



Formula 1 Simracing League

Rules Rev. 1.01 (English)

GTRGP-F1.com
League Administration
Harald Schmitz

powered by



1. League Administration

Harald Schmitz

2. Race Management

Frank Louis
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2. Required game/modification

rFactor: 1.255F
CTDP2006: v1.0 or higher

3. Server (24h)

Name: GTRGP-F1.com
IP: 82.192.81.179

4. Racetimes-/infos

Race-Day: Sunday

Free Practice (all drivers, no parc ferme): 7:00 - 7:50 PM (CET)

Qualification 1 (all drivers, no parc ferme): 7:50 - 8:00 PM (CET)

Qualification 2 (top 16, no parc ferme): 8:00 - 8:10 PM (CET)

Qualification 3 (top 10, with parc ferme): 8:10 - 8:15 PM (CET)

Warm-Up: 8:15 - 8:25 PM (CET)

Race-Start: 8:25 PM (CET)

The races (tracks / dates) will take place parallel to the real F1 shedule. The start-time for the race at **Brazil will differ from the usual start-times** due to overlaps with the TV-broadcast.

Racelenght: 100%
Aids: auto-clutch, launch-control
View: cockpit (forced)
Damage: 50%
Start: standing with formationlap (no restart!!)
Max. drivers: 22
Max. teams: 11

5. Race shedule

Die **GTRGP-F1 2009** Championship consists of 17 Grand Prix:

#01	29 Mar 2009	AUSTRALIA	Melbourne
#02	05 Apr 2009	MALAYSIA	Kuala Lumpur
#03	19 Apr 2009	CHINA	Shanghai
#04	26 Apr 2009	BAHRAIN	Sakhir
#05	10 May 2009	SPAIN	Catalunya
#06	24 May 2009	MONACO	Monte Carlo
#07	07 Jun 2009	TURKEY	Istanbul
#08	21 Jun 2009	GREAT BRITAIN	Silverstone
#09	12 Jul 2009	GERMANY	Nürburgring
#10	26 Jul 2009	HUNGARY	Budapest
#11	23 Aug 2009	EUROPE	Valencia
#12	30 Aug 2009	BELGIUM	Spa-Francorchamps
#13	13 Sep 2009	ITALY	Monza
#14	27 Sep 2009	SINGAPORE	Singapore
#15	04 Oct 2009	JAPAN	Suzuka
#16	18 Oct 2009	BRASIL	Sao Paulo
#17	01 Nov 2009	ABU DHABI	Yas Marina Circuit



Die **GTRGP-F1 2009** Championship will be carried out by the "**Best 16 of 17 races**" rule. Due to prevention, technical problems or accidents etc. only the best 16 results of the season will be valued. If a driver competes in every 17 races the worst result will be deleted at the end of the season.

6. Points

16 drivers can collect points for the World Championship at each Grand Prix by the following key (90% of the race distance has to be completed):

- 01. = 22 Pts.
- 02. = 18 Pts.
- 03. = 15 Pts.
- 04. = 13 Pts.
- 05. = 12 Pts.
- 06. = 11 Pts.
- 07. = 10 Pts.
- 08. = 09 Pts.
- 09. = 08 Pts.
- 10. = 07 Pts.
- 11. = 06 Pts.
- 12. = 05 Pts.
- 13. = 04 Pts.
- 14. = 03 Pts.
- 15. = 02 Pts.
- 16. = 01 Pts.

7. Teams

A team should consist of at least 2 regular and up to 2 replacement drivers. To attend the **GTRGP-F1 2009** league every driver has to be registered at GTRGP-F1.com. Every team has to ensure that there are two drivers attending the race if procurable. The attendance at the **GTRGP-F1 2009** league is free.

8. Race distance

The race distance for every Grand Prix will be 100% of the real Grand Prix distance.

9. Driver swap and entry

Every team may exchange one regular driver at each Grand Prix during the season. The fill-in driver needs to be registered at GTRGP-F1.com. A driver may be deployed in both "sub-teams" within a "main-team".

10. Teamorder

Teamorders are allowed (due to lack of controllability), but no other rules may be broken due to them.

11. Training

There will be a 50min. free practice at every raceday before qualification. There is no restriction of setups (tires, fuel load) and chatting is allowed.

12. Qualifying

The Qualifying is divided into three parts:

Qualifying 1

attendee: **all drivers**, no parc ferme, public
duration: 10 min.
retired: The last 6 drivers respectively place 22 - 17
next round: the fastest 16 drivers

After qualifying 1 there are ONLY 16 drivers allowed to attend qualifying 2. The last 6 drivers MAY NOT leave the pit during qualifying 2!

Qualifying 2

attendee: **drivers placed 1-16** of Q1, no parc ferme, public
duration: 10 min.
retired: The last 6 drivers respectively place 16 - 11
next round: the fastest 10 drivers

After qualifying 2 there are ONLY 10 drivers allowed to attend qualifying 3. The other drivers MAY NOT leave the pit during qualifying 3!

Qualifying 3

attendee: drivers placed **1- 10** of Q2, **with parc ferme**, public
duration: **5 min.**

In qualifying 3, parc ferme rule is applied, only the fastest 10 drivers compete for the top-10 grid and the pole position, every other drivers may NOT leave the pit.

Drivers leaving the pits without having qualified in the previous session will be removed from the ongoing game and thus disqualified.

Chatting during the qualifying **is not permitted**.

If you are on a in- or outlap you have to make room for drivers on a hot lap immediately.

Drivers having set their fastest qualifying time in an irregular way (cutting etc.) will be fined with a 20 sec. penalty for every incident.

13. Warm-up

There will be a 10min. warm-up before the start of the race. This is the last chance to check the setup or to relieve oneself. During the warmup chatting is allowed.

14. Race

14.1 Formationlap

From now on **chatting is not permitted until the end of the race!** Only the race management is allowed to chat! 30 seconds before the start the pitlane is open and the drivers have time to get to the grid. The system sets the drivers on the right place in the grip according to the qualifying result. If the time limit is exceeded the driver has to start from the pitlane (watch the lights at the end of the pitlane!).

After the 30 seconds ran out the field is approaching the formationlap. Due to the high risk of crashes the drivers should avoid intense accelerating, breaking and swerving to heat up the tires. Overtaking is not permitted during the formationlap. Exception: If a driver has an accident during the formationlap or has a delayed pre-start and does not fall back to the last place he may take his position back without a drive through penalty. Otherwise the driver gets a drive-through penalty which has to be completed during 3 laps. If the driver does not complete his drive through in the first 3 laps he will be disqualified after the race

14.2 Start

As soon as the last car is on the right place in the grid the 5 lights will light up. The race is started when the lights go off. Every driver has to use the launch control due to safety issues.

Every driver has to avoid contact to the other cars (cold tires, cold brakes, tailback at the first corners). Live and let live! The race management will look closely at the fairness of each driver in the first two laps and will **punish intentional misconduct accordingly!**

Drivers being repeatedly responsible for start crashes will have to face disqualification, deduction and start from the pitlane at the next race they attend.

14.3 Race abortion

Only the race management can abort a race. Exception: server crash
After a race abortion the race will not be restarted at the same day! A new date will be set.

If the race will be aborted within the first two laps, i.e. 50% of the drivers crashed, a new date will be set. When more than two laps and less than 75% of the race distance are completed, half points will be assigned. When more than 75% of the race distance is completed, full points will be assigned.

14.4 General

Every driver has to be fair and respectful towards all other drivers, on track as well as in the chat or league portal. Drivers being lapped should get off the racing line at a proper place without getting nervous to let the driver pass. After an accident or run-off the driver has to ensure that he rejoins the track in a safe way.

The speed-limiter has to be used in the pitlane **at all sessions!**

15. Penalties

The drive through penalty serves as a basis. After 3 drive through penalties (either from the system or from the race management after the race) the driver is disqualified from the race.

This catalogue serves as a basis for penalties:

- Level 1: Warning
- Level 2: +20s on top of the race time
- Level 3: +40s on top of the race time
- Level 4: Disqualifikation

Optional/additionally: start from the pitlane, deduction

Penalties will be imposed in the following events:

- jump-start
- causing an accident
- force an opponent off the road
- disregarding a blue flag 3 times
- deliberate hindering of another driver
- exceeding pitlane speedlimit
- driving over the line after the pitlane (2 wheels beyond)
- cutting repeatedly with time advantage
- chatting during qualifying and/or race

The race management reserves the right to define the penalty according to their judgement, to disqualify drivers from a race or from the league.

16. To protest / report race incident

Every driver may protest or report a race incident to the race management within 24 hours after the official replay of the race is available.

For this the following particulars have to be given:

- reason (violation of a rule, accident or unfair behaviour etc.)
- time respectively lap from the official replay
- involved driver(s)

If the particulars of the protest or report are not complete it will NOT be checked by the race management.

In general every driver is urged to look after fair behaviour of all drivers and to report incidents (cutting etc.) to the race management.

12. March 2009

GTRGP-F1.com Race Management