

# Rules for RACCAR league

**The Car = RAC (Raceabout) with 31% air restriction.**

## 1. RACE FORMAT FOR THE RACCAR

### 1.1 Championship Format:-

There are two championships within the RACCAR - the Driver's Championship and the Team Championship.

Drivers score points for the Driver's Championship by finishing in point-scoring positions at each of the races in which they compete. The cumulative total of the points they have scored in all races that season is their championship points.

Teams of a maximum of 2 drivers can enter the Team Championship.

The drivers of that team add their individual points together to score point for the Team Championship.

Track Order = As per the published calendar available at the „iCON Racing events“subforum at the LFS forums.

### 1.2 Event Format (Irrespective of Track):-

- \* Qualifying - 15 minutes
- \* Sprint race - approx 15 mins (grid as per qualifying)
- \* Break – approx 5 minutes
- \* Feature race - approx 25 mins (Grid - Top 8 from Race 2 reversed – thereafter as per finishing order of Race 2)
- \* Debrief and preliminary results.

\*\* There will be NO “lag lap” at the start of the first race.

## 2. EXPECTED BEHAVIOUR DURING EVENT

Infractions of the rules below and in Rules 2.3.x will be penalised in one of two ways:-

- \* During the race by way of a drive-through, stop-go or disqualification.
- \* After the race by way of the Penalty System (Rule 2.1)

The race stewards decision is final.

## 2.1 Penalty System

Behaviour deemed by admins to display a lack of awareness of other cars/track conditions will receive a warning.

Drivers who receive a warning for their behaviour will be expected to take heed of the warning - if they behave in the same manner a second time they will be deemed to be displaying unsporting behaviour and be penalised as such.

Chatting before the race is declared over by Race Control - -1 point per entry  
Unsporting behaviour - -5 points  
Failure to follow league procedures = -5 points  
Causing an avoidable accident = -5 points  
Deliberate blocking during qualifying = -5 points  
Failure to drive to pits at the end of race = -5 points  
Failure to notify admin of an accident from which you cannot continue = -5 points  
Deliberate Wrecking = League Ban

## 2.2 Driver Obligations

Driver Names

Driver names should be of the format - 00 J.Bloggs (in white letters), i.e. the number followed by the initial of the forename, then the surname.

Entered Drivers must be present on the Race Server 15 minutes before the Qualifying is due to commence.

Drivers will be also expected to obey the basic rules applicable on all ICON league servers (see Rule 2.3). In addition the following instructions are to be observed and complied with:

### 2.2.1 Event Procedure:-

#### Qualifying / Break

You are free to join and leave the session at any time.  
You must spectate as soon as race control announces the end of session.

#### Sprint and Feature race

You should join the grid ONLY when instructed to by Race control.  
If you have an accident from which you are unable to continue (e.g. if you end up on your roof) you must notify the ADMIN at the earliest opportunity. Do NOT Telepit or Telespectate.  
At the end of the race you must drive back to the pits and then spectate.

#### Debrief and preliminary results

No procedure required

## **Red Flag Coniditions**

The red flag will be shown (or will be assumed to have been shown) if the Race Server crashes or if there are a large number of disconnections. This will be called by the Race Director.

## **Yellow Flag Conditions**

The yellow flag will be shown if there is an incident on-track from which the affected driver/drivers cannot self-recover back to the track or pits, for example a car rolled onto it's roof.

Drivers should NOT telepit or telespectate, instead they should signal the Race Director who will tell the affected driver(s) to telepit/telespectate. The affected driver(s) will play no further part in that race.

## **2.3 General Server Rules**

### ***'Race Hard, but Race Fair'***

We all want a good race, so that means think about your fellow racers. Overtake cleanly, give your fellow racer space on the track, and generally conduct yourself to the highest standards. Here are a few pointers:-

#### **2.3.1 Overtaking**

Overtaking must be done cleanly, with nil or minimal contact. Leave the 'dodgem-style' of driving in the fairground where it belongs. It does not belong on the track or on an ICON server.

#### **2.3.2 Being Overtook**

'Brake testing' and deliberate weaving in front of an overtaking car is seen as unsporting and will jeopardise your championship position. This does not mean you can't defend your position fairly and cleanly, however.

#### **2.3.3 Rejoining the race**

Take care when rejoining the race, either after an incident or when rejoining from the pit-lane. There will be other drivers on track travelling much faster and wrecking their race as you rejoin by not paying attention to their position will be seen as causing an avoidable accident.

#### **2.3.4 Conduct**

No insults, No swearing. No arguing. We don't expect to have to revisit this rule ever. So be warned.

#### **2.3.5 Be Fair**

Don't take people out of the race. If you hit someone, let them pass before rejoining the race. Apologise at the end of the race.

#### **2.3.6 Observe the Rules of the Track**

Let lapping cars by when you are blue-flagged. Slow-down and don't overtake when yellow-

flagged. Observe penalties such as drive-throughs and stop-go penalties.

## 2.4 Protests

All protest should be submitted to the RACCAR Admins via the relevant forum thread in this forum.

Please use this template when making your protest:

### **RACCAR Protest**

**Your Name:**

**Your LFS Username:**

**Protest Against: (LFS Username)**

**Type of Protest : Unfair Overtake or whatever)**

**Description : Your opinion of what happened)**

**Which Event / Session: (Quali or Race 1/2)**

**Attached Evidence : Attach your pictures, or other evidence)**

## **3. POINTS SYSTEM & SUCCESS BALLAST**

### Points System

*Race 1 / 2*

1st = 12

2nd = 10

3rd = 8

4th = 7

5th = 6

6th = 5

7th = 4

8th = 3

9th = 2

10th = 1

Fastest lap of the race = 1 bonus point.

Pole position = 1 bonus point