



2009 Season Regulations

This document was last updated on 18 August 2009. This version applies to the 2009 Calendar Year and the 2009 MiniFBM Season. No materials contained within this affect MiniFBM 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.

I. General

- 1.** The “Race Weekend” of a Round of the MiniFBM Series shall consist of the Qualifying Session prior to the Race, and the Race Session(s) itself. The “Weekend” continues after the Race Session until the Race Director indicates that the session is over and clears participants to leave the server.
- 2.** You must be in the server at least 5 minutes prior to the start of Qualifying.
 - 1.** You must be in both the LFS Server and the Ventrilo Server to meet this requirement.
 - 2.** Failure to meet this requirement may result in you not being allowed to participate in the session(s). Generally, missing qualifying but arriving in time for the race will see you starting from the pit lane. If you show up past the race start, you will not be permitted to participate if the leader has completed the second racing lap before you leave the pits. Administration may refuse to allow a late joining participant to take part at their discretion.

3. Liveries

- a.** You may use any livery you like.
 - 1.** The livery must contain your number in the following spots: Top of nose cone, visible from standing in front of the nose and facing the cockpit; outward facing sides of the rear wing endplates. The rear wing will have a mandatory number board that shall be positioned visibly. The number on the nose may be in any format you wish, as long as it is legible.
 - 2.** Please use the same livery for every round. You may request to use a special livery in the pre-race discussion thread for the round you wish to use that special skin for.
 - 3.** Skin copies must be posted in the forum so marshals can have a copy, a copy can be placed in a “Media Guide” and other racers may have it placed in their skins folder so as to not have to download in-game.
 - 4.** Ensure that your liveries are uploaded to Live for Speed World, and therefore, must meet the requirements for LFSW.
- 4.** The MiniFBM car is defined as the FBM with a 25 per cent Intake Restriction.

II. Entry Requirements

1. To enter in the MiniFBM Series, you must have the following:
 - a. At least 1200 online miles
 - b. An Uploaded FBM Hotlap within 103% of that combos WR
 - c. A friendly, respectful attitude to fellow racers and the administration staff.

III. Qualification

1. Qualifying for Permanent Circuits will be in the form of 20 minutes open-track qualification. There is no limit to setup (exception of intake restriction), fuel, or laps.
 - a. Qualifying is done in "Hardcore Mode" which means that you may not Tele-pit or Join the Spectators during the session except to end your session. The system will block any such attempts after you perform either action. People who have lost connection may rejoin.
 1. If the administration deems a disconnect to be of an intentional nature, the driver will start from the pit lane. If there are further cases of intentional disconnects in the season, there will be a ten (10) point penalty levied against the driver, in addition to the standard penalty.
2. Qualifying for Autocross Circuits will be in the form of single lap time trials. There is no limit to setup (exception of intake restriction) or fuel.

IV. Race Format

1. On Permanent Circuits, there shall be a Qualifying Session Followed by a Sprint Race and a Feature Race.
 - a. The Sprint Race shall be the least number of laps to attain a 25-km Race distance, with the starting order based off of qualifying times.
 - b. The Feature Race shall be the least number of laps to attain a 50-km Race Distance, with the starting order being a reversals of a randomly selected number of finishers between positions 6 and 10.
 - c. Half points of the standard points table will be awarded for the Sprint Race, while standard points are awarded for the Feature Race.
 1. Any fraction of points left from the half-points divisor for standart Sprint Races will be rounded up to the nearest whole number.
 - d. The Races shall start by way of Standing Start.

1. Race Administration reserves the right to make the start a rolling start should it be deemed necessary
2. On Autocross circuits, there shall be a Heat and Mains system in place
 - a. The session will start with single lap hotlap, setting times, as described in III.2 above.
 - b. The qualifiers will be divided by position into three heat races. Each heat race is 4 laps. Positions will be counted off into respective heats. Example: 1st to Heat 1, 2nd to Heat 2, 3rd to heat 3, 4th to Heat 1, 5th to Heat 2, 6th to Heat 3, and so on.
 - c. The top two finishers in each heat automatically advance to the "A" Main.
 - d. The remaining finishers of each heat are split into thirds.
 - e. The first third will advance to a "B" Main. The middle third will advance to a "C" Main. The last third will advance to a "D" Main. The top three from each of Mains B-D will advance to the "A" Main
 - f. The 1st place finishers in each heat advance into an "A" Main. The "A" Main serves as the "Feature" race.
 - g. The Order for each Main is based off of the hotlap time from the start of the event. The "A" Main starting grid will have heat advancements in the first three rows, in order of heat. "B" Main, "C" Main, and "D" Main fill into the grid behind in respective order, with each respective group being ordered off of their Heat or Main finish order.
 - h. The "B", "C", and "D" Mains shall be 10 laps each.
 - i. The "A" Main shall be 30 Laps each.
 - j. Each race at an Autocross circuit will start with a double-file rolling start after one pace lap. This will add one lap to each race, which will not be part of the official results.
 - k. Position Points are awarded for the "A" Main only. Participation in the event but not racing in the "A" Main will earn you "Participation Points"

V. Pit lane

1. Pit lane Defined

- a. Pit lane is defined as the area of the course where the garages are located. The start of the pit lane shall be marked by the speed limit start line. The end of the pit lane shall be marked by the speed limit end line.

- b. The Pit Lane at Autocross rounds will be defined in an area in the vicinity of the pit stalls where cars joining enter. The official spot will be designated in the respective round's Pre-Race Discussion thread, and will be marked with a chalk line box. If you have damage, you may proceed to this location and an admin will instruct you to reset your car. Car reset will be disabled otherwise.

2. Speed Limit

- a. The Pit Lane Speed Limit is 80 Km/Hr, or 49 Mi/Hr.
- b. Exceeding this speed by up to 20 Km/Hr will earn you a Drive-Through Penalty
- c. Exceeding this speed by over 20 Km/Hr will earn you a Stop-Go Penalty.

3. Driving In The Pits

- a. It is forbidden to drive a car against the flow of the pit lane traffic, unless directed to do so by the Race Director or designated Pit Marshals
- b. Violation of this rule will have you excluded from the remainder of that session.

4. Blend Lines

- a. The blend lines are lines marked on the track which separate the pit entry and pit exit from the racing surface.
- b. You are not to cross the blend line on exit of pit lane. A drive through penalty will be assessed if all four wheels cross this line.
- c. You may cross the line on pit entry, unless stated otherwise in the race discussion thread.

5. Pit Stalls

- a. During Free Practice sessions, you may stop at any pit stall or in any garage area.
- b. During qualifications or races, travel to the furthest open pit stall and use it.
- c. Do not drive across approximately more than one pit stall on your way in and out of your own. Violation of this may result in a Drive-Through Penalty

VI. Safety Car

1. Use

- a. A Safety Car may be used to neutralize a race in the event of an incident or for a rolling start.

2. Overtaking

- a. Overtaking is strictly forbidden under safety car conditions.

1. If the car ahead of you spins or is otherwise unable to maintain safety car speed, that car may be overtaken.
2. If you overtake during safety car, with the exception of 2.a.1 above, you must return the position or you will be assessed a penalty on the restart.

3. Queuing

- a. A Racer must keep between two (2) and five (5) car-lengths to the car in front of you.
- b. The leader must keep between eight (8) and ten (10) car-lengths between it and the safety car.

4. Deployment and Recalling

- a. In the event of an incident that may necessitate the use of the safety car, the race director will order it on standby.
- b. Should the safety car be needed, the race director will display a message, "Safety Car Deployed" and the Track Status Indicator will change to "T: YELLOW"
- c. Once the Safety Car is deployed, there is to be no overtaking.
- d. The pits will remain open during the entire Safety Car period.
 - a. In the event the incident impedes the pit lane, the pit entry, or pit exit, the Race Director may opt to close pit lane to clear it, or red flag the race until the situation has been cleared.
- e. On the lap which the Safety car will be coming in, Race Control will display a message, "Safety Car in THIS LAP." The Safety Car will then turn out its lights and begin to accelerate away towards pit lane. The leader is now in charge of the pace, and is to maintain normal safety car speeds until the final sequence of turns before the start straight. The leader may not overtake the Safety Car until it is behind the pit wall barriers.
- f. There is to be no overtaking until the green flag is shown.

VII. Red Flag Procedures

1. Declaration

- a. The Race Director may declare a red flag when track conditions are unfit for the race to continue under safety car.
- b. The Race Director will display a message stating "RED FLAG" and track condition indicator will change to "T: RED"

- c. Once the RCM is displayed, there is to be ABSOLUTELY NO CHAT from anyone except the race director until further notice, both in-game and in Ventrilo.
- d. No cars may be serviced during a red flag except for those within the pit lane at the time of issuance.
- e. If the server experiences a failure before an admin can issue the Red Flag, the Red Flag should be assumed to be automatically issued, and a posting will be made as soon as possible in the forum indicating the stoppage.

2. During Practice or Qualifying

- a. Upon displaying of the RCM, proceed directly to pit lane, using caution.
- b. Drivers may line up at the end of pit lane to await the session restart. Drivers should apply their handbrake and shut off their engine.
- c. The timer for the session will not stop with the red flag. If the qualifying session is less than 7 minutes complete and does not get restarted, the starting order will be taken from driver points.
 - a. The Race Director may extend the session time, at his discretion.

3. During Race

- a. Upon issuance of the Red Flag, follow all instructions of the Race Director.
- b. The order will be taken from the end of the last lap completed by the field before the red flag was issued, or the server problem manifested itself.
 - 1. If the race is less than 75% completed, the race will be restarted, with the laps determined by the laps remaining from the lap which the order was taken from. The results will be taken from this new race. If the race cannot be restarted in this case for whatever reason, half-points will be awarded.
 - 2. If the race is more than 75% completed, the race director has the option to declare the race over and take the results from the last lap completed by all cars before the red flag was declared.
 - 3. A complete restart of a race will occur if the red flag comes out before the leader completes the second lap of the race. The Race Director has the option to require any cars who were involved in the cause of the Red Flag to start from the back of the grid, or pit lane.

VIII. Messages

1. Text Chat

- a. Chat is not permitted from the time which the session begins to when the race director allows it again after cars have entered parc ferme at the end of the race session.
- b. The use of Ventrilo is **mandatory** for all competitors during official sessions.
- c. Talkback capabilities are NOT required, however, you must be able to listen.
- d. The only communications allowed in Ventrilo during the Race is about the race, reporting of incidents, cars on track, et cetera. There is to be NO communication in Ventrilo (Radio Silence) during the qualifying sessions, and during Red Flags.

IX. Disconnects

1. During the race

- a. If you get disconnected from the server for any reason, you will be considered a DNF due to the reason provided by LFS. You will be credited with completing however many laps you completed prior to the disconnect. You may reconnect to the server to spectate the remainder of the race, but if your connection is unstable, the Race Director may ask you to leave the server.

X. General Procedures

1. Tele-pitting/Tele-spectating

- a. During any qualifying or race MiniFBM session, you may NOT tele-pit or spectate from on-track under any circumstances during Official Sessions, without the permission of the Race Administration.
- b. You may tele-pit or tele spectate at any time, without permission in a practice session.

2. Parc Ferme

- a. At the end of each session, all Racers are to return safely to the pits.
 - a. During Free Practice and Qualifying, you may return to the pit lane and any garage stall or to the end of pit lane.
 - b. During the race, parc ferme will be marked by red and white barriers. Drivers are to park in rows of three, and apply the handbrake and shut off their engine.

XI. Championships

1. Drivers Championship

- a. The MiniFBM Driver's Championship is the official championship of the series.
Points are awarded to those who are classified after each race.
- b. The table below displays the points available for finishing positions. Points are also awarded for Pole Position (Awarded to fastest in qualifying) and having the fastest lap of the main race.
- c. If you attend all races of the season, there are two bonuses available. A 3-point bonus for starting all races you attend (Autocross Mains are counted as one for this purpose). Finishing all races you attend will earn you a 6-point bonus at season end
- d. The Main Race at each round will offer position points. At Autocross rounds, if you fail to make it into the "A" Main but race in a "B" or "C" Main, you will earn "Participation Points" as they are listed in the table below. You will also earn the Participation points for a round you earn a DNF in.
- e. The round at which you score the least points will be dropped from the totals calculation.

Finish Position	Points
1st	45
2nd	40
3rd	36
4th	33
5th	31
6th	30
7th	29
8th	28
9th	27
10th	26
11th	25

Finish Position	Points
12th	24
13th	23
14th	22
15th and lower	21
Participation Points	20
Pole Position	1
Fastest Lap	1

XII. Results

1. Provisional Classification

- a. The final classifications of all sessions are provisional until such time that the race director declares them official.

2. Official Classification

- a. The official classification is final and no more appeals may be filed. Points are calculated from official classifications.

3. Finish Limit

- a. To be classified as a finisher of a race, you must complete the minimum number of laps required to exceed 70% of race distance. This will make you eligible for position points from the round. Finishing less than this will not get you classified or earn you position points. You will still earn Participation Points in this case.

XIII. Miscellaneous Information

1. Server Information

- a. The server for any round of the MiniFBM series will be named "NDR|MiniFBM 2009"
- b. The server will be set for the current official LFS patch.
- c. Should a patch come out during the season, a decision will be made and posted as soon as possible regarding what version of LFS will be used for the round.

2. Protests and Finality of Decisions

- a.** Protests may be made after an event for incidents involving a driver. A driver may not protest an incident that does not involve his own car. The window for protests will be within approximately 48 hours of posting of the replays from the race.
- b.** The administration will decide on protests within 36 hours of the protest period ending. The decision may only be appealed once, and for the appeal to be accepted, it must be within 24 hours of the decision being posted.
- c.** Decisions made by the Administration are final, and will no longer be reviewed following the end of the appeal period.

3. Administration Discretion

- a.** The Administration reserve the right to interpret, modify, or delete rules from this document as they see fit. Interpretations will be kept as similar as possible, and may be added to the rule book to solidify the document or procedures for future use.