

# Genuine Racing FBM Championship Season 2013

- Rules and Regulations -



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GenR FBM Championship 2013

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We, as Genuine Racing, expect every driver to show respectful and fair behaviour on- and off-track on our GenR FBM Championship Server. With a proper racing mentality and patience you won't run into any troubles. Incidents and useless discussions not only the drivers in a bad light, but also the league.

## 1. Introduction

1. The GenR FBM Championship 2013 is defined as a series running five events in the Live for Speed simulation software using the LFS Formula BMW car. It requires a Live for Speed S2 licence to participate in the events.
2. All five events will consist of a 30 minutes qualifying session and an approximately 1h 10min long race on Wednesday. Additionally there will be a pre-qualifying session from Sunday to Tuesday in case of more than 30 sign-ups - see rule 2.3.

## 2. Sign-Up Regulations

1. For the actual event there are up to 30 spots available. Drivers wanting to take part in the league have to fill in the appropriate form in the sign-up thread, including real name, LFS username, team and nationality.
2. Wrong sign-up qualification will result in ineligibility from any event.
3. In case of more than 30 sign-ups, a pre-qualification will be held from Sunday 19:00 UTC to Tuesday 19:00 UTC (Duration: 48h) in the same week of the event. The fastest 30 drivers will be promoted to the actual event. Drivers in Pos. 31 and lower are eligible to race in case drivers inside the Top 30 are not able to race. So be prepared either way.
  - a.) Should there be more drivers outside the Top30 than free spots for the round, the higher ranked pre-qualified drivers will make it into the actual event.
4. Teams are permitted to announce one driver change per season. A driver change is defined by removing a driver and substituting him with another one.
  - a.) The team manager is allowed to change his team's line-up as often as he wants until the start of pre-qualifying in case of more than 30 sign-ups and until the start of qualifying in case of less than 30 sign-ups. From that point on, rule 2.4 is effective.
  - b.) The team manager must announce his changes to the line-up in the sign-ups thread in the GenR FBM Championship league forum.
  - c.) Any change made after the start of pre-qualifying, or if cancelled after the start of qualifying, will only be effective from the next round onwards.
5. Teams can only consist of maximum two drivers. If you need to find a team mate, you can do so in the appropriate thread "Team Building".

6. Once a team has signed up with a certain pair of numbers, those numbers belong to the team for the remainder of the season and can not be transferred to other teams.

### **3. Name Format**

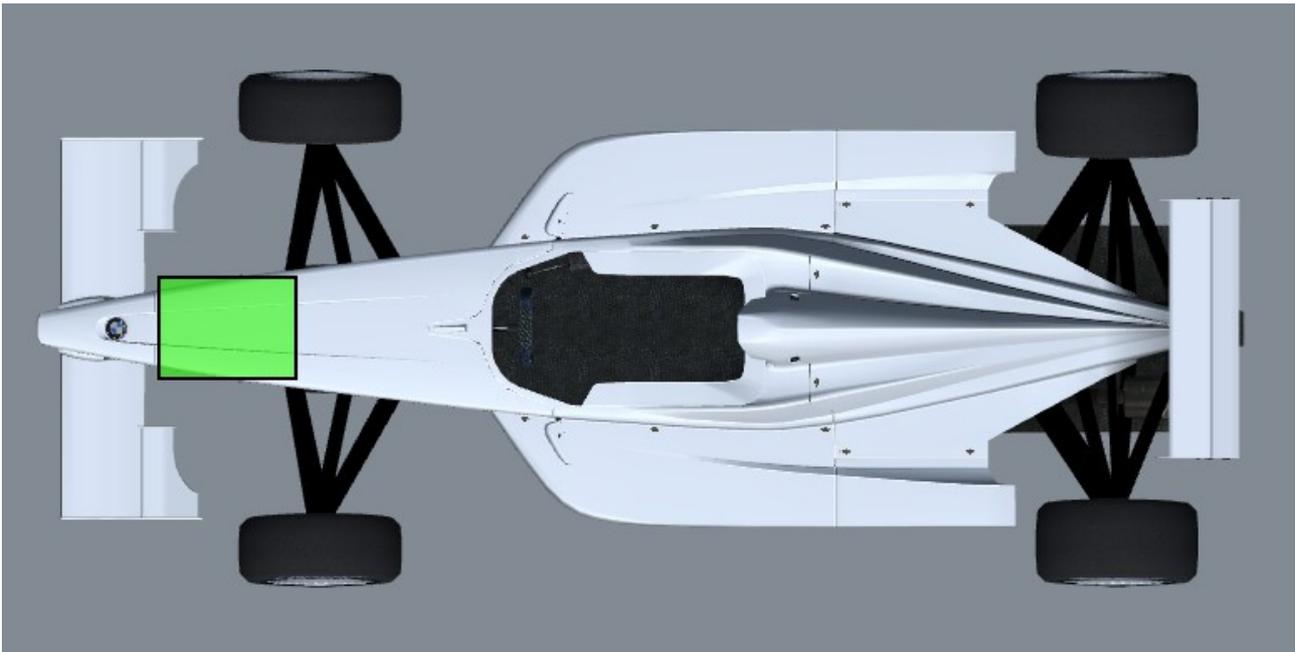
1. All drivers must wear the official name format during all official sessions (Qualifying, Race). It's not mandatory in pre-qualification.
  - a) This name format goes as follows: 00 F.Lastname
  - b) According to Rule III.1.a the driver's number has to be white and has to contain two digits, his actual name may be in any colour he wants.
  - c) Failure to meet Rule III.1.a will result in a 1 second penalty in the qualifying session, and a drive-through penalty equivalent added to the race time.

### **4. Car Skin and Number Placement**

1. All skins must contain the driver's number on each side of the rear wing and on a specific zone on the front of the nose cone, as seen in the attached pictures Abb.1 and Abb.2.
2. All skins must also contain the entire driver's name on each side of the cockpit as seen in Abb.1.
3. The skins must be posted in the skins thread in the GenR FBM Championship forum prior to the start of qualifying to not receive a penalty.
  - a) Violation of Rule 4.1, 4.2 or 4.3 will result in a 1 second penalty in the qualifying session, and a drive-through time penalty equivalent in the race.
4. If two or more teams are signed-up from the same LFSworld or newly-created team, the skins must clearly distinguishable from each other.



**Abb 1.** Light green area marks the field for the numbers, orange area the field for the driver's name.



**Abb 2.** Light green area marks the field for the numbers, orange area the field for the driver's name.

## **5. Qualifying Procedure**

1. Pre-Qualification takes place from Sunday 19:00 UTC to Tuesday 19:00 UTC - prior to the event - in case of more than 30 sign-ups, as already described in Rule II.2.
  - a) The administration reserves the right to ask drivers for replays, to make sure their laps were clean.
  - b) Tyre wearing during pre-qualification is allowed.
  - c) Any driver who is not within 107% of the fastest time in pre-qualification will not be allowed to take part in the event.
2. Qualifying is a 30 minutes long session.
  - a) Drivers outside 107% of the fastest laptime in qualifying may start.
  - b) During all qualifying sessions all drivers may spectate or go to the pits as often as they like.
  - c) Any drivers on the server may not interfere anyone else's qualifying laps. Attempts to purposefully interfere with someone's lap will result in a penalty.

## **6. Race Procedure**

1. Each event consists of a race with a maximum length of 1h 10min.
2. Races will use the standard LFS standing start.
3. Once you have joined the spectators or have disconnected from the server during the race session, you are not permitted to rejoin at any time during the race.

## **7. Pit Lane and Pitstops**

1. During all Championship races, there is a mandatory pitstop to be completed between the first and the last lap of the race.
  - a) Failure to make a pit stop will result in disqualification.
2. The blend line on pit exit is not to be crossed by all parts of the car. Crossing the line with two or more wheels will result in a drive-through penalty. Cutting pit entry is not always enforced, but if it is, the same penalty is available.

## **8. Blue Flags**

1. Drivers who are being lapped are expected to drive a normal racing line and must avoid maneuvers that might confuse lapping cars.

- a) Lapped drivers must yield position upon the first properly-presented overtaking maneuver by a lapping car. A properly-presented overtaking maneuver implies the lapping driver is close behind the lapped driver, "shows" a nose to indicate his intentions, and follows through cleanly while leaving sufficient room for the lapped car.
  - b) Lapped drivers must not defend against overtaking maneuvers presented by lapping cars. A defensive maneuver will result in a drive-through penalty. A defensive maneuver resulting in contact will result in a stop&go-penalty.
  - c) Drivers who have been successfully lapped must not attempt an immediate re-pass unless it can't be avoided.
2. Lapping drivers must use caution when overtaking lapped cars. Overaggressive or poorly-presented overtaking attempts resulting in contact will result in a stop&go-penalty.
  3. Drivers found guilty of multiple instances of blocking in a single race - along with drivers found guilty of multiple incidents resulting from a lack of respect for lapped cars - may face penalties, series probation or exclusion from the season.

## **9. Server Failure**

1. Should the main server for the GenR FBM Championship experience a mass disconnect the race will be stopped.
2. If the race has already passed the 40% mark, half points will be given out using the positions for the last completed lap before the mass disconnect occurred.
3. For any server problems occurring after the 75% mark the race will be declared as completed, and full points will be awarded.

## **10. Protests**

1. Protests must be submitted within 24 hours of the race completion.
  - a) Protests must be submitted by the drivers involved in the incidents they protest against.
2. Penalties will be assigned by admins after, and in severe cases sometimes during the race. The severity of those penalties is determined by the kind of incident that took place.
3. Protest verdicts are final and can not be appealed.
4. Frivolous protests will be ignored and if repeated lead to penalties against the drivers filing them.
5. For any penalty that may be assigned please see Section XI. of the Rules.

## 11. Penalties

1. There are five levels of penalties that may be assigned after qualifying or after races.

a) List of penalties that may be assigned after qualifying session.

Level 1: warning

Level 2: one-second penalty

Level 3: rear-of-grid penalty

Level 4: disqualification

b) List of penalties that may be assigned during or after a race session.

Level 1: warning

Level 2: drive-through penalty (or equivalent)

Level 2: 5-place grid penalty

Level 3: stop&go-penalty

Level 3: 10-place grid penalty

Level 4: one-lap penalty

Level 5: disqualification

2. The following are penalties that will affect a range of events.

Level 1: series probation

A series probation will be in effect for at least one but no more than six months. During the probation period all penalties may be escalated to the next highest level if it is deemed necessary.

Level 2: series exclusion

A series exclusion will be in effect for at least two months and may last up to twelve months. During the exclusion period the driver in question is not allowed to take part in any official sessions.

3. In this league there will be a new penalty system applied:

Level 1 penalty: 0 penalty points

Level 2 penalty: 1 penalty points

Level 3 penalty: 2 penalty points

Level 4 penalty: 3 penalty points

Level 5 penalty: 5 penalty points

a) Every driver has a limit of maximum 10 penalty points. If a driver accumulates 11 or more penalty points, the affected driver will be banned for the duration of two seasons in the FBM championship.

b) Chat penalties and skin infringement penalties will not affect the penalty points account of a driver.

c) After the last race of a season, the accumulated points will be halved and rounded down on the next smallest whole number.

## 12. Official Classification

1. There are two official championships in the GenR FBM Championship.
  - a) The Driver's Championship is awarded to the driver who scores the most points in the season.
  - b) The Teams Championship is awarded to the team which scores the most points in the season.
2. Points are awarded on the following scale:
  1. 10
  2. 8
  3. 6
  4. 5
  5. 4
  6. 3
  7. 2
  8. 1
3. To be classified you need to complete exactly or more than 90% of the race laps.
4. There is an additional award for fairness on- and off-track. To be eligible for this award, you have to attend all races. A jury of GenR team members will decide about which driver(s) will win it. GenR members themselves are excluded are not eligible for this award, but multiple drivers may receive it.

## 13. Miscellaneous

1. The administration reserve the right to modify this document at any time for any reason it deems fit.
2. Any loopholes found in the rules may be reported to the series administration.
3. Using button clutch or any other performance gaining cheat is forbidden in all sessions. Anyone caught using such cheats will be excluded from that session.
4. Misbehavior during open practise on the used league servers or league forum may result in penalties. Those penalties can range from a warning to a series exclusion.