

F1 Rules Season 2

1. Track limits

a. Definition

The track limits are defined by the white line, not the kerb. A car is considered off-track if all four wheels are outside the track limits.

b. Corner Cutting

We rely on the game's judging of corner cuts. If you think you received a penalty unfairly you may create a report with evidence supporting your claim.

c. Qualifying

Deliberately running off track or cutting corners on in- or out-laps is to be avoided. The only exception is getting out of the way of approaching cars on a hotlap.

d. Rejoining

When rejoining from off-track, it is the rejoining car's responsibility to do so in a safe manner. It must neither endanger nor compromise other cars.

2. Racing Etiquette

a. Leaving Space

A car has the right to their line if it:

- i. has its front wing along the rear axle of the car ahead
- ii. is within the confines of the track limits

Cars with the right to their line must be left a car's width of space.

b. Weaving

Changing lines more than twice in order to defend a position is forbidden.

c. Braking

Moving under braking is forbidden.

d. Unfair Advantages

Positions gained unfairly, e.g. by overtaking off-track or with contact, must be returned.

- e. Retiring
Retiring on-track during Qualifying is forbidden. If you want to retire early, do so in the pits.
- f. Blue Flags
Cars receiving blue flags must let approaching faster cars through at the latest when the indication arrows from the faster cars turn red. If the blue flags cannot be resolved on a straight, the slower car must significantly reduce their speed and move off the racing line. Lapped cars may not overtake each other under blue flag conditions.
- g. Unlapping
Lapped cars may unlap themselves. The unlapping has to be a regular overtake without the use of ghosting.

3. Incidents

- a. 'Reset to Track'
Usage of the 'Reset to Track' function is not allowed.
- b. Freeze after Spin
After spinning and facing sideways or in the wrong direction stay still until oncoming cars have gone past.

4. Safety Car

- a. Restart
The leader may return to race pace at any time after the safety car has come into the pits. Once he has started to accelerate he may *not* back off again.
- b. Overtaking AI
AI-Cars from *disconnected* players may be overtaken at any time. This includes yellow flags, Safety Car and VSC conditions. Related penalties issued by the game will be removed.

5. Stewarding Policies

- a. Risky Racing Moves
Moves considered risky, such as divebombs, racing side-by-side into one-line corners, or similar, are not discouraged in principle. However, if a driver misjudges the situation or their own abilities to the point where another car is forced off or takes damage, penalties will be applied.

- b. Penalties for Multiple Warnings
Time penalties received for multiple track limit warnings can be appealed on a per-warning basis. If after a warning is removed less than three warnings remain, the corresponding time penalty is removed.
- c. Instant Time Penalties
Instant time penalties for severe corner cutting (NOT for multiple warnings) will be removed after an appeal, provided the offending driver slowed down sufficiently to yield any gained time. Note rule 5.d. as an exception.
- d. Penalties Already Served
Penalties already served in the pits cannot be appealed.

6. Stewarding Format

- a. Penalties
For violating any rules you can receive in-game and post-race penalties. The in-game penalties will be given by the game, while the post-race penalties will be given by the stewards.
- b. Penalty Types
A penalty may consist of time penalties, qualifying/race/league bans or points on your virtual license.
- c. Reports
Drivers may report ungentlemanly behaviour to the stewards on the website. Reports must include a statement and evidence.
- d. Appeal
Time penalties issued by the game can be appealed by the drivers by creating a report.
- e. License Points
After obtaining 6 license points the offending driver will be banned from the next qualifying session. After obtaining 12 license points the driver will be banned from the next race, and active penalty points subsequently reset. After a period of 12 months after awarding a number of license points they will be removed.
- f. Clarifications
Written steward statements sometimes do not contain the full depth of arguments considered by the stewards for the sake of brevity. Followup questions in text or voice channels are thus highly encouraged should you be left with questions.