

ARL League Rules

All rules are put in place by the events coordinators in order to maintain clean, fair and enjoyable racing. Stewards and admins are in charge of enforcing these rules on and off track.

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1. Racing Rules

1.1 Clean racing

- At no point during the race should you have contact with another driver. If contact is to occur, make sure you record the incident. IF someone is to deliberately crash into another car, it will result in a severe penalty or blacklisting from the league.
- Do not be too aggressive and always give enough room for the other car when necessary, if you force another car off the track, this is considered as dangerous driving and you could be penalised.
- Do not move aggressively under braking zones or make multiple defensive moves, excessive weaving will be penalised.
- Do not retire your car on the track, if there is a valid reason for you leaving the session then you must retire your car in the pitlane.

1.2 Track limits

- Do not exploit the track limits to gain an advantage on another driver, We will follow up any illegal overtakes that the game doesn't catch.
- If a driver makes an overtake off the track to get past you, record the incident in case the game misses the incident so that you can report it.

1.3 Qualifying rules

- In qualifying it is your responsibility to find free space on track. If you are on a flying lap and the car behind is on a flying lap, you do not have to yield, however, if you are on an in lap or an out lap it is your responsibility to move off of the racing line.
- During Qualifying, if you are to retire manually at any stage, this must be done in the pit lane to stop your AI car from causing issues for other drivers.
- During Qualifying, you must not purposely corner cut any corners to get around the track in time to start a flying lap, if found guilty of this, you will receive a penalty.

2. On-Track Regulations

2.1 In-game penalties

- If you receive an in-game penalty that you think is undeserved you can appeal on discord to have the penalty removed.

2.2 Being lapped

- If you do come across being lapped during the race and are receiving blue flags for this, you must move out of the way of the car behind as soon as possible in the safest manner.
- If you believe that you are faster than the car behind or in front, It is your responsibility to overtake in the safest manner without affecting the other car.

2.3 Tyre rules

- IF you qualify inside the Top 10 and the lobby crashes, when the lobby restarts you MUST start on the same tyres that you qualified on, IF you start on a different tyre and are reported to the stewards you will be disqualified from the race.
- In qualifying you are not allowed to deliberately crash and retire your car in order to effectively destroy the tyre's that you were on so that you can start on fresh tyres.

2.4 Pit stops

- During pit entry and pit exit you must stay within the white lines, if you cause a collision by going beyond the white line you will be penalised.
- IF you are to receive a penalty for speeding into the pit lane and you believe it is unjust, you can report it to the stewards, the penalty, race director and your next pit stop should all be recorded and sent to the stewards if this is the case.

2.5 Jump starts

- IF you accidentally jump the start, you must carry on without crashing into another driver. You must then serve the drive through penalty so that you do not get disqualified.

2.6 Pausing the game/Recording

- If you are to pause the game, you must make sure it is safe to do so. The last thing we want is an incident caused by an AI car.

3. Behaviour

3.1 Communication, on and off track.

- There should be no form of abusive or abusive communication on and off the track, if abusive communication is reported or noticed by an admin disciplinary action will be taken

3.2 Lobby settings

- The Lobby settings are as follows for all races within the F1 League:

Ghosting - On

Safety Car - On

Formation Lap - On

Parc Ferme – On

Car Performance - Equal

Corner cutting – Regular
Weather – Dynamic
Damage – Full
Time – Official
Tyre Wear – Surface and Carcass (Simulation)
Qualifying - Full
Race Distance - 50%
AI Difficulty – 50

3.3 Quitting the race

- If at any stage in the race you must leave due to other commitments, you must retire the car in the pit lane and then leave the session.
- If you have crashed out and the car has forced you to retire, you are allowed to leave the lobby, but with precaution, if the lobby is to break because you have left, you will be at fault.

4. Connectivity

4.1 Connection & Lag

- If you are reported to the stewards for possible connection issues, you will be advised to try and find some form of solution to fix the issue. If you get reported for the issues by multiple people across 4 races, you will be dropped to a reserve until further notice.

4.2 Disconnections

- If you are to disconnect from the lobby you are advised to rejoin back into the lobby as soon as possible. The admins will assist you with a game invite.
- If you are to complete the race in your own session, the stewards will not look into adding your time onto the official lobby.

4.3 Mass disconnections

- If a mass disconnection occurs, please remain on F1 and await another invite and also pay attention to your leagues discord chats

5. Participation

5.1 Missing races

- IF you are to miss a race, the coordinator or one of the Owners should be informed at least an hour before the race starts. IF they are not informed in time for 3 consecutive times, you will be demoted to a reserve.

5.2 Pulling out mid-season

- During the sign up phase, you are asked whether you would be committed to a full season, IF you have to pull out from the league at any point during the season, a coordinator or Owner must be informed with a valid reason (With respect to some things don't want to be mentioned out to the public)
- At any point during the season, you can demote yourself to a reserve if there are distractions going on behind the scenes, feel free to ask about this at any point.

6. Rule Enforcement

6.1 Stewards Panel

- The stewards panel are responsible for ensuring all qualifying and racing is fair and enjoyable for all drivers.
- If you need to report an incident the stewards will be responsible for deciding whether the incident requires further action such as penalty points or an in-game penalty such as a time penalty or demotion of finishing position.

6.2 Penalties

- All penalties received by the stewards can either impact your race result from that weekend or the next race that you attend to.
- IF any penalties are avoided or not taken you will be awarded a harsher penalty for the next race after or could be disqualified from the race. (For example, IF a qualifying ban is not taken)
- If you wish for a penalty to be removed, then you should provide evidence of your race director so that we can check it for any current warnings to decide what your penalty should be reduced to.

6.3 Blacklist

- If you are put onto the blacklist, you will have to sit out for a set amount of seasons before returning to the league.
- At no point during the Season should anybody be close to being blacklisted if all rules are followed carefully and respectfully.