

# RFACTOR FORMULA 1 RACERS ONLINE LEAGUE

## SEASON 2 - RULES AND REGULATIONS

### RACE REGULATIONS

#### 1) SESSIONS

- 1.1 Drivers must respect all the R&R, as well respecting other drivers taking part in any session on an RRL server, in accordance with the Driving Regulations.
- 1.2 Stewards may award penalties or warnings for actions and incidents that occur in any session on an RRL server.

#### 2) FREE PRACTICE

- 2.1 Free Practice is the practice sessions; practice qualifying sessions; practice warm-ups; and practice (test) races outside of the official Event schedule.
- 2.2 The pit lane speed limit is not enforced. Chatting is permitted so long as it is in accordance with the Driving Regulations.

#### 3) OFFICIAL PRACTICE

- 3.1 Official Practice begins at approximately 13:00 UK time on the day of the Event (unless otherwise stated) and is two hours in duration (finishing at 15:00).
- 3.2 The pit lane speed limit is not enforced. Chatting is permitted so long as it is in accordance with the Driving Regulations.

#### 4) QUALIFYING

- 4.1 The official Qualifying session begins at 15:00 UK time on the day of the Event (unless otherwise stated). **There is one qualifying session only**, in the following format:

Qualifying begins at 15:00, and is **30 minutes in duration**. Drivers may complete an unlimited number of laps. **Parc Fermé is not applied, and any or all aspects of car and setup may be altered**. Any driver whose fastest time in this session is greater than 107% of the overall fastest time of this session may only race at the discretion of the stewards and Clerk of the Course.

- 4.2 If a driver is deemed to have stopped unnecessarily on the circuit, or in any way impeded another driver during qualifying, he may receive a penalty.
- 4.3 The pit-lane speed limit must be respected when driving in the pit-lane.

- 4.4 Chatting is strictly forbidden. Drivers may chat to each other using the */w name message* command. Communications may however be made by the stewards. Chatting will be penalised.
- 4.5 In the event that qualifying cannot take place at all, the grid order for the race will be the current championship positions, with any tie positions determined by alphabetical order.
- 4.6 If qualifying cannot take place in the 'Qualifying' session on the server, lap times from the 'Practice' session will be used to determine the grid order. 30 minutes of the 'Practice' session will be used. When 30 minutes has passed, the Clerk of the Course will move the server to the next session, regardless of any cars on the track on either outlap or hotlap. Cars must not leave the pit lane after 29 minutes have passed.

## 5) WARM-UP

- 5.1 The official warm-up begins immediately after the end of Q2 and is 5 minutes in duration. Any grid drop penalties to be applied in the forthcoming race will be announced at the start of this session. **Parc Fermé is not applied, and any or all aspects of car and setup may be altered.**
- 5.2 If required, the grid will be edited in this time. Competitors are encouraged to respect this process at to not interfere. The grid will be edited by the stewards or race director. To ensure no problems when the server moves to the Race session, the grid editor must edit every position on the grid from p1 to p26.
- 5.3 The pit lane speed limit is not enforced. Chatting is permitted so long as it is in accordance with the Driving Regulations.
- 5.4 **If a driver disconnects during the warm-up they lose the right to participate and to their grid position. If they can reconnect before the end of the warm-up session they may race from the grid position rFactor decides. The race will not be delayed for any disconnected driver.**

## 6) RACE

- 6.1 **Only competitors who have practiced in either Free Practice or Official Practice, or who have beaten the 107% time from Q1 may compete in the Race. New drivers must start their first race from the pit lane.** The participation of competitors is entirely at the discretion of the LAT.
- 6.2 The official race session begins immediately after the warm-up session is completed. This is normally at approximately 15:35 UK time. Race distance is as described in Article 3.4 of the General Regulations (50% distance).
- 6.3 **Restarts are only permitted in case of server failure, if grid order has been incorrectly set, or if all but one driver is DNF before 5 laps have been completed.**
- 6.4 Drivers who lose their connection lose the right to race. Only in the event that more than 50% of drivers lose connection between the end of the Warm-Up and the start of the Race, the Warm-Up session will be restarted, and will be run for its duration or until all disconnected drivers have returned.
- 6.5 The pit-lane speed limit must be respected when driving in the pit-lane. Speeding in the pit-lane is penalised by rFactor.

**6.6** Chatting is strictly forbidden. Drivers may chat to each other using the */w name message* command. Communications may however be made by the stewards. Chatting will be penalised. Any driver who does not stop chatting may be kicked from the race and penalised further.

**6.7** All drivers must make at least one pit stop in the race. This pit stop must be before the last lap.

## **7) SAFETY CAR**

**7.1** The safety car is not used by the League.

## **8) SUSPENDING A RACE (RED FLAG RULE)**

**8.1** In the case of a server failure resulting in disconnection of all drivers, the race is suspended and the LAT will call a Red Flag.

**8.2** If less than 2 laps have been completed, there will be a complete race restart (see Article 9).

**8.3** If more than 2 laps but less than 50% of the race distance has been completed, the race will be resumed at a later time (see Article 9).

**8.4** If more than 50%, but less than 75%, of the race distance has been completed, the race will be ended and half points will be awarded.

**8.5** If more than 75% of the race distance has been completed, the race will be ended and full points will be awarded.

**8.6** In the event that a race is red flagged for a second time - regardless of race distance completed - the race will not be restarted. The above articles are then applied.

## **9) RESUMING A RACE**

**9.1** The time and date of a race restart or race resumption is at the discretion of the race director and server director, but they should follow these guidelines:

a) If all qualified drivers (except those already DNF) are still online, and the server (or backup server) can be prepared for the race within 20 minutes from the server failure, the race will be resumed the same day. All qualified drivers (except those already DNF) must be present at the restart or Article 9.1.b will be applied.

b) If all qualified drivers are not still online, the race will be resumed at the next available Sunday (at 15:00 UK time), and this will be announced by the LAT on the official Forum. Drivers must confirm their participation again.

**9.2** If the race is to be completely restarted (Article 8.2), the race distance will be the total race distance defined for the specific Event, and the grid order will be the same as the original start. Practice, Qualifying and Warm-Up will not take place. Drivers who were DNF in the original start may take up their original grid position again however their presence is not essential.

**9.3** If the race is to be resumed (Article 8.3), the race distance will be the number of laps remaining for the leader, at the moment of server failure, less one lap. The lap the lead driver was on at the moment of server failure is assumed to be completed. The grid positions will be the exact race positions at the moment of server failure. Drivers who were DNF at the time of the server failure will not be allowed to race.

## **10) FINISH**

**10.1** Chatting is not permitted until all drivers have completed the race. Chatting will be penalised.

**10.2** In the case that a race is finished before the scheduled race distance (Articles 8.4, 8.5, 8.6) the race will be deemed to have finished when the leading car last crossed the start/finish line.

## **11) CLASSIFICATION AND RESULTS**

**11.1** Provisional results will be published immediately after the race by the race director.

**11.2** Official results will be published no later than 48 hours after the end of the race, after stewards have completed all investigations into Event incidents and amended the classification accordingly.