



2009 F1 World Series Official Regulations

This document was last updated on 28 January 2009. This version applies to the 2009 Calendar Year and all events run under the OneGP banner. No materials contained within this affect events held prior to the publish date of this document.

The New Dimension Racing Sporting Code is in effect with this document. Conflicts between the two documents, if not explicitly stated as to which applies in this document, shall be pointed out to New Dimension Racing as soon as they are discovered.

1. General Information

- 1.** The ONE GP F1 World Series (herein oneGP) shall be an event held in the simulation software Live for Speed. oneGP shall use the BMW Sauber F1.06 (BF1).
- 2.** The Race Director of oneGP events shall be the current standing Chief Race Administrator of the New Dimension Racing team.
 - a.** Shall this person be unavailable for an oneGP event at any time for any reason, the order of succession shall be followed as stated in the New Dimension Racing Sporting Regulations.

2. Entry

- 1.** The oneGP F1 World Series is a team-based series. Teams are responsible for entering drivers who meet at least two of the three following minimum entry requirements.
 - a.** An LFSWorld uploaded hotlap within 103% of the WR on any circuit on the 2009 oneGP Calendar. Your selected hotlap must be submitted with the driver application.
 - b.** 30,000 km or greater online travelled distance.
 - c.** A CTRA International A License.

3. Teams

- 1.** Teams shall enter into oneGP. Teams may be established teams who enter from their driver roster, or teams of drivers who are not in a team who wish to join together to race.
 - a.** Established teams may keep a list of up to four drivers who are on the oneGP roster. Two shall be the primary drivers to race in each round, the remainder shall be test drivers who may be called in on a reserve basis in the event a primary is unavailable.

- a. Contract disputes between Driver and Team are preferred to be dealt with by the team. In the event this does not work, the oneGP administration shall provide mediation services.
- 6. The maximum grid size for oneGP is 22. There are only 11 teams permitted to enter into oneGP.
 - a. If 11 teams do not enter the series prior to the Saturday before Round 1, then the remaining slots will be opened up to “Privateers” who shall be classified as a oneGP Privateer. The entry requirements for a team driver must be met by a privateer.

4. Race Weekend

- 1. The oneGP Race Weekend shall consist of a Qualifying Session preceding the Race Session.
- 2. From time to time, oneGP may schedule a Free Practice Session to occur either the Sunday of the race, or the Saturday prior to the Sunday of the race. These sessions shall be optional to attend, and be one hour, officially timed open track sessions.

5. Free Practice Sessions

- 1. Free Practice Sessions are defined as officially sanctioned practice sessions where Team Drivers and Team Test Drivers and oneGP Privateers may practice on the track with the official supervision of oneGP, and the session will be restricted to only Team Drivers and Team Test Drivers and oneGP Privateers.
 - a. Tele-pitting and spectating are permitted at any time during a Free Practice session.
 - b. The session shall be set to an LFS Qualifying Session, with a duration of 60 minutes. The results of the session shall be posted with the Round Results.

6. Qualifying Sessions

1. oneGP Qualifying shall be a 20 minute session immediately preceding the race sessions. The following provisions apply:
 - a. The track shall be open at all times.
 - b. There is to be no spectating or tele-pitting until you wish to end your session. Tele-pitting or spectating will end your session, no matter what the circumstances. You may change tires or effect repairs in a pitstop.
 - c. Once you finish qualifying, you are to drive into a pit garage, and then join the spectators.
 - d. Any driver who does not set a time in qualifying will start the race from the pit lane.

7. Race Sessions

1. Race sessions shall follow the provisions below.
 - a. Race Distance will be based off of the minimum amount of laps needed to achieve a 230 km distance. The race shall have a time limit, based off of the following formula: $\text{Limit} = (\text{Laps} * 105\% \text{ of WR time}) + 10 \text{ minutes}$
 - b. The Race shall start by way of a standing start.
 - (1)** In the event that more than two starts are aborted due to crashes, then the third attempt shall be a rolling start, to follow the procedures listed under "Safety Car Procedures."
 - c. Teams may make as many or as few pitstops as they need.
 - d. Tele-pitting or spectating is not permitted in a race session unless expressly called for by the Race Director. Tele-pitting or spectating shall result in a DNF.
 - e. Should a driver time out or disconnect, they will be considered a DNF.

8. Pit Stops and Pit Lane

- 1.** When pit stops are required, drivers are expected to obey all of the following regulations:
 - a.** You must not cross more than approximately two of the preceding and two of the following pit stalls from the one you select to use. The penalty for violation of this is a Drive-Through Penalty, or a 30 second time penalty if applied post-race.
 - b.** You must not cross the blend line on pit exit. A crossing is defined as all four wheels crossing the blend line before the entire car has passed the end of the blend line, which will be demarcated by Safety Car Line 2. A Drive-Through shall be issued for violation of this. There is no rule covering the pit entry line.
 - c.** Pitlane speeding penalties are assigned automatically by the system, and are not reversible.
 - d.** A car on track has right-of-way over a car entering or exiting pitlane.
- 2.** The pitlane shall be closed for the start of the race. It will open once the last car passes the pit exit line. If the indicator shall indicate "Closed" at any time in the race other than this, it is due to an obstruction in the area of pitlane.

9. Safety Car

- 1.** In the event of a severe accident, a car stranded on track in an unsafe location, or a rolling start, the Safety Car will be used.
- 2.** The Safety Car shall be an FZ 50 GTR, driven by a driver qualified who is deemed acceptable by oneGP Administration.
 - a.** There shall be a backup available at every round.
- 3.** In the event that the Safety Car is deployed, a message will appear on screen stating "Safety Car Deployed" and the track indicator shall change to "T:

YELLOW". Pitlane shall remain open at all times during Safety Car Periods, with the exceptions provided in 8.2.

4. Drivers are required to leave between 4 and 10 car lengths between their car and the car ahead during SC periods. In the last sector prior to the restart, the field may bunch up to take the restart.
5. Weaving is permitted to warm tires. Brake checking and sudden start-stops are not, and incidents caused by them will be penalize heavily.
6. The Safety Car In This Lap message will be issued around split one on the lap when Race Control deems that the circuit is safe to resume racing. Around split two, the Safety Car will begin to accelerate away, and the leader shall hold a steady pace. No accelerator or braking with the exception of natural points for such, until around the final turn before the start/finish straight. At this point, the leader may accelerate away and resume racing. No overtaking is allowed until you have crossed the finish line after the green flag.

10.Red Flag

1. In the event of a major incident or severe server connection issues/server crash, Race Control has the right to issue a Red Flag.
2. Upon issuance of the red flag during a race, all cars are to return to the finish line and park in single file before the finish line in the order of arrival. During qualifying, all cars are to return to pitlane.
 - a. During qualifying, the duration of the red flag will be added to the session remaining to allow time to finish the session.
3. During a race session, the order will be taken from the last lap completed by all cars prior to the lap in which the red flag was declared.
 - a. If less than two laps of the race have been completed, a complete restart is required.

- b. If more than two laps but less than 75% of the race is completed, the race will be restarted with the laps remaining from the lap in which the order was taken in. Should the race be unable to be restarted, half points will be awarded.
- c. If 75% or more of the race is completed, the race can be declared official with full points awarded.

11. Driver and Team Behavior

- 1. Drivers and Teams are expected to behave within the expectations set forth in the New Dimension Racing Sporting Code.
- 2. Drivers are required to be present on the server at least ten minutes prior to the start of the earliest officially sanctioned session in which they plan to attend.
- 3. Team Managers must confirm their driver's attendance no less than 24 hours prior to Race Start time. Failure to do so will result in that driver starting from the rear of the grid.

12. Incidents and Protests and Appeals

- 1. It is understood that incidents will happen in the course of a race. The following protocol is to be used in reporting incidents.
- 2. The Race Director may decide to investigate any incident for any reason regardless of a protest.
- 3. If the incident was not stated for investigation by the Race Director, a Team Manager, Team Vice-Manager or a Team Driver may post a protest. Protests must be made via email to onegpf1@gmail.com. The protest shall contain the following:
 - a. Team Name of team Filing Protest
 - b. Drivers involved in incident
 - c. Lap and Official Replay Timecode on which incident occurred
 - d. Brief description of the incident.

- e. (This is optional) Team opinion on incident
4. The protest must be submitted within 36 hours of posting of the Official Replay. Replays after this time will only be considered in extreme circumstances.
 5. The administration decision shall be posted in the results thread, as well as emailed to the Team Managers of the teams impacted.
 6. Teams have 24 hours after a decision has been posted to file an appeal in the decision. Appeals must be emailed to onegpf1@gmail.com to be considered. Once an appeal has been answered, the decision is final and cannot be re-challenged.

13.Championships and Points System

1. There shall be two official championships in the oneGP F1 World Series.
 - a. **The oneGP F1 World Series Drivers Championship** is for the driver who accumulates the most points in the season.
 - b. **The oneGP F1 World Series Team Championship** is for the team who accumulates the most points in the season.
2. Points are assigned on the following scale:

Finish Position	Points
1st	10
2nd	8
3rd	6
4th	5
5th	4
6th	3
7th	2
8th	1
9th or lower	0

3. A driver must complete 85% of the completed distance of the winner to receive points.

14. Car Numbers and Car Liveries

1. Car numbers will be assigned to teams based on the previous year's Championship Results.
 - a. The Driving Champion receives the Number 1, and his teammate receives number 2.
 - b. Teams which did not participate in the preceding season shall be assigned a number based on the next number pair available and on order of signup.
2. Team skins shall be similar. The car numbers must be distinctly visible on the following locations: nose of car, rear wing endplates.
3. The driver's nationality shall be indicated by a flag next to his name, which shall be followed by the driver's last name. This shall be placed on both sides of the airbox, immediately behind the driver's head.
4. High-resolution skins must be provided to the administration for inclusion in broadcast and other multimedia for the series, as well as provided in an official oneGP SkinPack.

15. Miscellaneous

1. Driver name format in-game shall follow the New Dimension Racing Sporting Code format for all officially timed sessions.
2. Driver number plate shall meet requirements in the New Dimension Racing Sporting Code.
3. Administrative decisions are final and may only be contested or queried once. Once a reply has been given, the matter is closed and no further protest may be made into it.

4. The administration reserves the right to modify this document at any time it sees fit to close loopholes, add in items that are missing, or delete items that are no longer needed.