

Fnc/ Racing Summer is LFS racing series, in which drivers will drive on five different tracks with five different cars. Duration of qualification session will be 20 minutes followed by 5-10 minutes break and then 2 hours long race session. Top 32 fastest teams from qualifying will receive permission to drive in the race session.

#### Team Entry

1. All teams must fill sign-up form, which will include team name, number, which will be used in all official sessions of the championship, team manager and vice-managers, drivers (2 at least) and number of cars, which team will use during the season.
2. Max cars per team are 4.
3. Teams may choose their number from 01 to 99.
4. Team managers may add unlimited number of drivers in their sign-ups.
5. One driver teams are not permitted to join the championship.
6. Team managers and vice-managers can edit their sign-ups unlimited times during the season.
7. New team entries and editing of already signed teams will be prohibited 1 hour before qualifying start.
8. A driver can switch his team only one time during the season.

#### Confirmation

1. All teams who want to take part in the races must confirm their attendance.
2. Confirmation thread will be opened 1 week before the race day.
3. Team managers and vice-managers can confirm only 2 drivers per car.
4. If there is round in which more than one car will be used, teams must declare their car choice.
5. Team managers and vice-managers can edit/post their confirmation before the deadline.
6. Teams confirmed after the deadline may start from back of the grid if there is less than 31 car on the grid.

#### Skins, Name format and Number plates

1. All teams must upload their skins in the championship's skin thread. Skin must contain numberboards on the two sides and on the hood/bonnet of the car.
2. Skins must not contain offensive images or texts. Teams which use this kind of skins will be penalized with exclusion from the championship.
3. Official name format will be 00 F.Lastname. Where number will be green and names will be white.
4. Number plates must contain team names, team tags or team numbers.
5. Shown above must be used in all official session of the championship.
6. Failure to do one of the shown above will result drive-through penalty.

#### Qualifying

1. Duration of qualifying session will be 20 minutes in all rounds of the championship.
2. During the qualifying all drivers can do unlimited number of laps.
3. If more than 32 teams attend in qualifying session, there will be 2 qualification groups. Teams will be distributed to both groups by the order of their confirmation (for example: 1<sup>st</sup> confirmed will be in first group, 2<sup>nd</sup> confirmed will be in second group, 3<sup>rd</sup> in first and etc)
4. Interfering anyone else's laps (no matter outlap or hotlap) is strongly prohibited.
5. Only one driver per team may do qualifying laps.
6. All teams must use handicaps announced to equal car performances.
7. Qualifying driver must drive one of the hours in the race.
8. Cutting of the track is strongly prohibited.
9. Chat is strongly prohibited during the qualifying session.
10. Failure to do one of the shown above will result drive-through penalty in the race session.

#### Race

1. Only 2 drivers may drive during the race session. Each of them must drive 1 hour.
2. Driver changes have to be made between 55 minutes and 1 hour and five minutes from the race start.
3. Driver who will take over may join the server 1-2 laps before drivers change. Driver who is already changed has to leave the server as quick as possible.
4. Yellow flags – be careful when yellow flag is waved. Slow down if necessary and be ready to avoid spun/rolled car on the tracks.
5. Blue flags – lapped cars must leave enough room for lapping cars. If there are any contacts between the cars the incident will be reviewed by the race administration after the race.
6. Red flags – if red flag is waved the race
7. Cutting of the track is strongly prohibited
8. Chat is strongly prohibited during the race session.
9. Failure to do one of the shown above will result drive-through penalty or stop-go penalty.

#### Protest, penalties and results

1. Teams can protest all accidents in which they are involved.
2. All protest which are incorrectly posted will be ignored
3. Protests must be posted within 48 hours after race session end.
4. Race administration can also make protests. Also, decisions about protest cannot be appealed.
5. Penalties which teams may receive:
  - Warning
  - Drive-Through Penalty
  - Stop-Go Penalty
  - Round Disqualification
  - Championship Disqualification

#### Championship Classification

1. There are only one official championship of fnc/ Racing Summer

2. Bonus points:

- 12 bonus points will be awarded to a team who attend in every round of the championship.
- 6 bonus points will be awarded to a team who attend in half rounds of the championship.
- 0 bonus points will be awarded to a team who attend in less than half rounds of the championship.

3. Points:

1. 50
2. 47
3. 44
4. 40
5. 37
6. 34
7. 30
8. 27
9. 24
10. 20
11. 18
12. 16
13. 14
14. 12
15. 10
16. 9
17. 8
18. 7
19. 6
20. 5
21. 4
22. 3
23. 2
24. 1
25. > 1

Pole position – 3 points

Highest Climber – 2 points

4. If there is a red flag waved, the race will not be restarted and positions will be taken from the last lap completed
5. All teams have to complete at least 75% of the distance(which means 1hour and 30 minutes) to receive points.

Misc

1. Hacks are forbidden. The driver who uses them will be punished no matter when he uses them (practice, qualifying, race).
2. Button clutch is forbidden. All drivers have to use autoclutch, but drivers with manual axis clutch may use in combination manual shifter.
3. Bump drafting is forbidden.