



## Regulations

Last Updated: August 4 2008

## **I. General**

1. The "Race Weekend" of a Round of the Live for Speed Beginner's Cup shall consist of a Free-Practice session held on Saturday before race day, a Free-Practice session held on the Sunday prior to race day, a Free-Practice session held on the day of the race, the Qualifying Session Prior to the Race, and the Race Session itself.
2. You must be in the server at least 5 minutes prior to the start of Qualifying.
  1. You must be in both the LFS Server and the Ventrilo Server to meet this requirement.
  2. Failure to meet this requirement may result in you not being allowed to participate in the sessions.

### **3. Liveries**

- a. You may use any livery you like.
  1. The livery must contain your number in the following spots: Left and Right hand doors; driver's side of the bonnet.
  2. Ensure that your liveries are uploaded to Live for Speed World, and therefore, must meet the requirements for LFSW.

## **II. Pit lane**

### **1. Pit lane Defined**

- a. Pit lane is defined as the area of the course where the garages are located. The start of the pit lane shall be marked by the speed limit start line. The end of the pit lane shall be marked by the speed limit end line.

### **2. Speed Limit**

- a. The Pit Lane Speed Limit is 80 Km/Hr, or 49 Mi/Hr.
- b. Exceeding this speed by up to 20 Km/Hr will earn you a Drive-Through Penalty
- c. Exceeding this speed by over 20 Km/Hr will earn you a Stop-Go Penalty.

### **3. Driving In The Pits**

- a. It is forbidden to drive a car against the flow of the pit lane traffic, unless directed to do so by the Race Director or designated Pit Marshals
- b. Violation of this will have you excluded from the remainder of that session.

#### **4. Blend Lines**

- a. The blend lines are lines marked on the track which separate the pit entry and pit exit from the racing surface.
- b. You are not to cross the blend line on exit of pit lane. A drive through penalty will be assessed if all four wheels cross this line.
- c. You may cross the line on pit entry.

#### **5. Pit Stalls**

- a. During Free Practice sessions, you may stop at any pit stall or in any garage area.
- b. During qualifications or races, travel to the furthest open pit stall and use it.
- c. Do not drive across more than one pit stall on your way in and out of your own.

### **III. Safety Car**

#### **1. Use**

- a. A Safety Car may be used to neutralize a race in the event of an incident or for a rolling start.

#### **2. Overtaking**

- a. Overtaking is strictly forbidden under safety car conditions.
  - 1. If the car ahead of you spins or is otherwise unable to maintain safety car speed, that car may be overtaken
  - 2. If you overtake during safety car, you must return the position or you will be assessed a penalty on the restart.

#### **3. Queuing**

- a. A Racer must keep between two (2) and five (5) car-lengths to the car in front of you.
- b. The leader must keep between eight (8) and ten (10) car-lengths between it and the safety car.

#### **4. Deployment and Recalling**

- a. In the event of an incident that may necessitate the use of the safety car, the race director will order it on standby.
- b. Should the safety car be needed, the race director will display a message, "Safety Car Deployed" and the Track Status Indicator will change to "T: YELLOW"

- c. Once the Safety Car is deployed, there is to be no overtaking and the pits close at that point. If you are committed to pit lane (already in pitlane) you may continue your pit-stop.
- d. The pits will open once the Safety car has the leader and rest of the field satisfactorily in queue.
- e. On the lap which the Safety car will be coming in, Race Control will display a message, "Safety Car in THIS LAP." The Safety Car will then turn out its lights and begin to accelerate away towards pitlane. The leader is now in charge of the pace, and is to maintain normal safety car speeds until the final sequence of turns before the start straight. The leader may not overtake the Safety Car until it is behind the pit wall barriers.
- f. There is to be no overtaking until you have crossed the start line.

#### **IV. Red Flag Procedures**

##### **1. Declaration**

- a. The Race Director may declare a red flag when track conditions are unfit for the race to continue under safety car.
- b. The Race Director will display a message stating "RED FLAG" and track condition indicator will change to "T: RED"
- c. Once the RCM is displayed, there is to be ABSOLUTLEY NO CHAT from anyone except the race director until further notice, both in-game and in Ventrilo.
- d. No cars may be serviced during a red flag except for those within the pit lane at the time of issuance.

##### **2. During Practice or Qualifying**

- a. Upon displaying of the RCM, proceed directly to pit lane, using caution.
- b. Stop at the end of pit lane and apply your parking brake and shut off your engine.
- c. The timer for the session will not stop with the red flag. If the qualifying session is less than 7 minutes complete and does not get restarted, the starting order will be taken from driver points.
  - a. The Race Director may extend the session time, at his discretion.

### 3. During Race

- a. Upon issuance of the Red Flag, follow all instructions of the Race Director.
- b. The order will be taken from the end of the last lap completed by the field before the red flag was issued.
  1. If the race is less than 50% completed, the race will be restarted, with the laps determined by the laps remaining from the lap which the order was taken from. The results will be taken from this new race.
  2. If the race is more than 50% completed, the race director has the option to declare the race over and take the results from the last lap completed by all cars before the red flag was declared.
  3. A complete restart of a race will occur if the red flag comes out before the completion of the second lap of the race.

### V. Lag Start

#### 1. Purpose

- a. The purpose of the lag start is to determine whether or not anyone is lagging or will otherwise be a hazard to others on the start.

#### 2. Procedure

- a. After the post-qualifying break, there will be one lap done via standing start.
- b. This lap is to be taken as a racing lap up until the last corner before pit entry. At that point, the field shall slow down and enter the pits and stop single-file, engines off at the end of the pit lane.
- c. Once all cars are returned, the race director will check for any lag. The only chat permitted will be about lag.
- d. There is to be no tele-pitting or joining the spectators during this start.

### VI. Messages

#### 1. Text Chat

- a. Minimal chat about the session is allowed during qualifying.
- b. Chat is not permitted from the time which the lag start begins to when the race director allows it again after cars have entered parc ferme at the end of the race session.
- c. The use of Ventrilo is **mandatory** for all competitors during official sessions.

- d. Talkback capabilities are NOT required, however, you must be able to listen.
- e. The only communications allowed in Ventrilo during the Race is about the race, reporting of incidents, cars on track, et cetera. There is to be NO communication in Ventrilo (Radio Silence) during the qualifying sessions, and during Red Flags.

## **VII. Disconnects**

### **1. During the race**

- a. If you get disconnected from the server for any reason, you will be considered a DNF due to the reason provided by LFS. You will be credited with completing however many laps you completed prior to the disconnect.

## **VIII. General Procedures**

### **1. Tele-pitting/Tele-spectating**

- a. During any qualifying or race LFSBC session, you may NOT tele-pit or spectate from on-track under any circumstances during Official Sessions.
  - a. You may tele-pit at any time from within pit lane during qualifying, as long as you make a pit-stop before tele pitting. Once LFS displays that you made a pit stop, you may tele-pit.
- b. You may tele-pit or tele spectate at any time, without permission in a practice session.

### **b. Parc Ferme**

- a. At the end of each session, all Racers are to return safely to the pits.
  - a. During Free Practice and Qualifying, you may return to the pit lane and any garage stall or to the end of pit lane.
  - b. During the race, parc ferme will be marked by red and white barriers. Drivers are to park in rows of three, and apply the parking brake and shut off their engine.

## **IX. Championships**

### **1. Drivers Championship**

1. The Live for Speed Beginner's Cup Driver's Championship is the official championship of the series. Points are awarded to those who are classified after each race.
2. Double points are available for the Endurance Round for positions 1 to 15, where 16th and beyond will still receive 1 point. Half points are awarded for the sprint

racers of round 6. Half points will be awarded in the event a race is ended prior to 50% completion.

<b>Finish Position</b>	<b>Points</b>
1st	30
2nd	28
3rd	26
4th	24
5th	22
6th	20
7th	18
8th	16
9th	14
10th	12
11th	10
12th	8
13th	6
14th	4
15th	2
16th and beyond	1

- 3.** The Experienced Class and Rookie Class Results will be partitioned into their individual rankings as well, with half-points from the above table being awarded, based on class finishing position.

4. Bonus points are awarded according to the following table, regardless of class.

Item	Points
Pole Position	1
Fastest Race Lap	1
Highest Climber	1

1. Pole Position is awarded to the person who gains the fastest time in qualifying.

Grid penalties do not apply to this award.

2. Highest Climber is calculated by subtracting your qualifying position from your race finish position. In the event of two same climbers, the highest finisher of the two is awarded the point.

5. A ballast system will be used to even out the field for all rounds, with the exception of Round 1. Round 2 shall use the race results from Round 1. From Round 3, the ballast will be determined by overall championship standings. The following table denotes ballast per position.

Finishing Position	% Ballast, compared to net weight of car (sans fuel or driver)
1st	3
2nd	2.5
3rd	2
4th	1.5
5th	1
6th	0.5
7th	0

1. Persons required to carry ballast must carry the ballast in all Officially Timed Sessions, and will be required to send the Race Director their Setups at the end of each officially timed session to ensure compliance with the regulations. Setups must be sent before pitting or spectating at the end of the race. Setups will be

kept confidential, and not published, unless that person grants New Dimension Racing permission to do so.

2. Failure to carry appropriate ballast will result in exclusion from the session in which the infraction occurred.

## **10. Results**

### **1. Provisional Classification**

1. The final classifications of all sessions are provisional until such time that the race director declares them official.

### **2. Official Classification**

1. The official classification is final and no more appeals may be filed. Points are calculated from official classifications.

### **3. Finish Limit**

1. To be classified as a finisher of a race, you must complete the minimum number of laps required to exceed 70% of race distance. This will make you eligible for position points from the round. Finishing less than this will not get you classified or earn you points.