

# OFFICIAL MXSLOBBY RULEBOOK

2015

*The rules in this document are considered to be the official rules of MXSLobby competition. All race hosts and competitors are expected to follow these rules in all races hosted by the MXSLobby website.*

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# GENERAL RULES

## General Rules

### NAMING

Players competing in MXSLobby competition should use their name as it is on the website. If a team name is included in game, it should be included after the first and last name of the rider.

Example: Sammy Holt | FTR

While the naming convention is not always enforced by the race host, it is important to be aware that riders who do not use their name in this format may be disqualified at any time.

### CHANGES TO THE RULEBOOK

MXSLobby reserves the right to make changes to this document at any time without notice. It is your responsibility to be aware of the rules in this document. Penalties outlined in this document are not the only possible penalties that can be given. Race hosts and website administrators are able to penalize players for any situation they feel deserves a penalty. By creating an account on mxslobby.com, you are stating that you agree to the rules in this book and will not protest them.

### RACE BEHAVIOR

While participating in MXSLobby races, it is expected that players will have a respectful attitude towards each other and the race hosts. Excessive use of profanity or verbal abuse towards others is punishable by a disqualification from the race or a ban from the series or website. The race hosts have the right to make any penalty they feel is necessary.

### AGE

You must be at least 14 years of age to compete in MXSLobby events. This age requirement may seem strict, but we believe this age is when a player generally becomes mature enough to handle their behavior in a hosted race environment. If you create an account on the MXSLobby website, you are confirming that you are at least 14 years of age. Any player who is found to be lying about their age will have their results removed and their account suspended until they are the required age specified to use the website.

### ACCOUNTS

You may only have one MXSLobby account per person. This means you cannot have more than one account even if you have more than one UID. It is possible to change your UID in the settings page of your account, so if you buy a new UID you must change it there instead of making a new account. Any player found to be using multiple accounts will be suspended from the site.

## Procedures

### SIGNUPS

When signups are open for an event, you will be able to choose your class and enter your signup on the race page. It is important to note that race hosts can determine the rules for which classes you are allowed to sign up for. For example, if there is a Pro Class and an Amateur Class, the website may give you both options to choose from, but the race host could give specific rules in which you are not allowed to sign up for one of the classes. The rules of the race host are always the rules to follow. If the website still gives you an option that a race host says you should not have, it is important that you follow the race host's directions even if the website still gives you the option. Riders who do not follow the rules given by the race host for signups will be disqualified from the event.

### QUALIFYING

All races on the website will display qualifying information. This does not mean that a race will always run timed qualifying. If a race does not run timed qualifying, the page will still display qualifying information, however the lap times will not be recorded.

Most races on the website will run timed qualifying. The race page will show you all the servers available for qualifying and it will also show a list of riders and their qualifying times. Qualifying times will update about every fifteen seconds. The website uses the same cutting penalties that will be shown in-game. If you run a lap and it does not show up, it is likely that there was a cut and the server did not count the lap as a valid lap. All timed qualifying servers are considered event servers and therefore penalties can be given for situations occurring in qualifying.

### PROTESTS

Protests can be submitted for individual events. There is a protest tab on the race page which will show you the protest application. You are expected to give all the information the application asks for if you want the protest to be reviewed. Race hosts are expected to review valid protests, however they cannot be held accountable if they do not review the protests. It is important to note that when a protest is reviewed, it will be displayed publicly on the website. All the information will be displayed including the both the names of the protesting player and the protested player. If you have an issue with your name being displayed, you should not submit a protest.

# PROCEDURES

## RACING

Races will start at the time shown on the website unless a race host says otherwise. All players who wish to participate in an event should be in the race server a few minutes before the race is scheduled to start. Once a race host begins the event, they are not required to add any late entries to the races. This means that if a player is even just a few seconds late, they should not expect to be added to the race. Race hosts also have the ability to disqualify and rider from the race as they see fit.

## PRIZES

If a host organizes prizes for an event, it is not our responsibility to fulfill the obligation. Prizes are not guaranteed. Shipping charges may apply if you wish to receive your prizes in the mail.

## DISCLAIMER

It is important to be aware that it is possible for glitches to occur on the website. We are not held responsible if the website does not work as it is intended. You should always sign up for an event well before the scheduled race time in order to ensure everything works properly. It is not our fault if you wait until the last minute to sign up and something goes wrong. Although it is highly unlikely for anything on the website to cause damage to your computer, we must state in writing that any damage caused to your computer or other electronic equipment is not our responsibility.

## COOKIE POLICY

This website uses cookies to store data about your account to allow you to interact with the website. By creating an account on this website, you give us permission to use cookies to store this data in your browser.

# RACING GUIDELINES

## Racing Guidelines

### RIDING-RELATED PENALTIES

All riding-related penalties are determined by the race host. It is important to know that penalties can be given for any reason. Excessively affecting other players in a negative way on the track is considered a ban-worthy action. While players may be penalized for other reasons, generally they will be penalized only if they are affecting others in a negative way. Race hosts are not expected to catch all situations. If a situation occurs, you should submit a protest if you want to ensure the situation will be reviewed.

### CHEATING

Cheating can describe cutting the track or running a race for somebody else. If you race for a friend, or race with an identity other than your own, you are subjecting yourself and the person you are racing for to a permanent ban from the website. We do not take this type of cheating lightly, and you will be caught if you do this.

Cutting the track is considered cheating even if the cut is considered legal by the timing gates. Stay on the track and do not try to get away with cuts.

### RED FLAGS

If a race is red flagged, it means that the race will need to be restarted. A red flag can be given for a variety of situations, but if a race is red flagged it will be broadcasted in chat by the race host.

### LAPPERS

Lappers are expected to respect the players lapping them. Lappers should hold their line when they see the blue bar and let the leaders pass them. Any lappers who battle with the leaders are subjecting themselves to a penalty.

### CRASHES

If you crash, you are expected to rejoin the race safely. This means that riding backwards on the track at any time is not allowed. You should also not cross the track when rejoining the race. Rejoin the race safely and do not use your track entry to affect other racers.

### LEAVING A RACE

If you need to stop in the middle of a race, you are expected to disconnect from the server. Riders stopped on the track or off the track will be penalized.

# RACING GUIDELINES

## LAG AND UNCONTROLLABLE SITUATIONS

There will be situations we can't control. Lag is one of the most common of these situations. If a rider has excessive lag, they may be kicked from the race. This is to stop the lag from affecting other riders.

It is your responsibility to be ready for a gate drop. If you are away from your computer and a gate drops, we will not restart the race for you. The same goes for if your computer is failing or your internet goes out. It is not our responsibility if you are not ready for the race for any reason.

## FINAL RESULTS

All results are taken from the official server results page. If any penalties occur for cutting, those will be considered the official positions. The only reason results will change from the server results page is if a rider is disqualified for a penalty occurring during the event.