



Porsche Club

Porsche Owners Club



General Competition Rules 2026:

Appendix S – Sim Racing

Effective January 1, 2026

The POC SIM League is on online competitions currently run on the iRacing platform.

Questions concerning these rules should be directed to the POC Competition Director via the official POC website: <http://porscheclub.com>

The below examples are how POC iRacing session parameters should be set to run.

CREATE A RACE

Race Information Enable League Racing ☒

Select a League
Porsche Owners Club Sim Racing

Select League Season
2021

No Season ☐

Description

[< Back](#) [Server Details >](#)

[< Back](#) [✓ Save Edits \\$2.00](#)

1. When selecting the time to Launch the Race refer to the chart on the next page

CREATE A RACE

Server Details

Server
US-West

Launch Race
January 11th 2021, 5:35 pm

Start Now ☐

[< Race Information](#) [Admins >](#)

[< Back](#) [✓ Save Edits \\$2.00](#)

CREATE A RACE

Set Admins

Admins Selected

Display Name

- John Momeyer
- BJ Fulton
- Corey Latvala
- Michael Oest
- Porsche Owners Club

[Add an Admin](#)

[< Server Details](#) [Time Limit >](#)

2. The following table should be used to establish the timing of events and the length of each section.

a. All times are in Pacific Time

Session Type	Total Session Time	Practice – Start	Qualifier – Start	Race – Start
Daily Practice Session	3 Hours	2 Hours 10 Minutes – 5:30	20 Minutes – 7:40	40 Minutes – 8:10
40 Minute Points Race	4 Hours	2 Hours 50 Minutes – 4:50	30 Minutes – 7:40	40 Minutes – 8:10
90 Minute Points Race	5 Hours	2 Hours 50 Minutes – 4:50	30 Minutes – 7:40	90 Minutes – 8:10
3 Hours Points Race or Team Event	6 Hours	2 Hours 20 Minutes – 5:15	40 Minutes – 7:25	3 Hours – 8:10

3. The below table should be used to establish the incident limits for each event

- Black Flag Penalties will be automatically assessed by iRacing when incident limits are reached
- Drivers will be disqualified from the event upon reaching the Car Incident Limit during a Race

Session Type	Car Incident Limit	Incidents Before First Warning	Warning Every X Incidents
30 Minute Points Race	34	17	5
Daily Practice Session	34	17	5
90 Minute Points Race	34	17	10
3 Hours Points Race – Team Event	68	34	10

Go Racing

Create a Race

Weather mode: Forecasted weather | Realistic

Event weather

Daytona International Speedway | Jan 13, 2025 | 11:00 am (1x)

70° 69°F
Mostly Cloudy

Cloud cover: 12% - 61%
Chance of rain: None
Humidity: 57% - 100%
Wind: 12 - 13 mph SE

Edit forecast | View forecast

Cloud cover: Auto | Clear | Partly cloudy | Mostly cloudy | Overcast

Chance of rain: Auto | None | Unlikely | Probable | Ensured

Allow rain: Up to 1 hour before the sessy

Temperature: Auto | Cool | Moderate | Warm | Hot

Wind speed: Auto | Calm | Light | Moderate | Strong

Wind direction: Auto

Allow heavy fog: Off

Weather conditions are in effect for the duration of your event, this includes time between sessions, as well as 4 hours before and after.

Don't love the results? Regenerate your forecast based on your current settings

Regenerate

Time of Day | Race Options

Back | Save Edits \$1.50

Go Racing

Create a Race

Set Cars | Enable Fixed Setups

All Cars in Single Class | Use Car Classes

Grid all cars in a class together: On

Porsche 718 Cayman GT4 Clubsport MR

Car Name

Porsche 718 Cayman GT4 Clubsport MR

Porsche 911 RSR

Porsche 911 RSR

Add a Car

Porsche 718 Cayman GT4 Clubsport MR

Capacity %: 45

Weight Penalty (KG): 0

Engine Power %: 100

Maximum Tire Changes: No limit

Time Limit | Track

Back | Save Edits \$1.50

4. Fixed Setups will be used during Round One. Open setups will be used for Round Two. Fuel levels will be set to force a pit stop for fuel during the race.

Go Racing

CREATE A RACE

Set Track

Track Name | Track Config

Silverstone Circuit | Grand Prix

Add a Track

Cars | Track Options

Back | Save Edits \$2.00



CREATE A RACE

Track Options

Create Starting Grid

Max Drivers: 41

Start Type

Rolling Starts

Restart Type

Single-file Maintain

Consecutive Cautions Restart Single File

☐

Pace Car

Pace Car - Porsche

Fast Repairs: 2

No Limit ☐

Green / White / Checkered: 0

Joker Laps: ---

Short Parade Lap

☐

Automatic Full Course Yellows

☐

Enable "Lucky Dog" Rule

☐

Wave Arounds

☐

Do Not Count Caution Laps

☐

Penalties

Below is the guidelines we use to assess penalties to SIM drivers.

Contact minor damage or rubout – Cars making contact are in full or partial position and both share fault = Racing Incident

No contact – not leaving racing room or changing your position on the track that causes an incident or other drivers to deviate from their course = Add 10 Seconds of time

Contact minor damage and the car they made contact with deviates from its course, is pushed off the track, or a position is gained = Add 10 Seconds of time

Contact minor damage after entering corner late and attempt to avoid the contact = Add 15 Seconds of time

Contact after entering a corner late with no attempt to avoid the contact = 30 Seconds 30 Seconds Penalty

Losing control of your car and making contact with or collecting another car = 30 Seconds Penalty

Major contact and damage = 30 Seconds Penalty

Side by Side racing - Contact that forces a car off track, causes loss of control, or a change in position = 5 Seconds to the driver at fault. - Fault is normally placed on car that initiated the overtake or the car that did not provide reasonable racing room when required. Netcode is considered contact in most situations.