SEASON RULES

I. LEAGUE INFORMATION

1. League consists of two cars – **XFG** and **XRG**.

2. *Qualification and race procedure:*
- Qualification = 20 minutes of hard core qualification.
- Race = 1x15 minutes sprint race + 1x30min feature race.

2.1. Events will be held on **Thursdays** starting at **19:00 UTC** and will last for ~1,5h.
19:00 UTC – Qualification (~20 minutes long, after which 10 minutes break.)
19:30 UTC – Sprint race (~15 minute, after which 5 minutes break)
19:50 UTC – Main race (TOP8 finishers from sprint race reversed) (~30 minutes)

3. *Pitstops* – there is a mandatory pitstop during the main race. (Free work)

Pitstop must not be done during the first lap.
PEN – If failing to obey this rule, 15sec time penalty will be added to your finishing time.
(In case of a badly damaged car, it is allowed to make a pitstop during the first lap to fix the car. Only in cases if the steering is damaged and it is not safe to do another lap.)

II. NAME FORMAT

1. You must use the correct name format during all official sessions.
Driver names should be formatted in the following manner:
XX [First Initial].[Last Name]
XX is the number you registered with.

Example: **01 A.Westley**

PEN – Having a wrong name format will result in a 1sec (if done during qualification) or 10sec (if done during the race) time penalty added to your lap time/finishing time.

III. CHATTING RULES

1. It is forbidden to chat during any of the official sessions.

PEN – Failing to do so, you might be warned by the organizers or even penalized after the race if continuing to ignore the warning.

CHAT CLOSED and **CHAT OPEN** commands will be used.

IV. GENERAL RULES

1. It is not advisable to attend the race if you have problems with your internet connection or if you are lagging. (In this kind of cases you might not be allowed to participate in any of the official sessions if the organizer thinks it is not safe for you to stay on the server.)
2. In case of **timing out** or **loosing a connection**, you are allowed to come back to server and continue racing if the last 2 laps of the race haven't started yet. Your fully finished laps (before and after loosing the connection) will be totaled up after the race to find your final finishing position during the race.
3. Server password will be set 15 minutes before the start of the qualification. It will be sent to all the registered drivers 1-2 days before the event. If you still haven't received the password on the event day, contact me.
4. You must have a proper behavior at all times during the official sessions – on track and forums. Be respectful to others. Be extra careful under blue and yellow flags in order to avoid further collisions. Pile driving, dive bombing and unfair game play is forbidden at all times. Be careful when rejoining the track after pits. (You might be penalized if an incident is caused due to your ignorance while rejoining the track.)
5. **Short cutting** is forbidden in official sessions. 2 wheels must always be on track or curb etc. In case of a possibility to drive on grass with 4 wheels, you will be notified. (**PEN** – If shortcutting done regularly during the race, you will be penalized with +**15** seconds added to your finishing time [if done during the race] or +**1** second [if done during the qualification].
6. **Button clutch** is forbidden at all sessions of the league. (**PEN** – If using button clutch, you will be disqualified from the round or even banned from the whole season.)

V. PROTESTS

1. You are allowed to write a protest about an incident 48 hours after the event using this format:

   Session/lap/time:
   Car numbers (of the involved cars):
   Description of the incident:

   *The incidents will be investigated by the organizers as soon as possible.
   *You are allowed to protest only incidents where you are involved in.

VI. PENALTIES

1. All the penalties will be given after the event as soon as possible.
2. In case of a bad behavior or "especially" bad driving in multiple occasions, organizers have right to penalize drivers without protests. Penalties can be a time added to your finished time or deduction of the driver points.

VII. OTHER INFORMATION

1. *Last chance to join the event:*
   You are allowed to participate in the race even if you have missed qualification, but you will then have to start from the pits. (Note: Not all drivers will be allowed, only the ones of which I'm sure about their driving abilities.)
   Once the sprint race has started, you are not allowed to join the track anymore, even after the sprint race.

2. *Lag lap:*
   2.1. Each race will start with a lag lap – race will be restarted before the end of the first lap.

VIII. SUCCESS BALLAST

1. **Success ballast** will be used during the season to even up the drivers and cars.
   1.1. This rule applies to both cars – XRG and XFG.

   1st = 30kg
   2nd = 20kg
   3rd = 15kg
   4th = 10kg
   5th = 5kg
   6th = -2kg
   7th = -3kg
   8th = -5kg
   9th = -7kg
   10th = -10kg
   11th and lower = -13kg

   Maximum possible ballast = 45kg.

   Since there are 2 races, your position will be calculated as theoretical average position from both races. (For example: If you finish 1st in sprint race and 5th in feature race, your position = 3rd = +15kg added for the next round. If there are more than 1 driver with the same "average" position, both of them will get the same ballast etc.)

   For first round only: All XRG drivers must have 10kg ballast. This ballast will be deducted from the total earned ballast for round 2. (For example: if you finish first in round 1, you will only get +20kg ballast for round 2, if you finish second, then +10kg etc.)

   PEN - If the correct ballast is not used, you will be disqualified from the official sessions after the event.

IX. OTHER PENALTIES

1. Penalty for driving a wrong car than the car you have signed up for = DQ from official sessions.
2. Penalty for having a "red field" in the drivers table: meaning, wrong number or no car added before the official session = DQ from official sessions.

X. POINTS SYSTEM

1. **Bonus points:**
   >**1pt** = Pole during the qualification.
   >**2pts** = Fastest lap during the race.
   >**10pts** = For attending each round finishing with at least 50% distance done in at least one of the races during an event. (And without being disqualified.)

   (In order to earn points, you must finish at least 50% of the race.)

   For sprint race:
   1. – 20 pts
   2. – 17 pts
   3. – 15 pts
   4. – 13 pts
   5. – 11 pts
   6. – 10 pts
   7. – 9 pts
   8. – 8 pts
   9. – 7 pts
   10. – 6 pts
   11. – 5 pts
   12. – 4 pts
   13. – 3 pts
   14. – 2 pts
   15. – 1 pts

   For main race:
   1. – 34 pts
   2. – 29 pts
   3. – 26 pts
   4. – 24 pts
   5. – 22 pts
   6. – 20 pts
   7. – 18 pts
   8. – 16 pts
   9. – 14 pts
   10. – 12 pts
   11. – 10 pts
   12. – 9 pts
   13. – 8 pts
   14. – 7 pts
   15. – 6 pts
   16. – 5 pts
   17. – 4 pts
   18. – 3 pts
   19. – 2 pts
   20. – 1 pts

Team points – total amount of points for the 2 best team drivers during a race. (Two highest finishers from a team.)

Nation points – total amount of points for the 4 best nation drivers during a race. (Four highest finishers from one nation.)

In case of a tie points in standings, the higher place will be given to the person with: Higher finished position/ most podiums/ higher qualification place / better last round result.

XI. ADMINISTRATORS & ORGANIZERS OF THE LEAGUE

1. League organizers and administrators have right to change or add new rules at any time. (You will be informed of any changes.)
2. League organizers and administrators have right to penalize drivers with penalties not listed above if it is necessary.
3. You must respect administrators and organizers and must respect their decision during an event or after the event.

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