TIGER EXPRESS MOTORSPORTS EVENTS

LFS Z30 FESTIVAL
RULES AND REGULATIONS

Version 1 – 28 April 2011

Common sense is to be used regarding to the rules. If you spot any loophole, or if you have any question, please contact the administration.

1. RACE FORMAT

1.1. Championship Format

There are two championships within the Tiger Express Z30 Festival - the Drivers' Championship and the Teams' Championship.

Drivers score points for the Drivers' Championship by finishing in point-scoring positions at each of the races in which they compete. The cumulative total of the points they have scored in all races that season is their championship points. The worst round of each driver will be dropped at the end of the season.

Teams can enter the Teams' Championship. The drivers of each team add their individual points together to score points for the Team Championship. Teams can go from 1 to an unlimited amount of drivers. However, only the two best points scorers of each team will score points toward the teams' championship, on a round-to-round basis.

All competitors must own LFS S2 with Z30 test patch to compete in the league.

1.2. Event Format

• Events start at 18:30 UTC. All competitors must be on the race server by 18:20 UTC.
• Superpole session is held at first. All drivers may complete one outlap, then one hotlap. The rest of the procedure of superpole is still to be fixed, and might change from round to round according to the competitors' feedback.
• Race 1 – starting order based on superpole order
• Break (if applicable) – approx 5 minutes
• Race 2 (if applicable) – starting order based on race 1 finish order, no reversed grid.

Superpole may be replaced by a 15 minutes qualifying session during the session, if a new patch with qualification support comes out.

A pre-qualifying procedure could be implemented if there are significantly more than 32 entries.

2. EXPECTED BEHAVIOUR DURING EVENT

2.1. General Procedure and Expected Behaviour

Driver names should be in the following format - 00 J.Bloggs (in white letters), i.e. the number follwed by the initial of the forename, then the surname. Number should be in white, the rest may be coloured according to the teams'/drivers' wishes, though the administration would not recommend the usage of black for lastnames.

Entered Drivers must be present on the Race Server 10 minutes before the Qualifying is due to commence.

Every driver is required to have his skin uploaded on LFS World. It is also recommended – though not mandatory - to upload your skin on the league's LFSF thread, or in the league's official forum.

The usage of button-clutch is forbidden in any official race session.

Chatting is forbidden during official sessions. Exceptions will be made in case of exceptional issues, but you must ask for permission beforehand. Keep in mind that the race officials are likely to be on track at this moment, so they might not be able to answer you.

The usage of minimap is recommended to spot incidents and people about to catch you.

Though there are no blue flags due to Z30's limitations, common sense is to be used: Backmarkers must let the leaders pass when getting lapped.

You must spectate if your car is unable to continue the race (too much damage or on the roof).

Rejoining the race after telepitting or joining the spectators is strictly forbidden.

« Ragequitting » is forbidden, if you do not plan to finish the race, do not race, simple as.

« Ragequitting » is defined as joining the spectators or telepitting from track during an official race, while the car is still able to continue racing. If you want to retire from the race, please go to the pitlane and either park your car in a pitbox or in a garage, and then spectate.

No insults, No swearing. No arguing.

2.2. Penalty System

Points penalties will be applied in both drivers and teams championship.

Penalties will be given after each event, if the admins feel it is necessary. Penalties can consist of:
• a time penalty
• a championship points deduction
• a season disqualification/ban

Administrative penalties are, as following:
• Chatting during an official session without permission= first warning, then 1 point penalty per chat entry.
• « Ragequitting »=10 points, then 20 points for a second offense. Then a championship disqualification for a third offense.

2.3. Protests

All protest should be submitted to the Event Administrators via the relevant forum thread in this forum.

Please use this template when making your protest:

Your Name:
Your LFS Username:
Protest Against: (LFS Username)
Description : Your opinion of what happened)
Which Event / Session: (Quali or Race 1/2)
Replay timecode:

Failure to use this template or providing one of the required elements might result in having the protest disregarded.

The administration reserves the right to investigate incidents even without receiving any related report.

3. POINTS SYSTEM

The point system is similar to real life IndyCar, and is as follows:

Position	Points	Position	Points
1	50	17	13
2	40	18	12
3	35	19	12
4	32	20	12
5	30	21	12
6	28	22	12
7	26	23	12
8	24	24	12
9	22	25	10
10	20	26	10
11	19	27	10
12	18	28	10
13	17	29	10
14	16	30	10
15	15	31	10
16	14	32	10

Pole position: 1 point

Did not qualify/Qualified, but did not start: 5 points

No bonus point for Most Led Laps however.

4. MISCELLANEOUS

The management reserves the right to refuse admission to the league to drivers deem as being too inexperienced or too immature, without having to justify itself.

The management may modify this document at any point in the season. A notification will be given to all competitors in that case.