



Rulebook

I. General Event Information

1. The LFSCART Light Winter Series 2010 is a series of racing events using the Live for Speed simulation and utilizing the Formula XR (FOX).
2. The LFSCART Light Winter Series follows this rulebook as well as the New Dimension Racing sporting code

II. Technical regulations

1. The racing series shall be run on R1 or R2 tyres on all competing cars during all rounds.
2. The rounds at the Kyoto Ring Oval (KY1) and its reversed configuration (KY1r) shall be run on R1 tyres on all competing cars.
3. Failure to the tyre regulations will force the driver to do an extra pit stop to change to an allowed compound.
4. Setups must be within the limitations of Live for Speed software.

III. Entry Procedure

1. To enter the LFSCART Light Winter Series' qualification and race sessions, the racer must have obtained three of the following requirements prior to the start of the respective round's official qualification session.
 - a) An hotlap uploaded to LFSWorld of FOX on KY1 within 103% of the official hotlap world record.
 - b) An hotlap uploaded to LFSWorld of FOX on any road course of the LFSCART Light Winter Series within 103% of the official hotlap world record
 - c) A total driven distance of 6215mi / 10000km.
 - d) The successful attendance at the NDR FOX Jamaica 130.
2. Drivers who having fulfilled one of the following requirements are directly approved.
 - a) Being in possession of a OWRL Division A license.
 - b) Having a CTRA International B license.
 - c) Participation in a major Live for Speed League
 - (1)The following leagues are counted as major Live for Speed Leagues: ESL, MoE, ITCC, IGTC, Live for Speed Pro Series
 - (2)The driver must give evidence for his/her participation.
 - d) Driver in the 2009 season of the LFSCART Series
 - (1)This requirement is counted as fulfilled when the racer has participated in 3 or more 2009 LFSCART Series events.
3. Failure to meet requirement a) will result in not being permitted to the oval races of the season, while failure to meet requirement b) will result in not being permitted to race in the LFSCART Light Winter Series.
4. There are to be no driver swaps during the race.

5. To enter, please submit the following information in the thread titled "LFSCART Light Winter Series 2010 - Sign Ups"
 - a) team name
 - b) team manager (First and Last Name of the Manager and his LFS License ID)
 - c) number of cars (between 1-4)
 - d) car number(s) (between 00, 02-99)
 - e) LFS-License ID, First Names and Last Names of the racers (next to the numbers), his/her nationality and the racer's gender.
6. A team may change their drivers during the season as long as the new driver fulfils the entry requirements. However, the team needs to continue to race with the car numbers given in the sign up.

IV. Liveries

1. All car liveries must fulfil the general requirements to be uploaded to LFSWorld.net
2. Cars entered by a team may be presented in substantially different liveries.
3. The livery must contain the car number on the nose and on the rear wing side plates. The driver's name and his national flag must be put onto the sides of the driver cells.
4. The official logo provided by the series' officials have to be put onto both sides of the air box.
5. If two or more cars of a team have substantially identical liveries, the rear wing side plates shall have different colours.
6. All liveries have to be uploaded to Live for Speed World.

V. Free Practice Session

1. The Free Practice session shall be held before the Qualification Session.
2. The Free Practice session will be a 15minute timed session in the "normal" mode.

VI. Qualification Session

1. The Qualification session shall be held before the race.
2. The Qualification session shall consist of:
 - a) One open session for the available cars. (Phase 1)
 - b) An one-hotlap session for the top 6 cars out of the previous sessions. (Phase 2)
3. The open session of qualification shall be titled "Qualifying 1" and "Qualifying 2"
 - a) Both sessions are 7 minutes long
 - b) Drivers can take an unlimited number of laps to qualify within these 7 minutes. After they completed the qualification session, they

need to do a full inlap.

- c) The top 30 of the combined sessions are qualified.
 - d) The top 3 out of each session is qualified for the Fast-Six-Superpole.
 - e) Grid positions 7-30 will be set after the results of the combined sessions.
 - f) The session will be held in the “hardcore” mode. All cars which “spectate” (shift+s) or “join the pits” (shift+p) are not allowed to continue the qualifying session.
4. The one-hotlap session shall be titled “Fast-Six-Superpole”
 - a) Each driver must take one outlap, one hotlap, one inlap.
 - b) The drivers will be sent into their qualifying session in the order: 3rd Q1 - 3rd Q2 - 2nd Q1 - 2nd Q2 - 1st Q1 - 1st Q2
 - c) The results of the “Fast-Six-Superpole” are taken to set the grid positions 1-6
 5. On Oval tracks, the qualifying will be held in the 1 outlap, 2 hotlaps, 1 inlap format.
 6. Any driver who is not within 107% (on ovals 103,5%) of the provisional pole (1st place after the combination of both Qualifying sessions) will not be allowed to take part in the race.
 - a) This rule will not be enforced if the resulting grid would have less than 20 cars.
 - b) On road courses drivers who have set a time within 107% of the pole position during the Official Free Practice Session may be allowed to take part in the race.
 7. Driver's who have not competed in the qualifying session may take part, if the grid has got open spots and the 107% (103,5%) rule is not enforced.

VII. Start Procedure

1. The race will be started via “rolling start”.
2. The safety car or a pace car will lead the grid through one formation lap on road courses and two formation laps on oval tracks.
3. In the last sector, the grid shall sort into the formation.
 - a) The grid shall be in rows of two with the odd positions on the inside and the even positions on the outside of Turn 1.
 - b) The rows shall line up.
 - c) Between the inside and outside line there shall be at least one car length.
 - d) All cars shall keep 3 car length to the car in front.
 - e) After the Safety Car or the Pace Car turned into pitlane, the field shall keep 80 kph, 49 mph.
4. The Green Flag signal starts the race. Once the Green Flag is out, overtaking is permitted.

VIII. Incidents

1. Should you be involved in an incident that renders your car unable to continue, please remain in your position until further directions are received from the Race Director. If the car is in an unsafe location, the Safety Car will be deployed.
 - a) All drivers shall heed any yellow flags displayed by LFS, as well as a full-course caution, that may be declared by the Race Director.
2. If you are involved in an incident with another car(s) and you feel that it was caused by another competitor, you may file a complaint in the thread specified for such in the LFS Forums.

IX. Pitstops

1. The pitlane is defined as area in which works can be done to a car.
2. The pitlane is divided into the fast lane (closer to the pit wall) and the working area (with the pitstalls)
3. Pitlane speed limit shall be 80kph / 49 mph.
4. During the race every competitor has to do a obligatory pit stop between 25% of the scheduled racing distance and 75% of the scheduled racing distance.
 - a) Every competitor must run at least 2 green flag laps on the allowed tyre compounds.
 - b) If a full-course caution comes out at the end of the pit window, the pit stays open until the track turns green again.
5. The last pit stall is reserved for the leader in the Owner's Championship.
 - a) Failure to this procedure will result in not scoring for the Owner's Championship in this event.
6. Drivers who cross the blend line on pit exit will receive a Drive-Through-Penalty.

X. Flag Rules

1. Green Flag
 - a) The Green Flag is used for the start or restart of a session.
 - b) When the Green Flag is shown, racing is allowed to start/continue under normal racing conditions.
2. Yellow Flag
 - a) The Yellow Flag is used to show a hazard on the course.
 - b) When the Yellow Flag is shown, every driver shall be warned and be prepared to stop at any moment. Accidents under Yellow Flag conditions will be punished harder then under Green Flag conditions.
 - c) Overtaking is stricktly prohibited. Any failure to this will be punished by a Drive-Through-Penalty.
 - d) In combination with information massages the Yellow Flag can

signal a Full-Course Caution.

- e) A yellow flag can be displayed at the race start to show that the race start is weaved off if no green flag was displayed earlier.

3. Red Flag

- a) The Red Flag is used to stop the session.
- b) The Race Director may declare a red flag when track conditions are unfit for the race to continue under safety car.
- c) The Race Director will display a message stating "RED FLAG" and track condition indicator will change to "T: RED"
- d) No chat is allowed. The competitors shall wait for further instructions by the race administration.
- e) If more then 75% of the scheduled distance are completed, there won't be a restart, and the results one lap prior to the red flag will be taken as final results.

4. Blue Flags

- a) Blue flag signals are defied as "faster car approaching" and will be used, when a car is about to be lapped.
- b) Cars who get blue flag signals need to make sure they do not interfere with the race of the lead lap car. Any interference will result in a penalty.
- c) If the Race Direction feels that the blue flagged car is a hazard, it will order it out of the way
 - (1) Failure to heed an administration-issued move order will result in a drive-through penalty.

5. White Flag

- a) The White Flag is used to indicate that the Last Lap of a race.

6. Checkered Flag

- a) The Checkered Flag is used to end a session.
- b) All cars crossing the Line when the Checkered Flag is displayed have finished the session and shall decrease their speed to return to pitlane.

7. Black Flag

- a) The Black Flag shall be used to signal that a car is penalised. The driver will be informed of the type of penalty.
- b) A driver have to complete the penalty within 3 laps.

XI. Full-Course Caution

1. The Safety Car shall be used by administration to neutralize the race.
2. When the message "SAFETY CAR DEPLOYED" appears on the screen, and the track indicator button turns to "T: YELLOW", drivers are to crease racing for position, and gently slow down and be alert for a situation anywhere on the track and proceed around to catch the Safety Car queue.

- a) Pitlane will close when the Safety Car is deployed. It will reopen when the field is satisfactorily in queue. Entering a closed pit will result in a drive-through penalty on road courses, respectively in a End-of-the-line-Penalty on oval tracks.
- b) Cars between Safety Car and leader will be ordered around it,
- 3. The administration has the option to recall the Safety Car and restart the race with not all cars caught.
- 4. Should the Safety Car be deployed on the final lap, racing back to the chequered flag is permitted, although drivers are to be aware of any incident.
- 5. The Safety Car will turn its lights out as it gets the "SC IN THIS LAP" signal.
 - a) The Safety Car will peel into the pitlane at the end of the lap on the road courses.
 - b) The Safety Car will peel into the pitlane directly after the signal on the oval tracks.
- 6. No lapped cars will be waved around unless they are between the Safety Car and the leader.

XII. Penalties

- 1. Penalties within the Software.
 - a) Drive-Through Penalty
 - b) Stop-and-Go penalty
 - c) 30-Second Penalty
 - d) 45-Second Penalty
- 2. Further Penalties
 - a) Holding Penalty
 - (1) A car which gets a holding penalty must enter the pitlane and stop in a free area before the pit exit line or another place in the pitlane as directed by the administration.
 - (2) The car needs to stay still until the administration signals it to leave pitlane.
 - b) Post Race Time penalty
 - (1) A post race Time penalty can be given for any incident during the race which has not been penalised during the race.
 - (2) A announced time or amount of Laps will be added to the
 - c) Disqualification
 - (1) Depending on the individual case a car can be disqualified for unsportsman-like conduct.
 - (2) Cars can be disqualified during the race or after the race. Cars disqualified during the race have to come to pitlane and will be spectated by the admins.

XIII. Results

1. Provisional Results will be published right after the race by the LFSCART Light Winter Series staff.
2. Official Results will be published after the protest phase. Points are calculated from the official Classification.

XIV. Championship

1. The LFSCART Light Winter Series driver's championship title will be awarded to the driver, who scored the most points.
2. The LFSCART Light Winter Series Team championship title will be awarded to the team which scored the most points.
 - a) Only the top 2 finishers of each team will score for the Team championship.
3. The LFSCART Light Winter Series Owner's championship title will be awarded to the car which scored the most points, regardless of the driver.
4. The LFSCART Light Winter Series Nation's Cup will be awarded to the Nation which scored the most points.
 - a) Only the best finisher of a Nation scores points.
5. The LFSCART Light Winter Series Female Cup will be awarded to the female racer who scored the most points.
 - a) The Female cup will only be awarded if two or more female racers are entered in the LFSCART Light Winter Series.
6. The LFSCART Light Winter Series Chase Cup will be awarded to the driver who scored the most points out of the last two events.
 - a) Drivers, who are in the Top-5 of the driver's championship are not scoring points towards this cup.
7. The LFSCART Light Winter Series Qualifying Trophy will be awarded to who was the fastest racer during the qualifying session throughout the season
 - a) All times of the Phase 1 qualifying sessions will be summed up.
8. Point chart

Finish Position	Points	Finish Position	Points
1 st	50	16 th	14
2 nd	40	17 th	13
3 rd	35	18 th	12
4 th	32	19 th	12
5 th	30	20 th	12
6 th	28	21 st	12
7 th	26	22 nd	12
8 th	24	23 rd	12

9 th	22	24 th	12
10 th	20	25 th	10
11 th	19	26 th	10
12 th	18	27 th	10
13 th	17	28 th	10
14 th	16	29 th	10
15 th	15	30 th	10
Pole Position	1	DNQ	5
Most Laps Lead	2	DSQ	0

a) Cars not finishing the race are scoring the points in the position they are ranked in the race classification.

b) If the race cannot be finished and less than 75% are finished half points will be given.

XV. LFSCART Light Winter Series Events

1. Schedule

Rd	Date	Event	Track	Length mi / km	Laps	Distance mi / km	Pit Window
NC	31/0 7/09	FOX Jamaica 130	Fern Bay Black (FE4)	4.076 / 6.559	20	81.520 / 131.180	Lap 6 Lap 20
1	11/0 9/09	LFSCART Clockwise 111	Kyoto Oval reverse (KY1r)	1.852 / 2.980	60	111.120 / 178.800	Lap 21 Lap 40
2	09/1 0/09	International 100	Westhill Int. reverse (WE1r)	3.219 / 5.180	32	103.008 / 165.760	Lap 9 Lap 24
3	07/1 1/09	Aston 140	Aston Club	1.912 / 3.077	45	86.040 / 138.465	Lap 12 Lap 34
4	04/1 2/09	Golden 125	Fern Bay Gold (FE3)	2.183 / 3.514	36	78.588 / 126.504	Lap 10 Lap 27
5	12/0 2/10	Blackwood Winter Grand Prix	Blackwood GP (BL1)		60 min	n/a	16 min 45 min
6*	12/0 3/10	500 server's 200	Kyoto Oval (KY1)	1.852 / 2.980	70	129.640 / 208.600	Lap 18 Lap 52

NC = non-championship

* = to be confirmed

2. An Event may be cancelled if fewer than 8 cars are available for it. Any car available in this situation will score 10 points.

3. All Events have got a time limit beginning with the Green Flag, after which the chequered flag is out.

- a) All races up to Round 5 have a 60 minute time limit.
- b) Round 6 has the time window extended to 70 minutes.