



# Regulations

*Revision 4.1 – 9 January 2025*

This document contains regulations for the Layout Racing League. The NDR Sporting Code is in force with this document. Any conflicts between the two, unless explicitly stated herein, defer to the Sporting Code.

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## **I. General Series Information**

1. The Layout Racing League is a series is defined as a series running a minimum of 5 events in the Live for Speed simulation software using circuits either modified significantly with layout objects or entirely made of layout objects.
2. Race distances will be published along with the schedule, and in each race's specific information post.

## **II. Sporting Code Clarifications / Notes**

1. The Safety Car Procedure as stated in Sporting Code Article XIII.1 is applied to this series.
2. All courses are to be measured using the method prescribed in Article IV, 1.1.a.
3. Please ensure you are aware of the Red Flag and Server Failure Procedures in the Sporting Code. (Articles XIII.2 and XIII.3, respectively).
4. Protests must be submitted no later than 18 hours after the end of the race meeting.

## **III. Entry Procedure**

1. A maximum of 38 cars may start each race.
2. Signups are not required, and each race is open to any driver with a S3 LFS license.
3. All entries are single-driver entries.
4. All entrants will be assumed to participate in each round. Notification of non-attendance is preferred but not required.
5. Should any round have less than 8 entrants present at the cut-off time, the Race Director will not be obliged to run the remainder of the event. It is in the Race Directors power to run the event as a non-championship round should they wish. The Race Directors decision is final.
6. The cut off time will be at the showing of the chequered flag in the qualifying session.

## **IV. Car Skins and Driver Naming**

1. Skins are free – no elements are required. Skins must be compliant with the NDR Sporting Code II.3, including but not limited to... no offensive, pornographic, or illegal material.
2. The number plate on a car is free choice, provided it contains no offensive, pornographic, or illegal material.

3. A driver's name is free formatting but should be consistent at each round of the season in which the driver participates.

## **V. Qualifying Procedure**

1. Each round will have a qualifying session held just prior to the race session.
2. This session will be twenty minutes in duration.
3. If more drivers than grid slots attend, the qualifying may be held across additional servers/sessions, and an aggregate result taken. The fastest will enter the race.
4. Drivers may telepit and rejoin freely during the qualifying sessions. Drafting is permitted, bump-drafting is not.
5. Drivers on a timed lap when time expires may complete the lap.
6. Any driver who fails to set a lap time within 107% of the pole sitter's lap time may be excluded from the race, at race director's discretion.
7. A driver who misses qualifying completely may start from the pit lane, if the race director approves and there are grid spaces available. A driver who attends qualifying but sets no time or has all times deleted for whatever reason will start from the back of the grid in order of points (or by nickname alphabetically where points are absent).
8. When qualifying is complete, the circuit will be closed to race cars. Drivers must be in a pit garage or in the garage screen (NOT in spectator mode) by the time the Race Director restarts the session.
  - a) Any driver not in the race when the restart command is issued will forfeit their grid spot and must start at the back of the grid.

## **VI. Race Procedure**

1. The race will use the default LFS standing start.
2. Races will be a maximum of 1 hour in duration or the number of laps specified in the schedule or event specific information post, whichever is shorter.
3. All drivers must make one compulsory pit stop during the race. No service is required, but a registered stop in a pit box is required.
  - a) The pit stop must be performed before the leader starts the final lap of the race.

- b) Failure to make a pit stop in time will result in the minimum of a 30-second penalty applied to the driver.
- 4. On completion of the race, all cars are to slow below normal race pace and return to the pit lane. The top three drivers are to return to the start/finish area for podium pictures.
  - a) Cars may not stop on track or drive excessively slowly waiting for the race to finish.
  - b) Drivers must avoid incidents on the cool-down lap. Incidents on the cool-down lap can result in harsh penalties, with harshness based on severity of the incident.

## **VII. Official Classification**

- 1. All drivers which start a race will be classified. Points will only be awarded to those who are credited with completing 75% or more of the total race distance.
- 2. Bonus points will be awarded regardless of amount of the race completed.
- 3. If a driver retires without permission of race control from outside of a pit stall or pit garage, they will receive a back of grid start for their next attended round plus they will incur a five (5) point penalty for the first offense, ten (10) points for the second offense, and series exclusion for the third offense.

## **VIII. Championship**

- 1. There is one official championship of the Layout Racing League.
  - a) The Layout Racing League Championship is awarded to the driver which scores the most points on the season.

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| Position    | Points |
|-------------|--------|
| 1st         | 30     |
| 2nd         | 24     |
| 3rd         | 20     |
| 4th         | 17     |
| 5th         | 15     |
| 6th         | 12     |
| 7th         | 10     |
| 8th         | 8      |
| 9th         | 7      |
| 10th        | 6      |
| 11th        | 5      |
| 12th        | 4      |
| 13th        | 3      |
| 14th        | 2      |
| 15th        | 1      |
| Fastest Lap | 1      |

2. The Fastest Lap bonus will be awarded to the driver who sets the fastest lap during the race, regardless of finishing status.

## IX. Communication

1. Blocking of in-game messages is prohibited and will result in a warning to the driver to unblock messages. If the messages remain blocked, a DT penalty will be issued to the driver.
2. Reduced chat is open for qualifying and races however, the race director may choose to restrict this at their discretion. Failure to follow the officials instructions will result in a

penalty being applied by the stewards.

3. We recommend that all drivers are in the New Dimension Racing TeamSpeak 3 server during the qualifying and the race. TeamSpeak nicknames should contain either the driver's LFS username, or the in-game nickname to help administration identify you.

## **X. Miscellaneous**

1. The administration reserves the right to interpret these rules as necessary and use any necessary and proper judgment to control the event.
2. The administration reserves the right to modify this document at any time for any reason it deems fit.