



TERMS OF SERVICE, RULES AND POLICY

Published: 19 June 2026 • Last Updated: 21 June 2026

✂ EXECUTIVE SUMMARY / TL;DR

Fairness is not our goal. Our goal is to simulate racing environment outside of the track.

Follow **iRacing Sporting Code** with extra rules, such as:

- Towing is prohibited outside of pit-lane. Towed car should not leave pit-stall in current sim-session.
- Car should be serviced and repaired, driver should have required licenses and should register for session/season on Service.
- Car requires significant overlap to deserve the space (12.3).
- Defending and Blue flag rules follows **iRacing Sporting Code**, not F1!
- Violations reviewed by Stewards after the race. Decisions published within 48 hours after session. Protest window is 24 hours.

Use common sense when competing or messaging on Service. No politics, cheating, religion, discrimination, doxxing, NSFW, flood or self promotion, in-game chat is not allowed in competitive sessions.

This document outlines the core concepts for the iCareerManager service and authorized leagues. We focus on high-quality driver and team championships on sim-racing platforms that includes elements of competition outside of the track. We maintain a serious approach to an etiquette, officiating, and sportsmanship.

1. Philosophy

1. Serious Approach: All drivers must compete with a professional, respectful mindset and carefully study the rules and regulations.
2. Motorsport unlike sim-racing is a battle outside of the track. That's why we want to introduce some elements, as:
 - a. Crew management.
 - b. Property management.
 - c. Finance management.

- d. Sponsorship and recognition.
 - e. Car maintenance, upgrade and repair.
 - f. Finding the edge and taking advantage of every opportunity.
3. Motorsport is never fair: fluctuations, hard competition, and luck plays a big role in results. We want to add this element to sim-racing.
 4. Damage to the car estimated from telemetry data (for iRacing) and results data (RBR). Due to the nature of such data it is impossible to get actual values, so damage is estimated indirectly.

2. Registration

1. Website Entry: Drivers must register on the official [iCareerManager website](#).
2. League Entry: Official application must be submitted within the iRacing UI to partnered leagues:
 - a. SISU Motorsport (ID: 10546)
3. Registration and participation is free and open to all in regular events. Special event requirements described in Series Specific Rules (7.3). Password for sessions sent to every registrant via Internal E-Mail (4.6).
4. Rallysimfans Entry: Managed via RSF web-site, rally event names starts with "iCM: " and have a password sent to every registrant via Internal E-Mail (4.6).

3. Terms of Service

1. Acceptance of Terms: By using this website, you agree to these Terms. If you disagree, please stop using the service.
2. Eligibility and Authentication: You must possess a valid iRacing, Discord and Rallysimfans account that belongs to you. Access requires authentication via third-party iRacing, Garage61 or Discord OAuth.
3. "As Is" and Free Service: This service is 100% free to use, provided strictly "As Is." and "As Available."
4. No Guarantees of Uptime: We do not guarantee continuous or uninterrupted operation. The website may go offline without prior notice. Maintenance and server issues may cause downtime.
5. Limitation of Liability: We are not liable for any data loss and inaccurate info. Use this service entirely at your own risk.
6. Human-Made Development: This service was proudly developed without AI. Code bugs are organic and human-made. We make no promises regarding optimal software performance.
7. Intellectual Property: All third-party trademarks belong to their respective owners.
8. Termination of Service: We reserve the right to modify the website, shut down completely and block access to any user at any time.

and block access to any user at any time.

9. Changes to Terms: These terms may change at any time. Continued use implies acceptance of new terms.

4. Privacy Policy

1. Data Minimization Commitment: We believe in absolute privacy. We do not collect personal data, do not store personal data and do not track your online activities.
2. Authentication and Account Data: Registration uses the official iRacing, Garage61 and Discord OAuth services. The login process does not provide us your email address, we only fetch your public username, profile ID and avatar. This public data is fetched directly from service APIs.
3. Tracking, Telemetry, and Analytics: We do not track your behavior across websites, do not gather software performance diagnostics, do not track your physical location and no third-party trackers are embedded.
4. Cookies and Local Storage: We only use functional cookies to maintain your logged-in state and remember your interface preferences. Cookies are never used for advertising.
5. Data Security: All connections are encrypted via HTTPS. No user database with sensitive data exists to be breached.
6. Every user on registration get e-mail address {first name}.{last name}@icm.com for internal communication. External messages from/to this address are forbidden. Service do not own domain name **icm.com** and do not pretend to be related to **icm.com** and uses this name to shortener **iCareerManager** in internal e-mails.
7. Third-Party Links: This website links to third-party services. We do not control external privacy practices.
8. Changes to This Policy: Updates will be posted on this page. Changes will never compromise our data-free philosophy.

5. Contacts

1. You may contact administration via:
 - a. E-Mail: kuzmalesnoy+icm@gmail.com
 - b. Internal E-Mail: administrator@icm.com
 - c. Any driver on service with "**Race Director**" role.

6. General Rules

1. Treat all community members with respect and empathy. Do not engage in bullying, stalking, or targeted attacks.
2. Discrimination based on race, ethnicity, religion, gender, sexual orientation, disability, or

nationality is strictly prohibited.

3. Keep communication and radio chat clean. Avoid excessive swearing, vulgarity, and sexually explicit text. In-game chat is prohibited during competitive sessions or time attacks.
4. Never share another person's private information. This includes real names, addresses, phone numbers, and emails.
5. Do not pretend to be another user, celebrity, or staff member.
6. Do not share content that promotes self-harm, violence, cheats or illegal activities.
7. Keep discussions focused on our platform's core topics. Avoid divisive political, geopolitical, or religious debates.
8. Not Safe For Work (NSFW) material, including nudity, pornography, and extreme gore, is prohibited.
9. Do not flood chats, forums, comment sections or internal e-mail with repetitive messages, self-promotion, referral links, and commercial solicitation are forbidden unless explicitly permitted in designated areas.
10. Liveries (paints) for cars should follow the same rules. Do not use not family-friendly liveries.
11. Report violations. Contact administration (5.1) if you see someone breaking the rules.
12. Our moderators have the final say in interpreting and enforcing these rules.
13. Violations may result in formal warnings, temporary account suspension, or permanent bans.

*This is a common rules for all competitive events. This list may be extended or shortened on event-by-event basis and all changes would be published in Season Specific Rulebook (7.3) no later than 1 day before the session start. If some specific rule is not listed here refer to **iRacing Sporting Code** and use the catch-all rule: If you're unsure or don't have a rule for a specific situation, use common sense and treat others as you would like to be treated. Or ask Race Director or Steward.*

7. Sessions

1. Every session require registration:
 - a. iRacing: registration closes 1 hour before the race, qualification, time attack or time trial sessions. Practice session registration closes with session start.
 - b. RBR: registration is available during the whole Rally event duration.
2. Every session have password: it will be sent to users via internal e-mail (4.6) when the session starts.
3. All sessions follow rules described in this document. If session belongs to Season with Season Specific Rules (SSR) then session also include and follow rules from SSR

Season specific rates (BoP), then session also include and renew rates from BoP.

4. Before every session iCareerManager software calculates BoP for cars and weather for event, based on probabilities, fluctuations and applied Modifiers by drivers. Administrators setup session by this parameters.
5. Session Substitutions: most sessions have requirements for number of participants. If this number was not reached, session may change pay out structure, amounts, session format, track layout.
6. Registration fee paid at the moment of registration, Logistic fee and Tires are paid at the session start during connection.
7. Registration fee cannot be returned after deadline (usually 1 hour).
8. Joining the session without registration doubles amount of all necessary fees.

8. Eligibility

1. Drivers should have required licenses for session.
2. Car should be serviced and repaired before the session start. Overdue service and mandatory unrepaired damage can lead to fines, penalties and disqualification based on the results of a scrutiny inspection.
3. Brake service could be executed during the session. If the car stays still in pit-stall for Brake Repair Time or longer (exact described in Car Info) then brake change service considered done. The cost and new odometer info will be updated in Car info after session end.

9. Pit Stall and Pit Road

1. Car should start and end the session on pit-road with exception to race sessions where cars start at the track.
2. Tow is not allowed outside of pit-lane. If you tow the car from the track by any reason you should not leave your pit-stall in current sim session. Car considered crashed.
3. If you tow in Practice you may not continue your Practice, but you can drive again in Qualification, Race or any other sim session.
4. If driver was able to drive damaged car safely to the pit-road it is considered repairable and driver may continue competition in current session.
5. Continuing to participate in a session after towing will result in disqualification during or after the session.
6. Tow after the race session may trigger Tow Event. Calculate fuel accordingly and finish the race session on pit road.

10. Safety Car

1. Safety Car may be deployed in any session by Race Director discretion to neutralize the race after the incident.
2. Random Safety Cars or incident based Safety Cars may be deployed if this procedure is allowed and described in SSR (7.3).
3. Drivers should follow instructions on screen issued by iRacing race control system.
4. Cars should stay close to each other and maintain consistent pace. Leaving gaps more than 3 car length to car in front is prohibited at any time.
5. Weaving to clear and warm-up tires is allowed only on your half of the track (or the whole track if Single file) and should be stopped no later than 2 corners to start-finish straight.
6. Starting procedure follows iRacing Sporting Code. Leader must maintain consistent speed without deceleration after pace car leaves the track and start the race by acceleration or by the Green flag.

11. On-Track

1. Track Limits: Defined strictly by the platform software and off-track incident counter. Abusing off-tracks to gain advantage is considered cheating and may be protested. Time penalties applied by the platform cannot be protested.
2. Slowdown penalties should be served on the next safe occasion outside of racing line. Interference to other drivers, serving penalty in corners are forbidden.
3. Breaking a Tow: is allowed if trailing car is not in close proximity (1-2 car lengths).
4. Bump-Draft: considered as avoidable contact (12.1). It's not forbidden per se, but bump drafting driver takes all responsibility on the manoeuvre and consequences - losing control, net code bugs, damages. This action may be protested.
5. Unsafe Rejoins: Driver must wait for a clear track opening and get up to racing speed before returning to the line. Interfering with other drivers by causing them to change line or speed during this procedure may be subject to protest.
6. Yellow Flags: drivers must be cautious and proceed with appropriate lowered speed. If driver's field of view is blocked or potential danger could not be estimated - driver must slow down to assess the situation. Hope on luck, taking advantage of slower cars in yellow flag conditions are subjects to protest.
7. Blue Flags: are informational only during race sessions. Driver must not defend on passing car but not obligated to move out of the line or slow down.
8. Out Lap: drivers on their out lap in Practice or Qualifying sessions should let the car on hot lap by in predictable manner without interruption to their lap.
9. Losing Control: driver who lost control should accept it and hold the brakes. This is not a measure to help you regain it - holding the brakes makes your car predictable for other drivers. Rolling back and forth after the incident without full-stop is a risky and serious protestable offense.

12. Overtakes

1. Avoidable Contact: Drivers must prioritize safety and clean racing over track position.
2. Overtaking: The passing driver must execute the move safely. If any car have significant overlap (12.3) it deserves the space. Respect the lead - don't hit what you can see and remember about Accordion effect in braking zones.
3. Significant Overlap: car deserve the space if it's front axle at least alongside with rear axle of opponent car, or vice versa. Overlap should be accomplished before turn-in point. On straights or curves that considered as straights (any corner that could be taken flat 2 wide) significant overlap is any overlap and both cars deserve the space. Good example - start-finish straight on Imola.
4. Corners are not for sale, and corner ownership rules do not apply. A car has a right to space if it has created a significant overlap on turn in.
5. Squeezing: is allowed as part of racing before the braking zone, but you should remember that it's a very dangerous move and should be executed safely. Door-to-door banging is considered avoidable contact (12.1). Squeezing in braking zone is prohibited.
6. Respect the Vortex of Danger: If you have not achieved significant overlap before turn-in you have no right to be there. Once a driver is turning in, they aren't driving in their mirrors, so you should assume that a car ahead WILL hit the apex and the exit.
7. Defending: Defending driver must choose their line in advance and hold it. Defending is not allowed in Practice and Qualifying Sessions.
8. Blocking: is forbidden. Defending driver should not perform reactionary moves and moves under braking.

13. Stewarding

- Independent Panel: A dedicated steward group reviews incidents after the race.
- Automated Incidents: In-game penalties (e.g., slow downs, black flags, time penalties) cannot be overturned.
- Protest Window: Submissions open post-race and close 24 hours post-race.
- Evidence Submission: Protests must be filed with Internal Protest System with lap number, time stamp or tick number and clear description of situation and violated rules.
- When filing a protest, a deposit in in-game cash is collected, which is returned if the protest is successful.
- Protest results and corrected Standings are published within 24 hours after the protest window closing, along with any disciplinary action taken against the offender. The protester remains anonymous. Stewards reserve the right to take action on any incidents including those that have not been reported. The stewards' decision is final.
- The decision may include a warning, a penalty in points or seconds, penalty points to driver license, cash penalty, a ban from the next qualification(s), race(s), or a temporary or permanent ban from the service.
- Multiple consecutive violations may result in more severe penalties.

- Incidents are reviewed without the context of the consequences of the violation, with the exception of Serious Violations such as intentional wrecking, failing to hold the brakes after incident, unsafe rejoin etc.
- Retaliation: Intentional wrecking results in an immediate, permanent service ban.

14. Awards, Prizes, & Scoring

- Championship Prizes: Physical or monetary prizes will be outlined prior to season starts.
- Trophy Eligibility: Drivers must complete a minimum percentage of the season to win prizes.
- Fair Play Clause: Prizes can be withheld if a driver violates iRacing Sporting Code, League, Season or Service Rulebooks.
- Cash prizes paid after protest window closure. Reputation prizes paid after the session.