

F1 Rules

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
Should you leave the track at your own fault you lose the right to your line. It is your responsibility to rejoin in a safe manner, meaning your rejoining neither endangers nor compromises other cars.

2. Racing Etiquette

- a. Leaving Space
A car has the right to their line when they have their front wing along the rear axle of the car ahead, the car in front must leave a car width for the car alongside.
- b. Weaving
Changing lines more than twice in order to defend a position is forbidden.
- c. Breaking
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.

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

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

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.