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V8XSeries retains the right to refuse entry, and/or remove any individual at any time with or without notice within V8XSeries Online Motorsport from privately hosted servers or Leagues as a competitor or spectator for any breach of the code of conduct for any specified time it sees fit.

By entering any V8X hosted event or series you agree to abide by the above general terms and conditions.

Offences and Penalties

Penalties may be applied to individuals who breach specific rules or codes of conduct whilst in any V8XSeries Online Motorsport event. These penalties may be imposed by any V8X Admin or designated V8X official before, during or after an event depending on its nature.

Penalty types

1. Verbal or written warning.
2. Championship points penalty. (Minor / Major penalties within)
3. PLP Pitlane Penalty post-race. (Pitlane travel time added to your race time)
4. Disqualification from session.
5. Suspension for a period.
6. Suspension from a Championship.
7. Permanent Ban.

Penalties may be applied with a secondary penalty.

Blue flags

1.1 - During a session any driver who is being lapped by another car and is deemed to deliberately disobey a blue flag warning or excessively impede another car will receive a penalty.

Yellow Flag - Contact

2.1 - A driver who does not show caution when indicated to by a yellow flag or full coarse yellow flag (Safety Car) and creates contact with another car during this period may incur a penalty. Considerations to penalize will include but not be limited to-

- location at the time of the incident in relation to the other car
- placement of the other car
- forward vision of the incident ahead being warned of
- timing of the contact related to the initial incident
- actions of other cars
- damage sustained
- avoidability

Car Contact

3.1 - A driver who is deemed to have made avoidable contact with another driver is subject to penalty. Penalty may be applied before, during or post-race. Considerations to penalize will include but not be limited to-

- location at the time of the incident in relation to the other car
- placement of the other car
- racing line taken by drivers involved
- location at time of incident on track
- damage sustained
- avoidability

3.2 - If a driver is deemed to have made deliberate contact with another driver during any session the driver at fault will receive a suspension for period of time as minimum punishment. Further penalties may result in potential ban.

Re-Entry onto Circuit

4.1 – Any Driver recovering from an incident and returning to the circuit must:

- A. have regard for the state of their vehicle at the time and its location relative to the track and fellow competitors.
- B. do so in a manner which does not impede or contact any other car.

Flashing headlights

5.1 - It is acceptable for cars lapping others to use their headlights to warn/notify drivers ahead that they are approaching. Flashing should not be continuous.

Cars that are battling for position are not permitted to use the headlights feature in an attempt to disrupt the driver ahead.

Safety Car Deployment

6.1 - The Safety Car will be deployed if 3 or more cars are involved in an incident where mechanical damage is occurred to both or more cars, which could impact all drivers involved the ability to continue safely round the circuit. If there is not a Safety Car available and a Virtual Safety Car is needed, then the Driver in 1st Place will become the Safety Car and be in control of the field.

6.2 - When a Safety Car is called by a Race Marshal, the lead car must not exceed 70KM/h and allow the field to form a queue behind. Once the entire field is in the queue the next time the field reaches the pit entry lane the leading car has control over when to go green and must state when doing so by saying "Green", "Going Green" or anything similar, drivers cannot pass or overlap until they have crossed the start finish line.

6.3 - Drivers may end up in a situation where they go a lap down to the lead car. It is prohibited that any lapped car may un-lap themselves whilst under a Safety Car period.

6.4 - Drivers whose car cannot reach the pits after a crash, must retire from the race. It is strictly prohibited to drive the wrong way on a track at any time.

Track Limits / Pitlane Etiquette

7.1 – The white lines defining the track edges are deemed to be the track limits, anyone exceeding these track limits to gain an advantage will be penalised. Leaving the track is when none of your wheels are within (Not on) the white lines.

7.2 – The defined markings for pit entry and pit exit are not to be crossed. If you're alongside another driver and need to enter the pits, you must yield your position and enter the pitlane without interfering with other cars or crossing any defined pit lane markings.

Corner Rights

8.1 – If a car has sufficient overlap (defined as having any part of the front wheels alongside the rear wheels of the car in front) at the turn-in-point then room must be given throughout the corner (Given the trailing car maintains this overlap throughout the corner). (Overlap is needed at the point of turning in, not after the car ahead has begun to turn into the corner).

Defending your Position

9.1 – Drivers are allowed only one change of direction on any given straight to defend their position. You must leave at least one car width if you return to the racing line having already made a defensive move. You cannot force a car off the track who has overlap.

9.2 – Drivers can defend while overlapping on a straight by gradually moving your car across the track to squeeze out your opponent, but contact must not be made, and you must not force the other car off the track.

Internet Connection

10.1 – Drivers who excessively lag during events can be asked to fix their connection by staff, if the connection issues continue in future events you can be asked to remove yourself from the events.

10.2 – Drivers who disconnect in a session will receive points for last place at the time of disconnecting from the session. You are reminded that connectivity issues are generally because of the server and game, don't take it out on our hosts or staff, you cannot request to receive your points if you're near the end of an event.

Rulebook Changes

Rule changes may occur from time to time to reflect a determination on instances that are not defined in the rules and regulations as set out. These changes will come into effect immediately from the date of issue. They will be altered regarding the fairness to competitors, the good of the community or their ability to be administered in a practical manner.

In principal, these changes are to enhance the credibility of the racing group and define grey areas of competition.

Code of Conduct

Behaviour

It is of the best interest of the community to ensure all written communications posted online or said in a communications application is of a "clean and respectful" nature. Anyone who uses our community assets to talk about or post/reply with political, religious, pornographic, racist or defaming/abusive whether its aimed at another member, group or in general, the person(s) involved will be suspended and/or permanently banned from all V8XSeries events and removed or blocked from all related social media to V8XSeries.

Promotions and Advertising

V8XSeries Online Motorsport appreciates members and the public promoting and advertising our material whether it be images, videos, events or the like; however, we ask that you contact our staff before doing so to make sure the content is in the best interest of the group. We ask that anyone promoting V8XSeries related material on other gaming networks or communities seeks permission from the admins first before doing so.

Where it becomes necessary to update, alter or remove rules and regulations, a general notice of the changes will be posted in the community along with the changes as a matter of series record.

Where rules or regulations are altered and effect prior determinations of penalties, V8XSeries reserves the right to retrospectively apply or remove penalties to an individual or team after rule changes on the grounds of equality and equity only.