

BF1 *League*

powered by



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I. Calender

Date	Time	Track	Grand Prix	Laps
Sunday, 22.11.2020	14:00 UTC	Westhill International	GP of West England	53
Sunday, 13.12.2020	14:00 UTC	Kyoto GP Long	GP of Japan I	42
Sunday, 27.12.2020	14:00 UTC	Fern Bay Black	GP of Jamaica	47
Sunday, 10.01.2021	14:00 UTC	Kyoto National	GP of Japan II	61
Sunday, 24.01.2021	14:00 UTC	Aston Grand Prix	GP of England	36

II. Time Shedule

14:00 UTC: 20 minutes practice

14:25 UTC: Qualifying Group 1

14:38 UTC: Qualifying Group 2

14:51 UTC: Driver Briefing

15:00 UTC: Race

III. Signup

To enter the [MRc] BF1 League, make a post in the [sign-up thread](#) in lfs.net forum. Give your requested car number, your LFSW username, your real name, your nationality and your team name (optional). Separate each field with /, no space between the text of the field and the /.

Example:

15/Rickymania/Rick Ruschitschka/Germany/Master Race Car

Numbers 2-99 are free for selection. Number 1 will be reserved for the first champion of the [MRc] BF1 League.

Single sign-up will hold for the whole season. Signups are open NOW, and will close 1 day before each round. Server will be passworded and sent to the drivers 1 day before the event.

IV. Pre-Qualifying Procedure

Top 10 of the driver championship are qualified directly for the next round. All other driver have to set a time within from 107% on the [MRc] BF1 League Server. Pre-Qualifying will start after information in Forum and Discord and ends on Saturday, 15:00 UTC before every event.

V. Confirmations Procedure

If you have set an Pre-Qualifying Time, you have to confirm your attendance in the confirmation thread, latest 2 hours before the events start.

You have to confirm as follow: Status, Car Number and your LFS Drivename

Example:

YES or NO/15/Rick Ruschitschka

VI. Practice Procedure

Practice will be 20 minutes. While this there will be train the formation lap, the Start procedure, the Safety Car Procedure and the VSC Procedure. For this you have to be go out on track.

VII. Qualifying Procedure

If there are more than 20 drivers for the round, the Qualifying will be split in 2 groups. Every group has 10 minutes time to set an time. You can spectate and rejoin so often if you want. If there are under 20 drivers, there are only 1 Qualifying session with 20 minutes. You can also spectate and rejoin so often if you want. If your time not within 107% of best time, race director will let you know if you can start the race or not.

VIII. Start and Race Procedure

Race will start with a formation lap, followed by a standing start. You have to keep a minimum distance of 10 car lengths and a maximum distance of 20 car length. After the formation lap you have to drive back to your slot. When all cars are in position, the race director will start the race.

ATTENTION: IF YOU WILL CRASHED IN THE FORMATION LAP, YOU HAVE TO BE CAREFUL WHEN YOU REJOIN THE TRACK. YOU HAVE TO START FROM THIS POSITION IN WHICH YOU ENTER THE TRACK.

If there a crash in the 1st lap, is the decision of Race Director will start the race new. The maximum time of the race will be 2 hours and has a length from approx 300 kilometres.

IX. Pitstops

You have to make atleast 1 pitstop during the race. You must change all 4 tyres and use atleast two different compounds during the race. Example: Start with R2 (all tyres) and change to R3 (all tyres). Front and back tyres must have same compound.

ATTENTION: YOU CANNOT CHANGE COMPOUND DURING THE SAFETY CAR PERIOD.

On pit entry you can cross the yellow line with all 4 tyres. At pit exit you must have atleast 2 Tyres between the yellow lines.

X. Spectation the Race

If you want to spectate the race, because your car has too much damaged or you shot down the motor, contact the Race Director and wait for instruction.

XI. Rules

While the whole event, the traction control is allowed. The chat will be open, but you have to minimize your chat. If there will too much, you will get an information from the Race Director.

XII. Track Limits

You must have atleast 2 Tyres on the track or the curbs. The official track limits for the round you will find in the Drivers Briefing approx 2 days before the event is start.

XIII. Flags

Blue Flag: If you are shown a blue flag, let the car behind pass without holding him up. A good place to let pass is on the straights, away from the racing line.

Yellow Flag: When you are shown yellow flag there is an obstacle ahead of you. Adjust your speed accordingly so you can safely pass the obstacle. Overtaking (other than crashed cars) is not allowed during yellow flag. Deployment of the safety car or virtual safety car implies a full course yellow.

Green Flag: Track is clear.

Black/White Flag: The driver gets a warning for breaking one of the rules. The Race Director will communicate this to the driver

Black Flag: The driver is disqualified from the race. The Race Director will communicate this to the driver

Black/Orange Flag: The driver has to make an extra pit stop, because the car has too much damage. The Race Director will communicate this to the driver.

XIV. VSC and SC Procedure

Safety car will have a maximum speed of 180 km/h. You can see the safety car status on the screen (deployment message, track status: yellow). No overtaking allowed during the safety car period. Race director can allow lapped cars to unlap themselves, listen for instructions. Pitlane stays open during safety car. However, you can not change tyre compounds under the safety car period. Repairing, fueling and changing to the same tyre compound is allowed. Safety car lines can be found on the driver briefing topic in lfs.net forums before every race. Safety car line 1 (usually at the start of last sector) marks the spot where the leader will leave a gap to the safety car. Safety car line 2 (usually after last corner) marks the spot where overtaking is allowed. Between these lines, the leader decides when to GO. Leader can not do "fake starts"

Virtual safety car period will start with a warning: VSC STARTING IN 5 SECONDS. Drop your speed below 140 km/h, which is the maximum speed under virtual safety car. Watch out for obstacles on the track. Race director will notify when the virtual safety car is about to end (using voice and/or in-game chat). Virtual safety car period ends with GREEN message.

XV. Penalties

Jump Start: 30 second time penalty

Blue Flags: Ignoring blue flags more than 3 times will get an Stop & Go penalty

Crossing Pit Exit Line: Drive Through penalty

Pitstops: If you will not change the compound while 1 pitstop, you will get a 45 seconds penalty

VSC: If you will drive faster than allowed while the VSC procedure, you will get a Drive Through penalty

Overtake while SC and VSC: You have to get the position back after information of the Race Director. If this will not happen, you will get a 10 second penalty

Ignoring Race Director instruction: If you ignore more time the instructions of the Race Director, you will get the Black/White or Black Flag.

The above mentioned penalties are the standard for the specified infringements. The stewards reserve the right to apply a different penalty should they see fit.

XVI. Track and Pitlane status

Pay attention the track and pitlane status on top of the screen:

GREEN: Normal race condition.

YELLOW: Safety Car or Virtual Safety Car deployed

RESTART: Safety Car period end

PIT ENTRY OPEN: You can enter the pitlane

PIT ENTRY CLOSED: You cannot enter the pitlane

PIT EXIT OPEN: You can exit the pitlane

PIT EXIT CLOSED: You cannot exit the pitlane

XVII. Penalty Points

Stewards can give penalty points after the race for breaching the rules or for otherwise dangerous driving. 3 penalty points excludes the driver from the next round.

XVIII. Skins

After registration you have to upload your LFS Skin in the following Thread:

<https://www.lfs.net/forum/thread/94761-BF1-League---Skins>

XIX. Classification

All drivers which drive more than 75% of the race distance are qualified for points. The driver with the fastest lap will get 1 extra point.

Position	Points
1	25
2	18
3	15
4	12
5	10
6	8
7	6
8	4
9	2
10	1

XX. Driver Championship

Driver with the most points at the end of the season will win the championship.

XXI. Team Championship

Top 2 of every team will get points. Team with the most points at the end of the season will win the team championship

XXII. Communication

For this league, Teamspeak will be REQUIRED for all sessions.

Thank you to New Dimension Racing for allowing us to use their Teamspeak server.

The address is: teamspeak.newdimensionracing.com

ALL drivers need to be in one of the channels under the pit wall. Race Control Audio Only can be used if you only want to listen to Race Control. You may use one of the existing team channels if they are not being used. Talkback capabilities are not required.

You MUST have your car number in your Teamspeak nickname

XXIII. Livestream

All races are streamed by the Simbroadcasts team. <https://www.twitch.tv/simbroadcasts>