

RFACTOR FORMULA 1 RACERS ONLINE LEAGUE

SEASON 2 - RULES AND REGULATIONS

PENALTY REGULATIONS

1) INCIDENTS

1.1 "Incident" means any occurrence or action by any driver that:

- a) Broke the Rules and Regulations.
- b) Caused a collision.
- c) Forced a driver off the track.
- d) Illegitimately prevented a legitimate overtaking manoeuvre by a driver
- e) Illegitimately impeded another driver during overtaking.

Incidents will normally be investigated in the 48 hours after the race. If a Live Steward is present, incidents may be investigated during the race.

1.2 The stewards decide (upon a report or a request by a driver) if a driver involved in an incident shall be penalised.

1.3 For an incident to be investigated by the stewards, it must be reported to the stewards within 24 hours of the end of the Event or Race.

1.4 Incidents must be reported to stewards directly via private message on the Official Forum with the following information:

Lap of incident; drivers involved; what happened.

1.5 Incident investigation will use the following procedure:

- a) There will be 24 hours following the end of the Race for incidents to be reported and noted. Incidents will be noted in the LAT sub-forum in the relevant Event 'Penalties Discussion' thread.
- b) There will be a further 24 hours for the incidents to be investigated.
- c) The stewards will private message the drivers involved in the incidents to ask for their version of events, in order to make a more informed decision.
- d) All stewards will check the noted incidents and discuss what they think happened; whether a penalty should be given; and what that penalty should be.

1.6 The stewards may impose any penalty (or warning) set out in the Penalty Regulations for any incident if 2 of the 3 stewards agree.

1.7 Should the stewards decide to impose any of the penalties (including warnings), to any driver, the following procedure will be followed:

- a) A private message will be sent to the drivers in question via the official League Forum, notifying him/her of the penalty they will receive. The driver must acknowledge their receipt of this message.
- b) An announcement will be made on the official League Forum to all drivers announcing all penalties applied to the previous Event, no later than 48 hours after the chequered flag of the race session of the Event.

2) PROTEST AND APPEAL

2.1 A protest or appeal may only be made against a penalty imposed for a driving infringement:

- a) That causes a driver to lose championships points.
- b) Where the stewards have missed a significant fact that may have led to an incorrect penalty.

2.2 Drivers must submit their appeal, including evidence (complete and intact race replay) to the stewards within 24 hours of the penalty being published or received.

2.3 Stewards will only consider appeals for incidents that may have been caused by circumstances outside of the control of the driver.

2.4 Stewards will consider the appeal in the 48 hours following receipt of the appeal. An appeal decision that overturns the original penalty decision must be a unanimous stewards' decision (3 out of 3). If the stewards deem that the appeal was insolent, a further penalty may be imposed.

3) PENALTIES

3.1 Penalties may be awarded as punishment for incidents as described in Article 1. There are 9 penalties. The penalty scale is as follows:

1) Warning - This will be sent as a private message to the driver. If it is because of a race incident, it will be published with the other penalties for that race.

2) Start from the back - Driver starts their next race from the back of the grid. They may not take part in qualifying. If more than one driver is starting from the back, the positions of those drivers will be determined by rFactor.

3) Start from the pits - Driver starts their next race from the pit lane. The order of drivers starting from the pit lane is determined by the order they arrive at the end of the pit lane.

4) Drive-through time penalty - Driver has the time equivalent of a drive-through penalty added on to their race time (15 seconds).

5) Stop-and-go time penalty - Driver has the time equivalent of a stop-and-go penalty added on to their race time (25 seconds).

6) Disqualification (DQ) - Driver is disqualified from the race.

7) Race ban - Driver will not be able to take part in the next race (can be multiple).

8) League ban - Driver is banned from the league and may no longer take part in any events or use the RRL servers.

9) (Qualifying) Lap time(s) cancelled - If a driver cuts and gains an advantage on a qualifying lap, that lap time will be cancelled. If a driver blocks and hinders another driver during qualifying, all his lap times will be cancelled.

4) PENALTY POINTS SYSTEM

4.1 When a driver receives any of the 9 penalties (including a warning), he will also receive a penalty point. A driver will only receive a maximum of one penalty point per race. Penalty points are recorded for each driver for each season. Multiple points will lead to more penalties. This is to deter drivers from breaking the R&R multiple times. Penalty points will be recorded in a table at the League Forum. A penalty will be applied to the race following the imposition of the 3rd/6th/9th/12th penalty point.

3 points - start next race from back

6 points - start next race from pits

9 points - one race ban

12 points - three race ban

5) TYPICAL INCIDENTS AND PENALTIES

The following is a list of typical incidents and the penalty they will incur. This list is not definitive however and the stewards may award other penalties for incidents not included on this list.

GENERAL

5.1 Chatting during qualifying or race - **WARNING**

5.2 Speeding in the pit lane during qualifying - **WARNING**

5.3 Jumping the pit lane queue before qualifying - **WARNING**

5.4 Jumping the queue of cars starting the race from the pit lane - **DRIVE THROUGH**

5.5 Blocking another driver's hotlap in qualifying - **START FROM THE BACK**

5.6 Not making a pit-stop during the race - **DISQUALIFICATION**

5.7 Speaking disrespectfully to other drivers - **ANY PENALTY (DEPENDENT ON SEVERITY)**

CUTTING

5.8 Cutting to gain track position during qualifying (outlap) - **WARNING**

5.9 Cutting to gain an advantage during qualifying (hotlap) - **LAP TIME CANCELLED**

5.10 Passing another car outside of the track limits and not giving position back - **DRIVE THROUGH**

COLLISIONS

5.11 Causing an avoidable collision ON LAP 1 that results in another driver losing time (spin) and places - **DRIVE THROUGH** - (do not slow to allow driver to recover position on lap 1. This is dangerous)

5.12 Causing an avoidable collision AFTER LAP 1 that results in another driver losing time (spin) and places, and not letting them recover position - **DRIVE THROUGH**

5.13 Causing an avoidable collision that results in another driver receiving damage (front wing, rear wing, wheel, or puncture) - **STOP AND GO**

5.14 Causing a deliberate crash with another driver - **RACE BAN**

FORCING ANOTHER DRIVE OFF THE TRACK

5.15 Forcing another driver off the track - **WARNING**

5.16 Forcing another driver off the track and causing them to lose time (spin) or lose places - **DRIVE THROUGH**

5.17 Forcing another driver off the track and causing them to crash and/or damage their car (front wing, rear wing, wheel, puncture) - **STOP AND GO**

DANGEROUS OR ERRATIC DRIVING

5.18 Blocking and weaving (dangerous driving) - **WARNING**

5.19 Blocking and weaving that leads to a collision - see collisions (above)

5.20 Erratic driving with a damaged car that causes other drivers to stop, slow or swerve - **WARNING**

5.21 Erratic driving with a damaged car that causes a collision with another driver - **DRIVE THROUGH**

5.22 Erratic driving with a damaged car that causes another driver to crash and/or damage their car (front wing, rear wing, wheel, puncture) - **STOP AND GO**

UNSAFE PIT-BOX RELEASE

5.23 Unsafe pit-box release causing another driver to stop, slow or swerve - **WARNING**

5.24 Unsafe pit-box release causing a collision with another driver - **DRIVE THROUGH**

5.25 Unsafe pit-box release causing a collision that results in another driver receiving damage (front wing, rear wing, wheel, or puncture) - **STOP AND GO**

CROSSING PIT EXIT LINE

5.26 Crossing the pit exit line - **DRIVE THROUGH**

5.27 Crossing the pit exit line and causing another driver to stop, slow or swerve - **STOP AND GO**

5.28 Crossing the pit exit line and causing a collision with another driver, or causing another driver to crash or damage their car (front wing, rear wing, wheel, puncture) - **DISQUALIFICATION**

REJOINING THE TRACK

5.29 Rejoining the track unsafely causing another driver to stop, slow or swerve - **WARNING**

5.30 Rejoining the track unsafely causing a collision with another driver - **DRIVE THROUGH**

5.31 Rejoining the track unsafely causing another driver to crash and/or damage their car (front wing, rear wing, wheel, puncture) - **STOP AND GO**

IGNORING BLUE FLAGS

5.32 Ignoring blue flags - **WARNING**

5.33 Ignoring blue flags and causing driver to lose time (spin) or places - **DRIVE THROUGH**

5.34 Ignoring blue flags and causing a collision with driver on a different lap - **STOP AND GO**

5.35 Ignoring blue flags and causing a driver to crash and/or damage their car (front wing, rear wing, wheel, puncture) - **DISQUALIFICATION**