control.

1.6. Meatball Flags

1.6.1. Participants in iRacing may experience a meatball flag, despite their car still being fit and good for purpose. If a participant is handed a meatball flag from the in-game system, but the individual feels the car is still safe to continue driving, they may appeal this decision to the live race control. Live race control will monitor the driver for a short period, and if deemed the car is still safe to race in its current condition, will clear the meatball flag/penalty.

1.6.2. If the meatball flag/penalty is not deemed worthy to be cleared, the participant will be required to enter the pitlane and carry out the pit repairs as required.

1.7. Incident Limits

iRacing's built-in incident limit, which adds an "X" tally to each driver for infringements, such as off-tracks, track-limit breaches, car contact, loss of control, and so forth, will be enforced using the built-in iRacing system.

For all races, there will be a 25X limit, at which point the participant will be required to complete a drive thru/stop go penalty. If the individual continues to accrue further points, the total limit will be 35X per race, at which point the participant will be disqualified from the race.

1.8. Overtaking & Racing Etiquette

1.8.1. An overtaking manoeuvre is deemed to have begun when there is overlap between 2 or more vehicles. The following guidelines below are to be adhered to:

- Defending your line: Each participant is entitled to one lane change per straight - however if a competitor's car has overlap, the defending driver cannot move their lane to the extent that they impair or cause contact with the other vehicle.
- Car being overtaken: Once an opponent has overlap, the driver being overtaken must allow at a minimum of one car width between



themselves and the track limit for the overtaking car to attempt their manoeuvre. If the participant being overtaken gives less room than that, and causes contact, they will be deemed responsible for the incident.

- Car carrying out overtake: It is the car overtaking's responsibility to ensure they can do so without causing unnecessary contact with the opposing car. It is their responsibility to ensure they can brake and stop their car in time for the corner, and to not under/over steer into their opponent during the manoeuvre. Not having overlap prior to the corner and/or braking zone, and therefore braking late and causing a rear-ending contact or contact involving hitting the rear quarter panel of the car in front, will also be deemed the overtaking car's fault.
- General driving etiquette: It is expected that while all drivers race hard, they also race fair. It is expected drivers to allow other drivers sufficient room to be able to race on the track, and to not act deliberately or with malicious intent to disadvantage another competitor. Examples of this can include weaving, intentional brake-checking, and intentional bumping or contact.

1.9. Live Race Control

1.9.1. We will have live race control active for all races in the Stage 2 Qualifiers and Stage 3 Finals (excluding Tier 2 if run). Live Race Control will handle any penalties, decisions on safety cars, and any in-game racing matters. If an incident occurs on track that a driver would like reviewed, they can do so by requesting over the in-game voice chat to Race Control. Please make this request short and clear, for example: Lap 5, Driver Joe Bloggs Contacted Myself causing a spin at Turn 3

1.9.2. Race control will review the incident, and one of five possible outcomes will occur:

- Racing Incident / No Further Action
- Unclear / Indecisive. This will be delayed to a post-race review of the incident
- Re-dress of position. In this instance, the driver deemed the cause of the incident will be required to re-dress the position of the car disadvantaged, before the end of the next completed lap or before the end of the race (whichever comes first) after the re-dress is issued. Eg, if a re-dress is issued on lap 12, that driver will have to the end of lap 13 to re-dress that position
- A pit lane penalty (PLP) will be issued to the driver deemed at fault.



- In extreme cases for major misconduct, a driver may receive a black flag or disqualification and be no longer able to partake in the race

1.10. Blue Flags

Blue flags are used to indicate a faster car is approaching who is one, or more, laps ahead of a participant. If shown the blue flag, the participant is required to continue holding a predictable racing line, and when the overtaking car is attempting the pass, to not defend or 'fight' the position.

1.11. No Escape/Tow Rule

1.11.1. From the start of qualifying and race sessions in Stage 3, the no escape rule will be in effect. What this means is that you can not escape out from the track in any location other than your pit box.

1.11.2. If you find your car damaged or unable to continue for other reasons, you can request a tow from the live admin via in-game voice chat.

1.11.3. During qualifying we will ensure the broadcast is off focus from you before giving permission to tow. Please note - if you require a tow during qualifying, your session will be deemed to be done and you are not permitted to return to the track for the remainder of the session. Any valid lap times set prior to requesting a tow will remain valid.

1.11.4. If you request a tow during the race session, we will evaluate several things like time remaining, severity and location of the incident. We will either give permission to tow once the broadcast has confirmed you are off focus, or we will deploy the live Safety Car. If the safety car is deployed, you will be required to remain in your position until given permission to tow. In a race session, after you have towed and carried out the necessary repairs, you are permitted to rejoin the race.

1.12. Start Procedure

All events will be a standing start.

1.13. Protests

1.13.1. Participants are allowed to Protest after their race has concluded. Participants are encouraged to provide as much detail of the incident and notify a Race Administrator. To ensure credibility of protests being submitted, a driver will have to use five championship points as a bond on submitting each protest. If the protest is successful, the driver will have those points returned to them. If the protest is unsuccessful, the driver will have those championship points deducted from their tally.

1.13.2. There will be a protest form included in the drivers Discord Channel to submit



1.14. Post-Race Review

1.14.1. After the completion of each round, Race Control will review each race to look for any incidents that may have been missed during the live race, any incidents that were unclear / indecisive to adjudicate during the race, and to review any protests. If any penalties are to be handed out from this post race review, they will be a points penalty deducted from the offending drivers championship tally.

1.14.2. Points penalties will start at a Grade 1 5 Point Penalty, and depending on severity will escalate to a Grade 2 10 Point Penalty, Grade 3 15 Point Penalty or a Grade 4 Race Disqualification.

1.14.3. If you receive less points for your race result and receive a penalty, you will be awarded a negative tally for that race. For example, if you finish 24 and therefore receive 3 points, and are then handed a 5 point penalty - your points tally for that race will be -2 points

1.15. Telemetry Submission

1.15.1. All drivers will be required to record/save their telemetry of each round, and upload to our specified location if requested. Failure to do so may result in exclusion from the races that telemetry is missing for.

1.15.2. Telemetry will be reviewed at random during the series to ensure there is no cheating, macro abuse, and so forth. Drivers can also request via the protest system for another driver's telemetry to be reviewed, however this will carry the same 'points bond' as a protest. Telemetry will remain private between the driver and race control, and will not be shared with any other drivers participating in the series.

1.16. Custom Liveries

1.16.1. As the Stage 3 Finals will be broadcast, custom liveries are to be submitted at no less than 48 hours prior to the commencement of that weeks race. There will be required logo/s for all vehicles from the series and broadcast sponsors, which will be placed on the following areas of the cars:

- Windscreen Banner
- Number box
- Rear Wing/Spoiler

1.16.2. The required sponsor logos will be released as a 'decal layer' tga file for drivers and their designers to keep it easy to apply to their livery. Additional sponsor areas or logos may get added to the above.

1.16.3. All custom liveries will also need to adhere to some basic standards listed below. All liveries need to be submitted in a TGA file format, with the correct



naming structure of “car_iRacingMemberIDnumber.tga”:

1.16.4. No obscene, offensive, racial or insensitive graphic or wording b) All company logos, copyrighted and / or trademarked material used on your livery must have written permission from its owner / creator. Failure to do so, resulting in a complaint/s from the contents owner, could result in removal from the series

1.16.5. A Maximum of two cars in the series using identical livery designs. We understand there may be some teams or esports groups with multiple drivers present, so we ask that there is some form of differentiation between these drivers. It can be as simple as a different highlight colour used on the decal, or different coloured wheels + side mirrors etc. The main priority is that it is a sufficient enough difference for viewers to be able to differentiate between drivers

1.16.6. Required logos will be provided for drivers to apply to their livery themselves - if they do not do this, they must leave the specified area’s clear for tournament organiser/broadcast to apply the logos.

1.17. Qualifying Conduct

1.17.1. During qualifying sessions, it is expected that every driver has a ‘fair attempt’ at setting a lap time. If you are on an outlap / inlap or a slow lap / bad lap, you are expected to make best efforts where possible to avoid impeding any other driver that is attempting to set a fast lap. If you are on a fast lap attempt, you are not required to disadvantage yourself to let a faster car through.

1.17.2. If you are seen to have intentionally impeded or failed to make an attempt to avoid impeding a driver when you are on either an outlap / inlap or a slow lap / bad lap, you could get either a PLP (Pit Lane Penalty) issued for the next race, or a championship point deduction post-race.

1.18. Safety Cars

1.18.1. Whilst safety cars are an inevitable part of circuit racing, we want to make the best efforts where possible to ensure the most amount of racing can be fit in during our available time allocation.

1.18.2. Where possible, safety car periods will be a minimum of 2 laps under safety car (from when Safety car is first called), and a maximum of 3 laps.

1.18.3. If there are multiple safety cars in the same race, the above may be shortened or changed due to time restraints.



1.18.4. Race restarts under a safety car will be at the control of the lead car. Race Control will indicate when the safety car is entering pit lane. After this point, drivers can no longer weave and must maintain a steady pace. Once Safety Car is in pitlane, Race Control will then indicate that the restart is under the control of the leader. At this point, the leader can choose to accelerate at any point up to or at the start finish line. Once the leader accelerates, he cannot then intentionally slow down in an attempt to gain advantage over those behind. Once the leader has accelerated, you are permitted to have overlap with another competitor after the apex of the final turn. However, you can not overtake a competitor prior to crossing the start finish line.

2. General Rules

2.1. Rules and referee decisions

All the rules in these Competition Regulations may be changed without prior notice during any tournaments if tournament circumstances change and require such rule changes to be made. All referee decisions are final except where the possibility for a protest is explicitly allowed. The referees may also judge any cases not specifically covered in this book and their authority extends to cover the tournament as a whole in addition to this rulebook. Any changes made shall be in effect from the moment such changes were communicated to the participants.

2.2. Communication

All tournament communication is handled only using official pre-determined channels such as email, instant messaging (e.g Discord), and in person. Any communication occurring outside of the official channels is not considered valid or relevant for tournament operations. Tournament organisers should ensure multiple communication channels are available in the event of an unexpected outage. It is the responsibility of the tournament organiser to make sure that all participants are made aware of what these official channels are.

2.3. Withdrawal from tournament

A participant is allowed to forfeit and withdraw from the tournament at any time. Withdrawal will cause the nullification of all their results up to that point, and their games considered not to have been played at all. If this results in more than one participant being eligible for a follow-up match or phase, the deciding match(es) should be played out as soon as possible. If the match is unable to be played due to time constraints, then the highest seed among the participants claims the spot.

2.4. Punctuality and delays

2.4.1. The tournament organiser is responsible for providing a schedule at least 48 hours in advance before the tournament operations begin. This schedule may be an estimate but should be as precise and transparent as possible.

2.4.2. All participants are expected to play their matches at their assigned times. When a match is supported to start, all participants are expected to be ready and able to begin the games. Any delay caused by the actions of the participant can be penalised by the officiating referee.



2.4.3. Being 15 minutes or more late from the beginning of a match will result in a loss of 1 game in the series. Being 30 or more minutes late will result in the whole series being forfeit. Any technical issues are the sole responsibility of the participant, and all such issues must be resolved before the start time of the match.

2.5. Communication Platform

All participants are expected to report to the communication platform with the organiser at least 30 minutes prior to the match time. Upon request of the organiser, participants may have to turn on their webcam for the purposes of verification or technical issues.

2.6. Proof of result

2.6.1. The losing side of any given match-up has the responsibility to submit proof of the match results through the communicated channel, which then must be verified by the winning side.

2.6.1.1. If there is a protest to be made, the match result must still be submitted by the losing team according to the official post-match screen, with any information on your grounds for protest.

2.6.1.2. If the losing side does not submit the official match result within a reasonable timeframe, they forfeit the ability to protest the result of the match.

2.6.2. All participants must be able to provide proof of match results at the end of the match. This can be done via screenshots, videos, or similar media, which display the winner and the results of the match.

2.6.3. These match media may not be manipulated in any way [i.e., images may not be cropped or edited to omit information]. Any such manipulation will be met with penalties.

2.6.4. This media may be requested by the referees to provide proof of result; the inability to provide proof of a result may warrant a default loss.

2.7. Rematch

A referee may call a rematch in case of a serious technical issue, using the same starting options the participants have used in the previous match. This rematch can only be called in cases where continuation of normal play is impossible. This is at the sole discretion of referees and is not a mechanism that participants can avail themselves of in the event a dispute arises over a game's result.

3. Live Rules (If Applicable)

3.1. Punctuality and delays

3.1.1. The tournament organiser is responsible for providing a schedule and brackets at least a week before tournament operations start. This schedule may be an estimate but should be as precise and transparent as possible.

3.1.2. Participants will be granted a maximum of 30 minutes of setup and warm up time before the start of their match for broadcasted matches, and a minimum of 15 minutes of setup and warm up time for non-broadcasted matches.



3.1.3. All participants are expected to play their matches at their assigned times. When a match is supposed to start, all participants are expected to be ready and able to begin the games. Any delay caused by the actions of the participant will be penalised.

3.1.4. Any technical issues must be announced to the referee team immediately upon discovery during the setup phase. Any delays caused by the equipment provided by the tournament organiser will not count against the participants, but all participants are responsible for their equipment and their functionality.

3.2. Equipment provided by the tournament organiser

3.2.1. The tournament organiser is responsible for providing the participants with modern tournament equipment capable of playing the games at a high-performance level. Every tournament has to list the hardware being used for the tournament games and has to make this information available to the participants in advance.

3.2.2. Any controllers must be provided by the participants themselves, including but not limited to gamepads, arcade sticks, mice, keyboards, and mouse pads. Participants must also provide their headphones, preferably with a sound dampening or active noise cancelling properties, with a cable that is at a minimum of 2 meters long. In case a participant is unable to provide the controllers and headphones, the tournament organiser may grant the participant use of generic hardware available at the venue. This hardware is provided as-is, and the participant is not allowed any extra setup time for them.

3.2.3. Any damage to equipment provided by the tournament organiser is the full liability of the participant.

3.3. Drivers & software provided

3.3.1. Participants are only allowed to install any drivers or software on their tournament hardware under the supervision of a referee. If a participant requires the use of a particular driver, they must make the tournament organiser aware of their requirement well in advance so the organiser can install the drivers for the participant. In the event that a driver cannot be installed in time for a match, the participant must either do without or make immediate alternative arrangements.

3.3.2. The tournament organiser must ensure that all tournament equipment is running the latest stable versions of their operating systems and hardware drivers. The tournament organiser must also ensure all the games to be played already installed and patched to the correct version on the tournament hardware.

3.4. Pauses and unpausing

3.4.1. A participant may request a pause by informing a referee [e.g. raising their hand] and making a referee aware of their request at the time of triggering the pause in-game. The referee must be informed about the reason for the pause immediately afterward.



3.4.2. Games are only allowed to be paused in case of technical issues such as a disconnect occurring during a match, or with permission from the officiating referee. The method for calling a pause and reasons for pausing vary based on the tournament and the game being played, please refer to the game-specific rules being used at every tournament specifically.

3.4.3. A match may only be unpaused after a referee has given specific permission to continue the match. If a match is accidentally unpaused, then it must be immediately paused again, and the infraction will be penalised.

3.5. Clothing

3.5.1. Participants are expected to wear climate-suitable clothing during the tournament. Clothing may not contain adult or otherwise appropriate content.

3.5.2. The tournament organiser may restrict the clothing of players to be limited to only official team apparel or similar. Such restrictions must always be communicated to all participants a minimum of 14 days before the tournament.

3.6. Removable media

3.6.1. Participants are only allowed to bring removable media devices and mobile phones into the tournament area only with the supervision and approval from an officiating referee.

3.6.2. Only the referee may connect any sort of removable media to the tournament devices.

3.6.3. Participants must not charge or plug in any of their devices using the tournament hardware.

3.7. Winners' ceremony and interviews

3.7.1. Participants must take part in the tournament's ending ceremony, winners' ceremony, and interviews if they are eligible for it. Failure to participate in the ceremony will lead to penalties, including potentially voiding their participation in the tournament.



COMPETITION INTEGRITY

Competition integrity is ensuring all participants have a fair shot at reaching the highest levels through merit-based competition. The following guidelines are to ensure matches are won and lost on an individual or team's skill and teamwork rather than external factors.

Player Behaviour

Every registered participant in this tournament agree to abide by the following NZ Esport policies.

[NZ Esports Code of Conduct](#)

[NZ Esports Integrity Regulations](#)

[iRacing Sporting Code:](#)

[NZ Sim Racing Collective Code of Conduct:](#)

Conflict Resolution

If conflict arises between any participants in the tournament, a referee can be notified by the **captain, manager, or coach** through the appropriate communication method outlined in the [Match Rules](#).

The official has final say in all decisions and their decision may supersede this ruleset in cases where they feel the rules do not allow the fairest possible outcome in a unique scenario.

Complaints Process

During this tournament, participants may submit a formal complaint if they feel a serious breach of these rules has been made.

You have the right to submit a complaint anonymously, but if you wish to have your complaint followed up, you must provide contact information.

If you are not comfortable making a complaint alone, you may request the assistance of a support person, parent or guardian when submitting your complaint.

Complaints against a competitor

If you have a complaint about a competitor related to unfair play, competitive misconduct, abusive behaviour, or something similar, you can submit a complaint directly to the tournament organiser through either their official complaints channel or a referee. While all complaints will be investigated, complainants should provide any supporting evidence either in their initial complaint or when asked by the tournament organiser.

The tournament organiser may choose to escalate this complaint to the appropriate national complaints channel depending on the nature of complaint.

Complaints against a tournament organiser



If you have a complaint about a tournament organiser, including how a tournament has been run, you can [submit your complaint](#) to NZ Esports directly.



Reporting match-fixing

Match-fixing and spot-fixing are crimes under the [Crimes Act 1961](#). The NZ Police can take proceedings against the people involved in match-fixing. The maximum penalty is seven years' imprisonment.

If you have any knowledge of match-fixing you are required to notify NZ Esports either through the online [Complaints](#) page or via email at complaints@esf.nz

Penalty Framework

The following penalty framework can be used to describe the types of penalties that may be fairly applied to a breach in these rules.

Severity of offense	Description	Example	Penalty
Low	An offence that has no significant impact on the outcome and may be unintentional.	A player lags out during the lobby and selects a banned map/character.	Applied disadvantage, game or point deduction.
Medium	An offence that has a measurable impact on the match or was an intentional breach.	A team abuses a known in-game exploit to gain a minor advantage.	Game disqualification or game deduction.
High	A serious offence that has significant outcome on a match or series or impacts a participant outside of the match.	An individual threatens another player outside of the tournament.	Series or tournament disqualification and possible player or team ban.
Extreme	A serious offence, or series of offences with significant impacts outside of the match.	A team intentionally sabotaging another team or using malicious exploits to manipulate the outcome of a game.	Lifetime ban for all national esports events. Potential criminal charges.

This framework is for guidance purposes only and the final decision, severity of offense, and penalty is at the full discretion of the tournament organiser and the officiating referee.

Protest Procedure

A participant may raise a formal protest concerning any decisions made by a referee. This protest must be submitted to the tournament organiser in writing and must include all relevant details to the case. Any omission of information is considered an additional offense and may be penalized. The protest must be submitted within 24 hours of the incident or before the next match of the participant is to take place, whichever is earliest. The tournament organiser is responsible for processing the protest by conferring with the referee in question and assigning a minimum of two other individuals outside of the match referee to consider the case in question.

Any final decision by the tournament organiser cannot be protested against again.



TOURNAMENT GUIDELINES

Tournament Guidelines are additional policies that go above and beyond the standard official ruleset to help provide a better experience for every individual involved in this tournament. These guidelines may vary at the discretion of the tournament organiser.

Inclusivity

Creating a safe space for every individual to engage in esports is a critical component of every successful tournament.

Tournament Participation

This tournament has two separate tracks for participation:

- Open track
Open to all competitors regardless of background
- Female track
Open to all female-identifying persons

Persons who are eligible to play in both tracks should be given the choice of where they wish to participate. Discrimination in any form is not acceptable under the [NZ Esports Code of Conduct](#).

Transgender Participation

All players are able to self-identify into what track they play in. If there is an allegation that an individual is falsely identifying solely for the purpose of competing in another track of a tournament, the tournament organiser, or match referee reserve the right to request proof of identity via officially recognised documents (passports, driver's licenses, birth certificates)

Accessibility

Modified Controllers

The use of specialised or modified input devices are permitted if a participant is unable to operate the expected standard input device due to any type of disability (physical or mental).

Specialised or modified input devices must in no way contribute to an unfair advantage.

Accommodations

If a player has indicated prior to the commencement of a tournament to the tournament organiser that they have additional requirements related to a disability, the player is entitled to additional accommodations relevant to the format of the tournament.

These additional accommodations are to be communicated by the tournament organiser but may include additional pause time or extended lobby setup.

