



Porsche Club

Porsche Owners Club



General Competition Rules 2026:

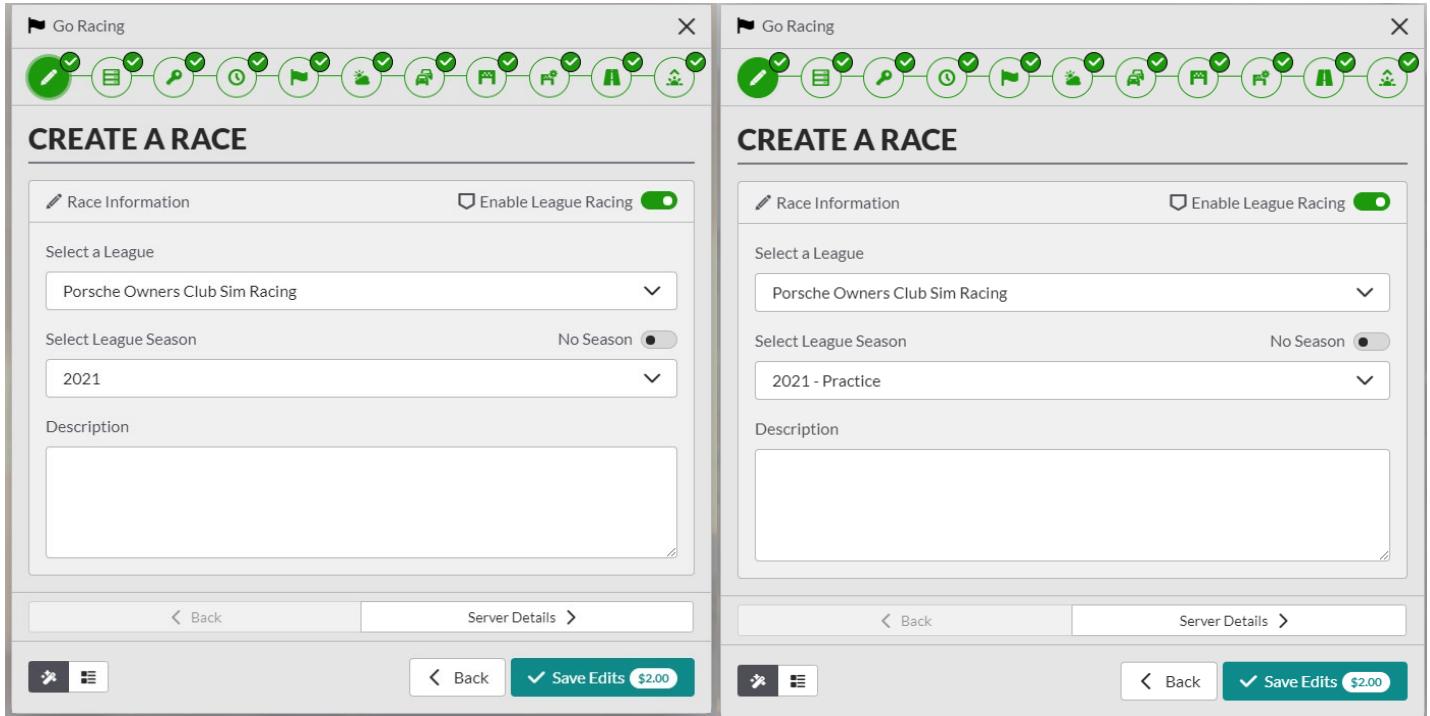
Appendix S – Sim Racing

Effective January 1, 2026

The POC SIM League is an online competition 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.



Race Information Enable League Racing

Select a League: Porsche Owners Club Sim Racing

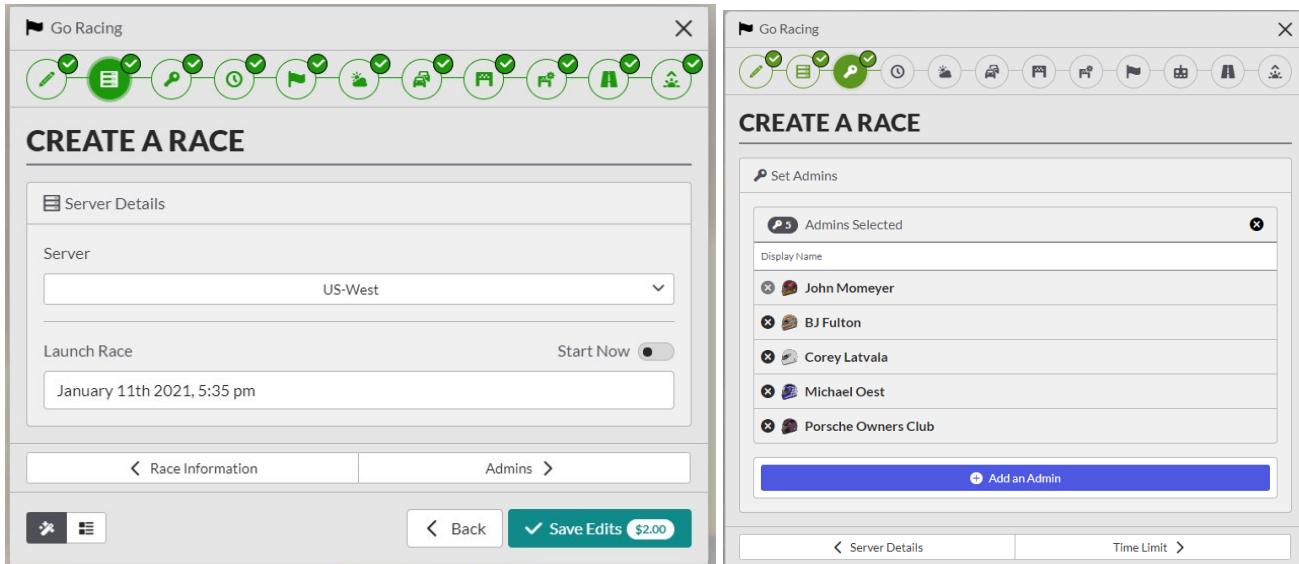
Select League Season: No Season (2021)

Description:

Back Server Details >

Save Edits \$2.00

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



Server Details

Server: US-West

Launch Race: Start Now (January 11th 2021, 5:35 pm)

Race Information Admins >

Back Save Edits \$2.00

Set Admins

Admins Selected: John Momeyer, BJ Fulton, Corey Latvala, Michael Oest, Porsche Owners Club

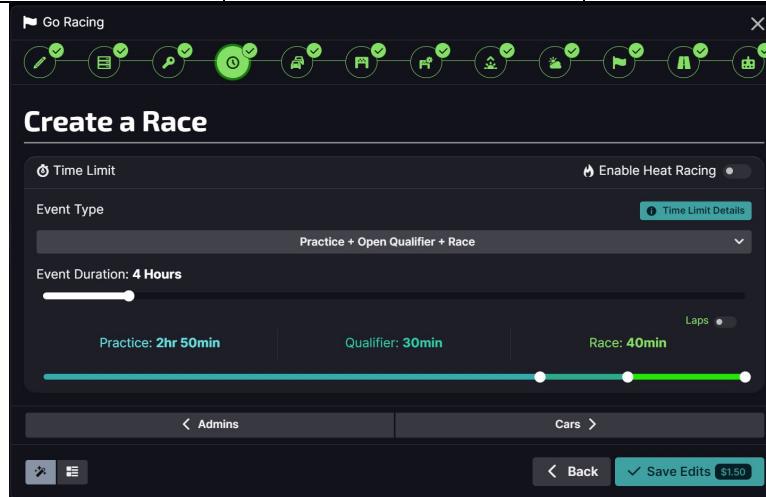
Add an Admin

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

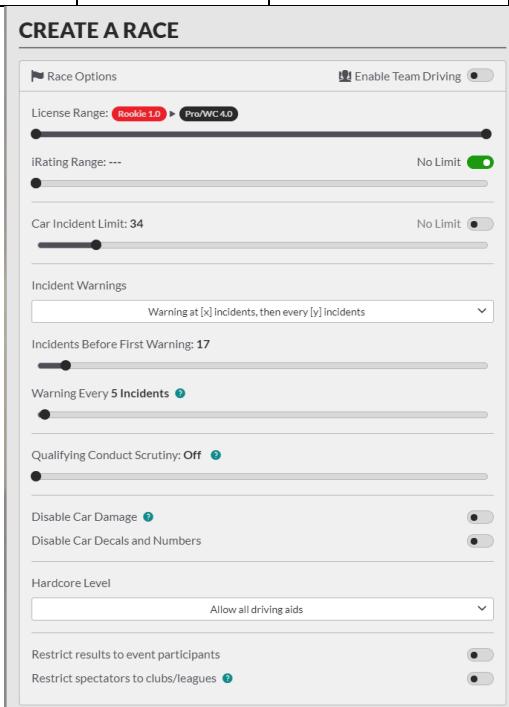
Session Type	Total Session Time	Practice – Start	Qualifier – Start	Race – Start
Daily Practice Session	3 Hours	2 Hours 10 Minutes – 5:30	20 Minutes – 7:40	40 Minutes – 8:10
40 Minute Points Race	4 Hours	2 Hours 50 Minutes – 4:50	30 Minutes – 7:40	40 Minutes – 8:10
90 Minute Points Race	5 Hours	2 Hours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

- a. Black Flag Penalties will be automatically assessed by iRacing when incident limits are reached
- b. 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



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.**



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 [?](#)

Go Racing



CREATE A RACE

Track Condition

Leave marbles on the track [?](#)

Practice Starting Track State: 50% [?](#) Generate

Qualify Starting Track State: [?](#) Carry Over

Race Starting Track State: [?](#) Carry Over

[AI Opponents](#) [Time of Day](#)

[Back](#) [✓ Save Edits \\$1.50](#)

Go Racing



Create a Race

[Time of Day](#) [Specific Time](#)

Practice: Jan 13, 2025 11:00 am [7:20 am](#) [5:47 pm](#)

Qualify: 2:15 pm

Race: 3:00 pm

Time Acceleration Multiplier [?](#) 1x

[Track Options](#) [Weather](#)

[Back](#) [✓ Save Edits \\$1.50](#)

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 Seconds30 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.