

Rules and Regulations

As of 2022-05-05

Table of Contents

1	General	3
2	Format	3
2.1	Free Practice	3
2.2	Race	3
3	Protest System.....	4
3.1	Yellow/Red-Card System	4
3.1.1	Yellow Card.....	4
3.1.2	Red Card	4
4	Blue Flags.....	5
5	Points.....	6
5.1	How to qualify for points.....	6
5.2	Points-Scheme.....	6
6	Schedule	7
6.1	Time-Slots.....	7
7	Drivers and Teams.....	8
7.1	Teams	8
8	Team Names and Paint Schemes	8

1 General

The FBL-Community regards itself as a community of fair drivers. Drivers in this community put the interest and well-being of the community above their success on track. All rules and regulations ought to be understood on this basis.

A friendly banter after the race is always welcome, also recommendations to other drivers on which behaviour on track better not to show again. But, serious allegations are banned for 24 hours.

In addition, in this league it is strictly forbidden to offend or insult other participants, both during the race and after the race. The driver who does not respect this simple rule will be automatically excluded from the championship.

2 Format

2.1 Free Practice

- Free Practice takes place on Wednesdays and lasts for 120 Minutes.
- You are free to join and leave the session to your liking
- There are no championship points to be gained in this session
- If needed, weather settings might be adapted for the race on Sunday.

2.2 Race

Races are held on Sundays and - as long as not announced differently – consist of

- 75 Minutes Practice
- 15 Minutes Open Qualifying
- 90 Minutes Race.
- **Note:** As soon as Qualifying has ended, it is not possible to join the session anymore.

- Setup: Fixed (the track specific setup on iRacing will be used)
- Race-Start: Standing
- Safety Car: None
- Pit-Stops: 2 mandatory
Note: A driver will get a 90 seconds penalty after the race, if he didn't do his second pit stop at least 10 Minutes before the end of the race.
- Tire-Changes and Refuelling: No regulations
- Fast Repairs: 3

- Fuel-Level at start: predetermined by Fixed-Setup
- Max-Fuel-Level (Pit-Stops): 100%

3 Protest System

As the FBL-Community regards itself as a community of fair drivers, there is no protest system for accidents, incidents and mistakes on track. However, you are welcome to voice concerns on racing etiquette.

Serious allegations are banned for 24 hours and have to be submitted to the Admin.

3.1 Yellow/Red-Card System

This system is applied to drivers that show behaviour that is not in accordance with what can be considered to be the behaviour of a fair driver.

3.1.1 Yellow Card

- You'll get a yellow card for behaviour on or off track that is unacceptable (weaving, causing a crash by getting back on track in an unsafe manner, ...).¹
- A yellow card retires after your next race, as long as you don't qualify yourself for another yellow card in this race.
- Two yellow cards in a row become a red card.

3.1.2 Red Card

- You are banned from FBL. The league and the discord-server.
- Examples: Intentional crashing another driver; two yellow cards in a row.

¹ These are examples and are not to be considered a complete list

4 Blue Flags

As we are going for 90 Minute races, and so much can happen, you won't have to let a car pass immediately under blue flags in every circumstance.

- You get blue flags: Let the car pass!
But: You are allowed to try and get away from the car behind you for two laps. During these two laps you are not allowed to fight for position, and you are never allowed to hold up a driver faster than you.
- When you approach a car that you are a lap down: If the car is slower than you, you are allowed to overtake – but only in the safest way possible. Causing a crash when overtaking a car that you have been a lap down to, will at least qualify you for a yellow card.
- When you get approached by a car a lap down: Think about us being a community of fair drivers, and let the driver pass if he's clearly faster than you.
- To sum up: Show some decency on track.

5 Points

5.1 How to qualify for points

- You saw the chequered flag
 - Full points for position
 - Points for incidents
 - Point for fastest lap

- You made it for 60 Minutes (2/3 of the race)
 - 50% of points for your position in the race result
 - No points for incidents
 - No point for fastest lap

- You didn't make it for at least 60 Minutes
 - You only qualify for the point for pole position

- Point for Fastest Lap:
 The point for fastest lap will be awarded to the driver with the fastest lap among those drivers who qualified for the fastest lap point.

5.2 Points-Scheme

POS	PTS	Additional Points	
1	50	Pole Position	1
2	45	Fastest Lap	1
3	40	0 Incidents	5
4	37	1-4 Incidents	3
5	35	5-7 Incidents	1
6	33		
7	31		
8	29		
9	27		
10	25		
11	21		
12	19		
13	17		
14	15		
15	13		
16	9		
17	7		
18	5		
19	3		
20	1		

6 Schedule

The Schedule can be found on the homepage as well as in iRacing. In addition you can connect to the fbl-calendar using this link:

<https://calendar.google.com/calendar/u/1?cid=ZmJsY29tbXVuaXR5LmxpdmVAZ21haWwuY29t>

6.1 Time-Slots

Free Practice (GMT)	
19:00	120 Min Practice

Race (GMT)	
18:00	75 Min Practice
19:15	15 Min Open Qualifying
19:30	90 Min Race

7 Drivers and Teams

Drivers and Teams are allowed to register and form throughout the season. Drivers who registered for one of the FBL-Championships are allowed and invited to participate in both of them.

7.1 Teams

Teams consist of two drivers that race the same livery (tradingpaints) in practice sessions and races. Only the points of these two drivers, registered as the team for the REC, will count towards the Team-Championship.

If a Team loses a driver during the season, the remaining driver is not affected by this circumstance. However, he is free to announce a new teammate or become a Privateer.

8 Team Names and Paint Schemes

You have follow the [iRacing rules for Paint Schemes](#). These rules also apply to the name of your team.

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