F1 Championship 2015

Rulebook

Revision 2 – 13.11.2014

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I. General Series Information

A. The F1 Championship is a series running six rounds using the Live for Speed racing simulator and the BMW Sauber F1.06 car.

B. All six rounds consist of two qualifying session and one race session.

  i. Q1: 20 minutes, top 8 will advance to Q2.

  ii. Q2: One lap shoot-out.

  iii. ~250km race distance.

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 one hour 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 signups the grid will be spread over two servers for Q1.

    a) The overall fastest 32 drivers will eventually take part in the race.

F. Driver number range is from 02 to 99.

  i. number 01 is reserved for the reigning BF1 champion (Stuart Newnham).

G. It is assumed that every registered driver is familiar with the rules.

III. Skins and Name Format

A. Each skin must carry the number of its driver on the nose and on both sides of the rear wing. Violations will result in a 2 points penalty.

  i. Drivers are welcome to upload a high resolution skin to the forum.

B. All drivers have to use the following name format: *00 F.Surname*

  i. The colour of number shall be white, the colour of the name is free to choose.

IV. Qualification

A. The first qualification session (Q1) will take place at 18:30 UTC / 19:30 CET and run for 20 minutes. After the time is up the fastest 8 will proceed to Q2.

B. During Q2 each driver is only allowed to do a single fast lap.

C. Drivers are allowed to use telepit (Shift+P).

D. If a driver joins too late to set a lap he will be able to start from the back of the grid.

V. Race

A. Before the race 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. A lag-lap will be done, immediately followed by the final start.

C. The pits are open throughout the whole race sessions and drivers are allowed to do whatever service needed to their cars.

D. If a driver suffers from an incident in the <u>first</u> lap he may telepit and join the track again. The rule might be cancelled depending on the grid size and track.

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	35	17th	11
2nd	32	18th	10
3rd	30	19th	9
4th	28	20th	8
5th	26	21st	7
6th	24	22nd	6
7th	22	23rd	5
8th	20	24th	5
9th	19	25th	5
10th	18	26th	5
11th	17	27th	5
12th	16	28th	5
13th	15	29th	5
14th	14	30th	5
15th	13	31st	5
16th	12	32nd	5

ii. Qualifying:

Pos	Points
1st	5
2nd	4
3rd	3
4th	2
5th	2
6th	1
7th	1
8th	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 of 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. Time penalty

    iv. Drive-Through penalty

    v. Deduction of points

    vi. Race 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 both qualifying sessions and the race session chatting is not permitted and will result in a -0,5 point penalty for each line if preceding warnings are ignored. 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.