



## Bump and Jump Revival Cup

### Rulebook

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## 1. General Information

- 1.1 The Bump and Jump Revival Cup is a league organised by iCON Racing, using the racing simulator Live For Speed.
- 1.2 Every entrant must know the rules expressed in this document.
- 1.3 The management reserves the right to modify this document during the season.

## 2. Entry procedure and requirements

- 2.1 The name, the licence name, the preferred number, and the team affiliation of the driver are required.
- 2.2 Two classes will be open :
  - 2.2.a To be entered in the experienced class, the competitor must be a holder of a Yellow roof or an higher licence on the CTRA X-System
  - 2.2.b To be entered on the rookie class, the competitor must be holder of a White roof license on the CTRA X-System.
- 2.3 The management reserves the right to refuse the admission to the cup in case of known speed-hacking, wrecking, abusive language, or general immature behaviour in an other league or public server.
- 2.4 Competitors may team-up together in teams of 2 or 3. One-car teams are also allowed.

## 3 In-Game name format

- 3.1 The name format of the competitors must be displayed in this format :

**XX G.Foitek**

XX represents the driver number. It shall be displayed in different colours, according to the CTRA Bump n' Jump licence that the driver used to hold :

- If he used to be a white roof licensed driver, it must be white(^8)
- If he used to be a yellow roof licensed driver, it must be yellow(^4)
- If he used to be a blue roof licensed driver, it must be dark blue(^5)
- If he used to be a red roof licensed driver, it must be red(^2)
- If he used to be a silver roof licensed driver, it must be grey(^9)
- If he used to be a gold roof licensed driver, it can be purple(^7) or light blue(^8), according to the choice of the driver.

## **4.liveries**

- 4.1 Every livery must respect LFS World's regulations. Offensive or chocking content are disallowed.
- 4.1 Every livery must be uploaded at LFS World.
- 4.4 Every livery must bear the official numberplate of the league.
- 4.4 Every livery must be posted in the official skin thread of the league before the confirmation deadline
- 4.5 Failure to respect rule 4.1 may result in an exclusion from the series. Failure to respect rules 4.2, 4.3, 4.4 or 4.5 may result in a 2 grid slot penalty in the next event the competitor take part in.

## **5. Communication**

- 5.1 Chatting is prohibited during the official qualifying and race sessions.
- 5.2 If a competitor has to communicate with a race official during an official qualifying or race session, he must ask the permission before doing so
- 5.3 Failure to respect rules 5.1 or 5.2 may result in a 2 grid slots penalty for the next race.

## **6. Superpole session**

- 6.1 The qualifying procedure begin with a superpole session.
- 6.2 LFS is put on the autocross mode for this session.
- 6.3 Drivers are allowed to touch objects such as cones or bales, without getting any penalties.
- 6.4 Each competitor must drive one outlap and one hotlap during his qualifying attempt.
- 6.5 The times of the 5<sup>th</sup> to the 12th best hotlaps are taken to set-up the grid, from the 4<sup>st</sup> to the12th place.
- 6.6 The number of racers allowed for this session is limited to 32.

## **7. Bump race**

- 7.1 The 13th to the 20th best hotlaps times holders take part to the bump race
- 7.2 The bump race is approximately 5 minutes long
- 7.3 The 4 first finishers of the bump race are allowed to take part to the main event, from the 13th to the 16th place on the grid.
- 7.4 If less than 16 competitors are present on the server, the bump race is cancelled, and the grid order, from 5<sup>th</sup> place is taken from the super pole session.
- 7.5 From round 2 to round 5, the top 8 drivers at the championship are automatically invited at the bump race if they fail to qualify themselves on the top 20 at the superpole session.

## **8. Front row contest**

- 8.1 The 1st to the 4th best times holders of the superpole session are allowed to take part to the front row contest.
- 8.2 The front row contest is approximately 5 minutes long
- 8.3 The classification of the front rows contest is taken to set the grid order from the 1st to the 4th position of the grid.

## **9. Main race procedure :**

- 9.1 Every event is constituted of 3 main races each.
- 9.2 Every race will approximately last 12 minutes.
- 9.3 Every race will be started with a standing start.
- 9.4 Once the race is finished, every competitor must return in the parc ferme.

## **10. On-track behaviour**

- 10.1 The rules of the Clean Racers Club are to be respected.
- 10.2 Light brushes are allowed, but should be used with respect to the lag, and should remain small : spinning another competitor or pushing him into the barrier is strictly forbidden.
- 10.3 Common sense is to be used in “intersections”. Every competitor must do his best to avoid the incoming traffic.

- 10.4 Trying to rejoin the circuit after being stranded outside the fence or the barrier is strictly forbidden, and may result in heavy penalties.
- 10.5 A competitor flipped on his roof must warn the administrators of his situation on the chat, and ask for further instructions.
- 10.6 Remaining on the track with a car unable to continue (car on its side/roof, heavy suspension damage, etc) is strictly prohibited, and may result in heavy penalties.
- 10.7 Remaining on the track with a car unable to continue (car on its side/roof, heavy suspension damage, etc) is strictly prohibited, and may result in heavy penalties.
- 10.8 If he is willing to retire from a race, the competitor must drive to the parc ferme, and ask for the permission to join the spectators.
- 10.8.a Failure to follow this procedure will result in a 5 points penalty in the drivers' championship.
- 10.9 The yellows flags deployed by the administrators are indications signaling a potential dangerous situation in a precised sector. They do not prohibit overtaking manoevers but common sense is to be used when the yellow flag is deployed. Causing an incident under yellow flag may result in more severe penalties.

## 11 Red Flag Procedure

11.1 The administrators may deploy the red flag in the following situations :

- A car is stranded on the roof in a dangerous position
- The server crashed, disconnecting more than 40% of the competitors
- A pile-up involving more than 50% of the field occurred.

11.2 In case of red flag, the competitors have to drive slowly to the parc ferme.

11.2.a Failure to do so may result in an exclusion of the event.

11.3 Overtaking manoevers are strictly forbidden once the red flag is deployed.

11.3.a Failure to do so may result an exclusion of the event.

11.4 If the red flag occurs :

- During the 2 first laps of the race, the race is restarted for its full distance, with the same grid order
- After the completion of more than 2 laps but less than 75% of the distance, the race is restarted for the same amount of laps remaining before the deployment of the red flag. The rankings of the precedent lap before the deployment of the red flag is used to set up the grid. If the race cannot be restarted, the results are called and half points are given.

- After the completion of more than 75%, the race won't be restarted and the results from the lap before the red flag are taken to establish the results, and full points are given.

## 12. Reports

- 12.1 Competitors may raise a report against another competitor if they feel the need to do so.
- 12.2 Reports should be either posted on the “Round X - Reports” thread or given to one of the league administrators within 24 hours.
- 12.3 The administrating team reserves the right to investigate incidents after the race from their own initiative.

## 13. Results

- 13.1 Unofficial results will be posted on the official forum of the Bump and Jump Revival Cup right after the end of an event.
- 13.2 Official results will be posted 96 hours after an event, with the definitive penalties.

## 14. Championships

- 14.1 Three championships will be held :
- 14.1.a The drivers' championship, which is open to every single entrant.
- 14.1.b The rookie class, which is only open to white roof licensed drivers
- 14.1.c The team championship
- 14.1.c.i Only the top 2 finishers of each team will score for the Team championship.
- 14.2 Point attribution :
- 1st : 50 points
- 2nd : 40 points
- 3rd : 30 points
- 4th : 25 points
- 5th : 20 points
- 6th : 17 points
- 7th : 14 points
- 8th : 12 points
- 9th : 10 points

10th : 8 points

11th : 6 points

12th : 4 points

13th : 3 points

14th : 2 points

15th : 1 point

Breaking an official CTRA record during an official session : 20 points

1st place in the front row contest : 20 points

2nd place in the front row contest : 10 points

3rd place in the front row contest : 5 point

14.2.a No points will be awarded for breaking a CTRA record on round 4, due to the format of the track.

14.2.b No CTRA record is available for round 1.

14.3 The best 4 rounds will be counted for the final championship standings.

## **15. Miscellaneous**

15.1 The league may be cancelled if less than 9 drivers sign-up 24 hours before the start of the first event of the season.

15.2 An event may be cancelled if less than 7 competitors sign-up.

15.2.a In that case, 5 points are given to the available cars.

15.3 The teams championship may be cancelled if less than 4 teams sign-up 24 hours before the start of the first event of the season.

15.4 Sanctions may be given if a competitor fail to turn-up in two events he signed-in in the season without giving an excuse.