



1stBFA FBM Championship

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I. General Series Information

- A.** The 1stBFA FBM Championship is a series running six rounds using the Live for Speed racing simulator and the Formula BMW FB02 car.
- B.** All six rounds consist of a 15 minutes qualifying session and two 25 minutes race sessions.

II. Entry Procedure

- A.** In order to participate in the championship each driver is required to fill out the sign-up form in the appropriate thread on the LFS forum.
- B.** Prior to each round drivers have to confirm their attendance in the appropriate confirmations thread.
- C.** Drivers need to sign up and confirm at least two hours before the qualifying session starts.
 - i.** Drivers may confirm even later, but there is no guarantee that it will be noticed.
- D.** Sign-ups are possible during the whole season.
- E.** A maximum of 32 drivers can take part in a race.
 - i.** In case of more than 32 confirmations the grid will be split and the qualifying session take place concurrent over two servers.
 - a)** The overall fastest 32 drivers will eventually take part in the race.
- F.** Driver number range is from 01 to 99.
- G.** It is assumed that every registered driver is familiar with the rules.

III. Skins and Name Format

- A.** Prepared skins with correct numbers and names are welcome but not an absolute requirement.
 - i.** Drivers are welcome to attach a high resolution skin to their sign-up post.
- B.** All drivers have to use the following name format: *00 – F.Lastname*
 - i.** The colour of number and name is free to choose.
 - ii.** Teammates should use the same colouring.

IV. Qualification

- A.** The qualification will take place at 18:45 UTC / 19:45 CET and run for 15 minutes.
- B.** Drivers are allowed to use telepit (Shift+P).
- C.** If a driver joins too late to set a lap he will be able to start from the back of the grid.
- D.** When the time is out the track is open for warmup.

V. Race

- A.** Before each race the grid will be set via an InSim software. In case of a software failure the server will return to the lobby screen to set the grid manually. The administrator will call the drivers to join in the right order.
 - i.** If a driver does not respond within 30 seconds of the first call he has to start from the back of the grid.
- B.** The first race will start around 19:10 UTC / 20:10 CET and run for about 25 minutes. After finishing the first race there will be a 5 minutes break until the second race starts.
- C.** The second race will start in a top 8 reversed order according to the first race result.
- D.** No mandatory pit stop in both races.
- E.** The pits are open throughout the whole race sessions and drivers are allowed to do whatever service needed to their cars.
- F.** If a driver suffers from an incident in the first lap he may telepit and join the track again.

VI. Championship

- A.** There is both a drivers and a team championship.
- B.** In the drivers championship the worst round result of the season is dropped. If a driver does not attend to a round it will automatically become his worst result.
- C.** In any round the best two drivers of a team score points for the team championship.
 - i.** There is no dropped result for the team championship.

VII. Points

A. Points will be awarded to the following scales:

i. Race:

Pos	Points	Pos	Points
1st	30	17th	7
2nd	28	18th	6
3rd	26	19th	5
4th	24	20th	4
5th	22	21st	3
6th	20	22nd	2
7th	18	23rd	1
8th	16	24th	1
9th	15	25th	1
10th	14	26th	1
11th	13	27th	1
12th	12	28th	1
13th	11	29th	1
14th	10	30th	1
15th	9	31st	1
16th	8	32nd	1

ii. Qualifying:

Pos	Points
1st	5
2nd	3
3rd	2
4th	1

VIII. Driving

- A.** Drivers must use the track at all times. A driver will be judged to have left the track if no part of the car remains in contact with the track.
- B.** Should a car leave the track the driver may rejoin, however, this may only be done when it is safe to do so and without gaining any advantage.
- C.** More than one change of direction to defend a position is not allowed.
- D.** Manoeuvres to hinder other drivers, such pushing a car off the track or any other abnormal change of direction, are not permitted.
- E.** As soon as a car is caught by another car which is about to lap it the driver must allow the faster driver past without holding him up significantly.
- F.** When leaving the pits the exit line is not to be crossed. Causing a collision or hinder other cars due to crossing the exit line will be penalized.
- G.** If a car is upside-down or immovable within the track the driver has to spectate as fast as possible.

IX. Penalties

- A.** Every incident or conduct that is against the rules shall be reasonably penalized.
- B.** Drivers are able to file a complaint to the administration in the appropriate protest thread.
- C.** Incidents that are caused due to lack of driving skill and/or careless driving shall result in a warning.
 - i.** Recurring incidents of this type will be penalized.
- D.** Deliberate or roughly negligent acting such as forcing others off the track or causing huge collisions will be penalized more severely.
 - i.** Recurring incidents of this type will result in an exclusion of either a race, a round or the whole event.
- E.** The following penalties are possible and will be applied according to the seriousness of the offense.
 - i.** Warning
 - ii.** Grid penalty
 - iii.** Drive-Through penalty

- iv. Deduction of points
- v. Race exclusion
- vi. Round exclusion
- vii. Season exclusion

X. Server Failure

- A.** In case of a server failure such as multiple loss of connection the race will be red flagged.
 - i. If less than 50% of the distance is covered the race will be restarted
 - ii. If more than 50% of the distance is covered half the points will be awarded
 - iii. If more than 75% of the distance is covered full points will be awarded.
- B.** In case of ongoing problems the race will be postponed.

XI. Miscellaneous

- A.** During the qualifying and both race sessions chatting is not permitted and will result in a -1 point penalty for each line. However, unintentional pressing of binds is tolerated. Right before and after each session the administration will open and close the chat by writing "CHAT CLOSED" and "CHAT OPEN".
- B.** Car "reset" is off. If for any reason car reset is on and is used by a driver he shall be disqualified.

