

RACING PRODIGY'S OFFICIAL SPORTING CODE

Version 1

June 1, 2023

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01. GENERAL PRINCIPLES

1.1. RACING PRODIGY OVERVIEW

- 1.1.1 Racing Prodigy’s mission is to create an inclusive and accessible league that reinvents and opens motorsports by engaging gamers in competitions, discovering, and developing talent, and providing sustainable real-world racing careers for those who shine.
- 1.1.2. Racing Prodigy partners with game publishers to offer sim racing competitions that lead to real-world racing opportunities, with the goal of racing careers, as well as additional prizes and experiences.

1.2 RACING PRODIGY OFFICIAL SPORTING CODE OVERVIEW

- 1.2.1. To ensure fair and consistent governance of internet racing competition and strive to create a respectful environment, Racing Prodigy has established the Racing Prodigy Official Sporting Code.
- 1.2.2. The Racing Prodigy Official Sporting Code, and any addenda, will govern all internet racing events sanctioned by Racing Prodigy unless it is agreed between Racing Prodigy and a game publisher.
- 1.2.3. It is the obligation and responsibility of all Racing Prodigy members to read, understand and abide by the Racing Prodigy Official Sporting Code.
- 1.2.4. Racing Prodigy may, at its sole discretion, revise any of the Racing Prodigy Official Sporting Code. Your continued participation in Racing Prodigy competitions or activities constitutes your acceptance of any revised Racing Prodigy Official Sporting Code.
- 1.2.5. Racing Prodigy may publish supplementary regulations pertaining to an individual series and/or events. These supplementary regulations are intended to augment the Racing Prodigy Official Sporting Code and/or modify certain elements therein to ensure fair and consistent competition in the particular series or events to which the supplementary regulations apply.
- 1.2.6. Unless specifically noted in the supplementary regulations, all rules set forth in the Racing Prodigy Official Sporting Code will apply to every Racing Prodigy-sanctioned event.
- 1.2.7. The Racing Prodigy Official Sporting Code affords every Racing Prodigy member assessed a penalty or named as a party to protest the right to appeal a decision made by Racing Prodigy (See Appeals, Section 4.9). Upon final resolution of such appeals, however, the application and interpretation of the Racing Prodigy Official Sporting Code by Racing Prodigy officials will be final and binding.

02. CONDUCT

2.1. PRINCIPLES

- 2.1.1. Be respectful and courteous on- and off-track. It is expected that each Racing Prodigy member will treat other members, drivers, officials, employees, spectators, partners, guests on any Racing Prodigy websites and the community in a respectful, fair, and courteous manner. Bullying, abusive, threatening, rude, mean, and disrespectful language or actions are not allowed. Racing Prodigy has the discretion to determine if the behavior of a member is causing negative issues or angst with others and the community.
- 2.1.1. Constructive suggestions and warranted complaints made in a respectful manner are welcome. Unfair and consistent negativity towards Racing Prodigy, other members, or the community, however, is not allowed at Racing Prodigy competitions or events or on the social media channels that Racing Prodigy operates.
- 2.1.2. Some of the satisfaction of being a member of our community comes from the personal relationships that are formed and maintained. For that reason, we require members to register using their real names, which, in addition to facilitating friendships, promotes personal responsibility. If there is a justified reason you would not like to use your real name, contact customer support to discuss a name change.
- 2.1.3. Emotions will run as high in our races as they do in all competitive environments. However, rude behavior – whether in actions behind the wheel, in oral communications through in-Sim chat, or in writing on forums – has no place here.
- 2.1.4. Racing Prodigy has no tolerance for deliberately bad behavior, whether on- or off-track. Those individuals who are habitually unable to treat others in an appropriate and respectful fashion will no longer be welcome as a member of Racing Prodigy.

2.2. ON-TRACK CONDUCT

- 2.2.1. Racing Prodigy places a high value on responsible driving and fair competition. Accidents in racing are inevitable; they are a natural consequence of close competition.
- 2.2.2. In the physical world, the risk of injury and expensive car repairs serves as a natural deterrent to reckless driving. Because those risks do not exist in the virtual world, some games use a system that automatically calculates a driver's safety record through each lap in every Ranked on-track session. iRacing.com's system, for example, does not assess blame for an incident. The responsibility for avoiding crashes still resides with each individual driver.
- 2.2.3. While it is not reasonable or feasible for Racing Prodigy to directly monitor every on-track session in which a member is competing in a Racing Prodigy session, Racing Prodigy officials may randomly select sessions to monitor. Racing Prodigy members can also report reckless and/or erratic driving and attempts at on-track intimidation (See Intentional, Retaliatory, and/or Malicious Wrecking, Section 4.5) to Racing Prodigy officials by submitting a protest through the proper channels (See Protests, Section

4.8. Failure to drive with respect for other competitors could lead to sanctions. Those who habitually engage in bad on-track behavior will be removed from Racing Prodigy.

2.2.4. Racing in the virtual world is a form of motorsport, and we are part of the overall motorsports landscape. Our expectation is that all members of our community – racers, spectators, officials, and employees – will conduct themselves in the same way as a respectful participant would at an event in the physical world. Each of us owes every other member of the Racing Prodigy community the same courtesy and respect that we expect to receive ourselves.

2.3. VOICE AND TEXT CHAT

2.3.1. Some games, such as iRacing.com, provide means for racers to communicate with one another before, during and after on-track sessions. The high emotions that are a normal part of close racing do not justify verbally abusive or other inappropriate expressions toward officials or other racers. Disrespectful communications, including foul or threatening language and insults, will not be tolerated and could lead to suspension or the cancellation of the offender’s membership.

2.4. FORUMS

2.4.1. Forums are part of our community, providing a way for members to interact with one another, exchange information and build friendships. Disagreements are part of the landscape; however, to maintain a pleasant environment for all community members, participants must not use rude or hostile language. Posts that attempt to publicly confront, bait with excessive negativity, accuse or attack another member, Racing Prodigy, employees, or officials, are forbidden. Those who engage in a pattern of such behavior will face penalties that may include revocation of membership.

03. ENTRANT RELEASES

3.1. ADVERTISING AND PROMOTION RELEASES

- 3.1.1. Each member, by participating in any Racing Prodigy sanctioned-event, grants to Racing Prodigy, its authorized agents and assigns, in order to effect the foregoing license and any additional licenses required by Racing Prodigy of each member, each member agrees to sign the Contributor Appearance Consent and Release at RacingProdigy.com.

3.2. BROADCASTING AND OTHER RIGHTS

- 3.2.1. Each member, by participating in any Racing Prodigy sanctioned-event, acknowledges that Racing Prodigy, and its licenses and assigns, exclusively and in perpetuity owns any and all rights to broadcast, transmit, film, tape, capture, overhear, photograph, collect or record by any means, process, medium or device (including but not limited to broadcasts by and through television, cable television, radio, pay-per-view, closed circuit television, satellite signal, digital signal, film productions, audiotape productions, transmissions over the Internet, public or private online services authorized by Racing Prodigy, sales and other commercial projects, and the like), whether or not currently in existence, all images, sounds and data (including but not limited to in-car audio, in-car video, in-car radio, voice chat, text chat, other electronic transmissions between cars and crews, and timing and scoring information) arising from or during any Racing Prodigy-sanctioned event or the Racing Prodigy member's performance in the event, and that Racing Prodigy is and will be the sole owner of any and all copyrights, intellectual property rights, and proprietary rights worldwide in and to these works and in and to any other works, copyrightable or otherwise, created from the images, sounds and data arising from or during any Racing Prodigy-sanctioned event and the competitor's performance in the event. Each competitor agrees to take all steps reasonably necessary, and all steps requested by Racing Prodigy, to protect, perfect or effectuate Racing Prodigy's ownership of other interest in these rights. Each competitor agrees not to take any action, nor cause others to take any action, nor enter into any third-party agreement which would contravene, diminish, encroach or infringe upon these Racing Prodigy rights.

04. COMPETITIONS

4.1. MEMBERSHIP

4.1.1. Membership Accounts

- 4.1.1.1. A Racing Prodigy member only needs a single account to have access to all opportunities on RacingProdigy.com. However, it is not prohibited to own more than one account.
- 4.1.1.2. A member can race under multiple accounts. However, without exception, a member can only join any given race with one of their accounts.
- 4.1.1.3. A member is responsible for all the accounts that they create.
- 4.1.1.4. A member should not own additional accounts to create havoc or for unsporting reasons.
- 4.1.1.5. If a member is disciplined on one account, the same discipline applies to all their accounts.
- 4.1.1.6. If a member is suspended or restricted from any part of the service, they are not allowed to open a new account for any reason including to circumvent the penalty. If they do so, further penalties will be applied to all accounts.

4.1.2. Suspension

- 4.1.2.1. Racing Prodigy may suspend a member for a definite or indefinite period in the interest of internet racing, Racing Prodigy, or the membership. The affected member may appeal such a suspension to Racing Prodigy using the proper channels (See Appeals, Section 4.9).

4.1.3. Involuntary Termination

- 4.1.3.1. Racing Prodigy may terminate membership at any time in the interest of internet racing, Racing Prodigy, or the membership. Such a member will have no right to receive, and Racing Prodigy will not be obligated to refund, any part or all the fees previously paid by the member to Racing Prodigy. The affected member may, subject to limitations, appeal such termination to Racing Prodigy using the proper channels (See Appeals, Section 4.9).

4.1.4. Membership Required

- 4.1.4.1. Every person or entity who desires to participate in an event as a driver must possess a current Racing Prodigy membership authorizing participation in that capacity.

4.1.5. Membership Non-Transferable

- 4.1.5.1. A Racing Prodigy membership is non-transferable, non-sublicensable, and non-assignable. It may be used only by the person or entity to which it is issued.
- 4.1.5.2. Participating in Racing Prodigy on-track Sessions under another member's account is forbidden, as is supplying another member with personal account information (Username/Password) to enable him or her to run Racing Prodigy on-track Sessions on an account other than his or her own. Either action will result in the account suspension of both the account holder and the person competing on his or her behalf. Neither Racing Prodigy members will be eligible for any Racing Prodigy competitions for a period of no less than one year.

4.1.6. Removal from an Event

- 4.1.6.1. A Racing Prodigy Official may remove a member from an event to promote the orderly conduct of the event. Sanctions issued during an event may not be appealed.

4.2. PRE-RACE SESSIONS

4.2.1. Qualifying

- 4.2.1.1. Qualifying sessions are typically attached to an actual race session and happen right before the race or in some cases can be set as stand-alone qualifying sessions. Stand-alone qualifying sessions determine the qualifying order, which is used to grid cars in race sessions. For qualifying sessions attached to the actual race session, that specific qualifying session determines the grid order. For stand-alone qualifying sessions, the grid order is based on qualifying lap times set by the user in any of the stand-alone qualifying sessions available for the event and race sessions are gridded according to the qualifying order, as it exists at the race session start time.
- 4.2.1.2. For many Qualifying sessions within iRacing.com, for example, the Qualifying Conduct Scrutiny system is in effect to help prevent unrealistic preparation exploits. The system has several levels of strictness, and if it detects unusual driving habits, it warns the driver of possible unsportsmanlike conduct before it may disqualify them.
- 4.2.1.3. Drivers who have not posted a qualifying time will be gridded behind all drivers who have posted a time, from highest to lowest iRating, if competing in iRacing, or at the discretion of Racing Prodigy in other games. In the event there are multiple drivers who did not post a qualifying time have the same iRating, or there is no iRating, then those drivers will be gridded in order of quickest lap time in the stage one qualifiers (e.g., Time Attacks, for iRacing).

4.2.2. Time Trial

- 4.2.2.1. Time Trials are single-car sessions in which a driver must complete a prescribed number of consecutive laps as quickly as possible and without incident. (Incidents for iRacing.com are defined within iRacing's sporting code found [here](#)) The best average lap time through a

completed sequence is recorded as the driver's Time Trial time. Any incident invalidates the current sequence.

- 4.2.2.2. A Time Trial Session is considered official once the prescribed number of consecutive laps is reached without incident. Official lap times and incidents are recorded and factored into a driver's Safety Rating calculation.

4.2.3. Time Attack

- 4.2.3.1. Time Attack is a hot-lapping competition with a single car on track attempting to achieve the fastest possible lap time.

- 4.2.3.2. While driving a Time Attack session on iRacing.com, for example, some of the standard simulation parameters are frozen to maintain identical track and vehicle performance for each lap.
- All participants receive identical weather conditions for all sessions run, and it does not change during the session.
 - The Dynamic Track system is disabled; the track does not heat-up, collect rubber, marbles, or dirt, and every session will begin with identical track state parameters.
 - Tire wear is disabled.
 - Fuel is not consumed.
 - Tire temperature is NOT disabled during Time Attack sessions. Tires DO build up heat during Time Attack sessions.

4.2.4. Warm-up

- 4.2.4.1. After Race Splits are processed and the session has begun on iRacing.com, for example, each race has a warm-up period to ensure all drivers have loaded into the session, and allow for additional practice on the track.
- 4.2.4.2. The checkered flag is displayed at the conclusion of the predetermined Warm-Up time for iRacing, for example. After 10 seconds, the Gridding process begins.

4.2.5. Gridding

- 4.2.5.1. At the start of the gridding process, each driver will have between 60 and 120 seconds to place his or her car on the starting grid. For iRacing.com, this is done by clicking on the green "GRID" button at the top of the screen. The time limit available to drivers is determined by the Session type.
- 4.2.5.2. Any driver not gridding his or her car within the time limit must start the race from his or her pit box, with a possible hold from Race Control to ensure safe entry onto the track.

- 4.2.5.3. The time limit for gridding may conclude early if all drivers complete gridding early. When this occurs, Race Control will proceed directly to the start.

4.3. RACES

4.3.1. Standing Start

- 4.3.1.1. Road races will not typically use a standing start.
- 4.3.1.2. For iRacing.com, for a standing start, the countdown to the start of the race will be signaled by the sequential illumination of four red lights. After a short delay, all four red lights will turn green simultaneously, signifying the green flag has been thrown and the race has started.
- 4.3.1.3. Any motion by a car prior to the display of the green flag may be viewed by Race Control as a jumped start and result in a black flag Stop-and-Go penalty.

4.3.2. Rolling Start

- 4.3.2.1. For road racing, rolling start drivers are expected to stay in their respective pace line until the green flag is given. Once the green flag has started the race drivers may pass cars before the start finish line if desired.
- 4.3.2.2. Drivers are not allowed to approach the start/finish line as a race transition from pacing, for example under yellow flag or at the start of a race, to speeds that are well beyond the pacing speed or speed of the leaders in an attempt to time the green flag to unfairly overtake other cars. An example of this would be to come up behind and catch a pack of cars pacing at 80 mph under yellow flag conditions at a speed of 150 mph in the vicinity of the start/finish line just as the race goes to green flag, and passing those cars. Under those conditions, the car catching up to the field from behind should slow down and get in line at the back of the pack at pacing speed and then begin racing as normal once the green flag is given.

4.3.3. Pit Procedures

- 4.3.3.1. For Race Control purposes, the start of pit lane is defined by a pair of yellow cones, one on each side of the lane, and the end of pit lane is defined by a pair of green cones, one on each side of the lane.
- 4.3.3.2. When leaving his or her pit stall, a driver will as quickly as is practical enter the acceleration/deceleration lane in order to avoid incidental contact with cars being automatically placed into nearby pit stalls. Similarly, a driver should remain in the acceleration/deceleration lane until just prior to entering his or her pit stall in order to avoid incidental contact with cars being automatically placed into nearby pit stalls.
- 4.3.3.3. Pit lane speed limits are in place for all iRacing series sessions. Drivers must slow to the posted pit lane speed limit prior to passing through the two yellow cones that mark the entrance to pit

lane, and drivers may not accelerate above the pit lane speed limit until after passing through the two green cones that mark the exit of pit lane. Failure to obey the posted pit lane speed limit will result in a 15-second black flag Stop-and-Hold penalty.

- 4.3.3.4. At tracks with defined pit lane entry and exit, as indicated by existing painted lines, barriers and/or cones, drivers must observe and obey such demarcations. Failure to do so on entry may result in a 15-second black flag Stop-and-Hold penalty. Failure to do so on exit may result in a black flag Stop-and-Go penalty.
- 4.3.3.5. A driver's car must be inside his/her assigned pit box to serve a penalty or receive pit service. All penalties are served after pit service has been completed.
- 4.3.3.6. A driver may call for a tow to the pits at any point during a race by pressing the Enter/Exit/Tow Car control (also known as "Reset"), which will move the driver forward around the track to his or her pit stall, where they will be held for some amount of time that represents a tow vehicle returning the driver's car to the pits. The time the tow takes is based on how far forward around the track the driver's car is being towed, so that the driver is neither gaining nor losing track position to the other competitors, plus a base penalty time for calling for a tow. If the tow takes a driver across the start/ finish line to his/her pit stall, the driver will be scored for that lap after the tow completes. Once the tow is complete, the driver's pit crew may complete any requested pit work and attempt to repair the car, and any pending penalties will be served.
- 4.3.3.7. The duration of a tow is based on minimizing advantage gained or lost relative to other competitors on track regardless of where on the track a tow is called for. To this end, the duration of the tow is longer while a full course caution is in effect and competitors on track are travelling at pacing speeds, than during green flag racing when competitors are at full racing speed. Any tow in progress will lengthen or shorten the remaining time appropriately if a full course caution begins or ends while still towing.
- 4.3.3.8. Exiting a car or disconnecting from the server while driving is equivalent to requesting a tow. The tow continues while the driver is out of his or her car and/or disconnected and trying to rejoin. The driver may re-enter his or her car at any time during or after the tow, but will still have to wait for the tow duration to complete before performing pit crew actions, serving penalties, or continuing the race.
- 4.3.3.9. A driver may pit under power, without pressing "Enter/Exit/Tow Car," as often as he/she chooses, for the purposes of changing tires, refueling, and repairing, and/or serving penalties.

4.4. INTENTIONAL, RETALIATORY, AND/OR MALICIOUS WRECKING

- 4.4.1. Driving in the opposite direction of race traffic during any session will be viewed by Race Control as deliberate reckless driving. A furlled black flag warning will be displayed immediately. Failure to comply promptly will result in disqualification.
- 4.4.2. Driving in the opposite direction of race traffic after a driver has completed a Race will result in a one-lap penalty, assessed in the final scoring. At the conclusion of any multi-car session, drivers must either

return safely to pit lane or bring their car to a safe stop off the racing surface so as not to create an incident hazard for other competitors still at speed.

- 4.4.3. Deliberate, blatant, intentionally malicious, or retaliatory wrecking, for any reason, is prohibited. Competitors who believe that they have been victims of such action – and those competitors who believe that they have witnessed such action – are strongly encouraged to file a protest through the proper channels (See Protests, Section 4.8).

4.5. FLAG SIGNALS

- 4.5.1 For flag signals and definitions, refer to the sporting code or competition rules for the game in which you are playing.
- 4.5.2 Failure to comply with any flag signal may result in a black flag penalty being assessed by Race Control.

4.6. BREACH OF RULES

4.6.1. Any of the following offenses, in addition to any offenses referred to previously, will be deemed to be a breach of Racing Prodigy's rules:

- 4.6.1.1. Any action having as its object to illegally alter the simulation, content, cars, tracks, or any aspects of the software to gain unfair competitive advantage.
- 4.6.1.2. Any fraudulent conduct or any act prejudicial to the interests of any competition or to the interests of internet racing in general.
- 4.6.1.3. Cutting the Course – Drivers gaining an advantage by following a course configuration other than the one specified for the event will be assessed a black flag Stop-and-Hold penalty by Race Control, with the duration of the hold being equal to the illegally gained time advantage plus 15 seconds. Any other cutting the course infractions will result in a furred black flag warning and the driver will have 15 seconds to slow down and comply before being assessed a black flag Stop-and-Hold penalty by Race Control, with the duration of the hold being equal to the illegally gained time advantage plus 15 seconds.
- 4.6.1.4. Blocking – The leading driver can run a defensive line. However, blocking occurs when a leading driver actively adjusts his or her driving line based on the actions and/or positioning of a pursuing driver. For example, veering left to prevent a pursuing driver from passing on the left while running on a straight.
- 4.6.1.5. Damaged Vehicles – Drivers may not drive damaged vehicles on the apron at reduced speeds with the intent of gaining positions from drivers that have retired or disconnected due to damaged race cars. The intent of this action is contradictory to the spirit of competition and creates an unsafe environment for the remaining drivers not damaged and still racing. A protest may be filed through the proper channels for this offense (See Protests, Section 4.8).

- 4.6.1.6. Intentional Caution – Drivers intentionally stopping on or off the racing surface to intentionally bring out a caution period for their benefit, or the benefit of another driver, is forbidden and subject to adverse administrative and/or punitive actions.
- 4.6.1.7. Tow Laps – Drivers may not use the Enter/Exit/Tow Car control (also known as “Reset”) to gain positions during a race. This includes driving your damaged vehicle to your pit box then exiting the pit box and then using the Reset function to move forward around the track to complete laps and pass competitors who have since retired or disconnected from the race session. A protest may be filed through the proper channels for this offense (See Protests, Section 4.8).
- 4.6.1.8. Illegal Surfaces – Drivers can only use the racing surface and allowed areas of the track for Qualifying and Racing. Any disallowed areas of the track and any advantages gained through their use will be determined by Racing Prodigy. A protest may be filed through the proper channels for this offense (See Protests, Section 4.8).
- 4.6.1.9. Nefarious Tactics – Drivers may not use nefarious tactics to gain an advantage in Qualifying. For example, a driver could have a Prototype Class car slow down for the sole purpose of creating a drafting situation for the benefit of a slower class car. This may or may not include cutting the course. Racing Prodigy will determine what constitutes an advantage. Getting a draft through normal qualifying is okay.
- 4.6.2. Any member found in breach of the Racing Prodigy Official Sporting Code, addenda thereto, or any Supplementary Regulations by Racing Prodigy may result in penalty for the offending member. The decisions will become immediately binding regardless of pending appeals. The penalty will remain in effect until the appeal process has concluded. All appeals are to be made according to the proper procedure, and are subject to limitations (See Appeals, Section 4.9).

4.7. OFFICIATING AND RULES

- 4.7.1. All drivers in any Racing Prodigy official races will be held to a higher standard of behavior and sportsmanship than standard time trials or other races - both on and off the track. The drivers are some of the best in the world and represent sim racing and our community. It is a privilege to drive in these competitive series, not a right. It is expected that each driver in these select series will treat other drivers, Racing Prodigy officials, employees, partners and the greater community with courtesy, respect, and dignity on and off the racetrack. Participants are expected to behave in accordance with the Racing Prodigy Sporting Code and in a way that reflects positively on Racing Prodigy, its affiliates, and partners. Also, Racing Prodigy members will behave in a way not harmful to business as deemed by Racing Prodigy.
- 4.7.2. Racing Prodigy will appoint a Race Official or Race Director for many races. There could be more than one appointed Race Official. Racing Prodigy will typically make known the Lead Official or Race Director. The official(s) will likely be in communication with the participants and will be available to answer questions. The Race Official(s) will have general oversight and control of the Competition and will represent Racing Prodigy. The race Official and/or Race Director has full authority to represent Racing Prodigy, and his or her decisions and instructions must be followed. Not every decision is appealable, and in those cases,

the Race Officials' decisions are final. Any decisions made by the appeal board, are also final (See Appeals, Section 4.9).

- 4.7.3. Any Race Official has the authority to remove a driver from a race at their sole discretion if they deem there is inappropriate behavior either on the track or in voice chat.
- 4.7.4. All Racing Prodigy decisions are final. Drivers agree to be bound by Racing Prodigy's Final Decision. Failure to accept Racing Prodigy decisions, including race penalties or other penalties, could result in series related penalties or removal from the series or the Racing Prodigy service. These select series are often very tense and come with higher stakes than standard Racing Prodigy race events. If you are unable to accept these decisions or abide by Racing Prodigy Official Sporting Code or other applicable rules, then do not participate in Racing Prodigy race events.
- 4.7.5. All decisions regarding rules, the interpretation of rules, changes in the series including termination of the series, eligibility, prizes, general judgement, racing, racing incidents, driver participation, competition changes, schedule, schedule changes, penalties, protests, appeals, misconduct or any other service or series related decisions lie solely with Racing Prodigy, and all decisions are final. Other than the standard appeal procedure, decisions cannot be appealed further (See Appeals, Section 4.9). Any decision of any kind will not give rise to any claim nor will Racing Prodigy, nor affiliates, licensors, officers, employees, directors, or agents be liable in any way for any legal or other remedy, damages, or loss of any kind.
- 4.7.6. Any series or race is subject to change at any time.
- 4.7.7. Racing Prodigy may suspend, terminate, or delete any Participant's account for any reason or no reason with or without notice.
- 4.7.8. Racing Prodigy is not responsible for any damages, loss, liabilities, injury, satisfaction or disappointment incurred or suffered by a Participant as a result of participating in a race/series or accepting any prize.
- 4.7.9. Racing Prodigy can change or modify the software, cars, tracks, and rules at any time. Racing Prodigy is not responsible for the untimely, or any, loss of access to the service (for example, during a race) or connection quality to the service. Racing Prodigy may take action including removing a Racing Prodigy member from a race or series if Racing Prodigy, at its sole discretion, deems the Racing Prodigy's connection quality negatively impacts other Racing Prodigy members competing.

4.8. PROTESTS

- 4.8.1. Who may protest: The right to file a Protest will rest with any Racing Prodigy member who was directly affected by an incident in question or feels any part of the Racing Prodigy Official Sporting Code or Official Competition Rules of Racing Prodigy have been violated. Each member may protest a decision, act, or omission of Racing Prodigy, an official, a driver, or other person connected to the competition, which the protestor believes is unfair or in violation of the

Racing Prodigy Official Sporting Code or other official regulations or rules of Racing Prodigy.

4.8.2. Lodging a Protest

- 4.8.2.1. A Protest must be made in writing, specifying which sections of the Racing Prodigy Official Sporting Code, [Official Competition Rules](#), or other official Racing Prodigy rules have been violated.
- 4.8.2.2. Protests may only be filed using the Official Protest Form found on RacingProdigy.com. This is the only method to formally lodge a protest.
- 4.8.2.3. Evidence is required when filing a Protest via the Official Protest Form. Evidence includes any files that support your claims, such as any or multiple of the following: screenshots, replays, video captures, audio recordings, and results screens. It is recommended to have your evidence ready to attach to the Official Protest Form before starting to file a Protest.
- 4.8.2.4. Protests must be made within two (2) hours of the infraction or violation that is being protested if an on-track infraction.

4.8.3. Review a Protest

- 4.8.3.1. It is expected that protests will be reasonable, logical, and based on sound evidence, thus well founded. Nevertheless, a well-founded protest may still be one about which reasonable people may differ.
- 4.8.3.2. Racing Prodigy will review a protest as soon as reasonably practical after the protest is lodged and in all cases during normal business hours. Affected parties may be notified about the protest and judgment of the protest. Racing Prodigy will review all evidence and be entitled to discuss the incident with other witnesses or parties involved or to gather additional evidence.
- 4.8.3.3. Racing Prodigy may investigate any member against whom one or more protests have been filed, regardless of the outcome of any protests against or appeals by that member.
- 4.8.3.4. Regardless of the outcome of any protest, Racing Prodigy may deem a protest to be frivolous or incomplete if it is found to not to be reasonable, logical, or based on sound evidence. Racing Prodigy reserves the right to assess a penalty on any member filing a frivolous protest.
- 4.8.3.5. All parties concerned will be bound by the decision given, subject only to a formal appeal (See Appeals, Section 4.9).

4.9. APPEALS

- 4.9.1. Any member assessed a penalty will have the right to appeal any decision or penalty imposed by Racing Prodigy unless otherwise stated in Official Protest Form itself, or in the Racing Prodigy Official Sporting Code.

4.19.2 Well-founded Appeals

- 4.9.2.1. To be considered, an appeal must be well founded. A well-founded appeal will be reasonable, logical, and based on sound evidence. Regardless of the outcome, Racing Prodigy may deem an appeal to be frivolous if it is found not to be reasonable, logical, or based on sound evidence. Racing Prodigy reserves the right to assess a penalty to any member filing a frivolous appeal.

4.9.3. Initiating an Appeal

- 4.9.3.1. Appeals must be submitted through Racing Prodigy's website Protest Form, specifically asking for an appeal, specifying the exact nature of the appeal and why it is believed an appeal is warranted, along with all evidence to support the appeal. This is the only place to formally make an appeal. Appeals must be submitted within seven (7) days of the penalty or decision being appealed. Any evidence, data, recordings or third-party accounts are welcome and encouraged to be submitted with the appeal.

4.9.4. Notification and Final Appeal Notification

- 4.9.4.1. Racing Prodigy will notify the member of its final decision as soon as possible after the decision is rendered. Racing Prodigy will also have the right to publish the appeal to other or all Racing Prodigy members. Members or any persons will have no right of action against the Appeals Committee, or Racing Prodigy. The appeal decision and resolution is final and binding with no other right to appeal.
- 4.9.4.2. All Racing Prodigy members expressly agree not to initiate or maintain claims, suits or actions of any kind, including, without limitation, arbitration proceedings, against Racing Prodigy or anyone acting on behalf of these organizations, with respect to any final appeal decision.
- 4.9.4.3. All Racing Prodigy members expressly agree that if any member initiates or maintains any claim, suit or action in violation of the above provision, that member will reimburse iRacing.com for all costs and expenses relating to the claim, suit or action, including attorneys' fees, and that such amount represents damages and not a penalty against the member.