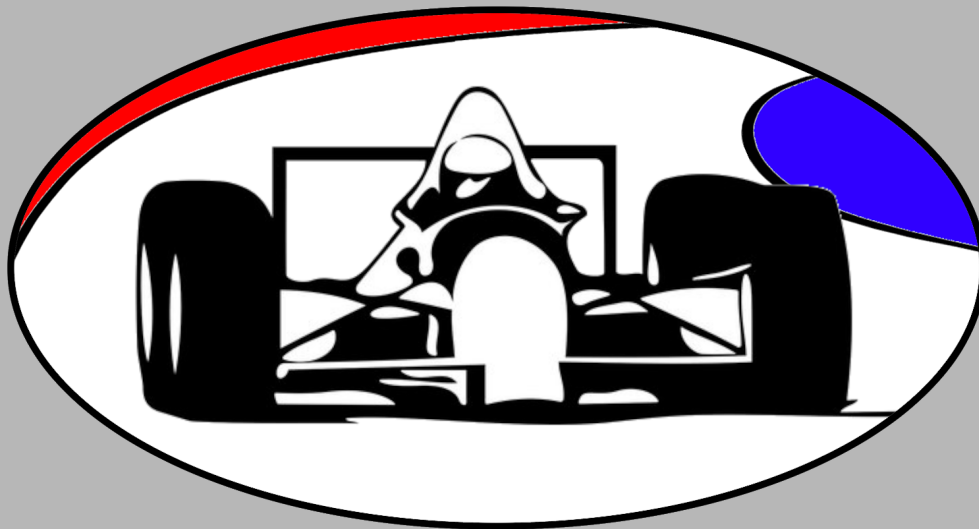


RACER'S CORNER

DRIVER'S HANDBOOK



FR 3.5 LEAGUE CHAMPIONSHIP RULES & REGULATIONS

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RULES

a. GENERAL

1. Don't harass or be toxic.
2. Don't disclose personal information of others.
3. Have fun.

b. LEAGUE

1. All general rules apply to league rules with stricter enforcement and more scrutiny.
2. Cheating of any kind is bannable (this includes intentionally throwing)
3. If in a league attempt to be present/active.
4. Recording and advertising is allowed.
5. Refrain from rage quitting, multiple unjustifiable occurrences will result in league cooldown. Retiring is allowed, however it is encouraged that the retired driver stays in the lobby till the end.

RULES (CONTINUED)

i. SETUP

QUALIFYING: ~25 MINUTES

- ALLOW AUTO START ENGINE: **YES**
- FORCE INTERIOR VIEW: **NO**
- FORCE DRIVING LINE OFF: **NO**
- FORCE DEFAULT SETUPS: **NO**
- FORCE MANUAL GEARS: **NO**
- FORCE REALISTIC DRIVING AIDS: **NO**
- ALLOW ANTI-LOCK BRAKES: **YES**
- ALLOW TRACTION CONTROL: **YES**
- ALLOW STABILITY CONTROL: **YES**

RACE TIME: ~45 MINUTES

- DAMAGE TYPE: **FULL DAMAGE**
- MECHANICAL FAILURES: **YES**
- ALLOW GHOSTED VEHICLES: **NO**
- FORCE MANUAL PITSTOPS: **YES**
- PIT STOP ERRORS: **NO**
- TYRE WEAR: **AUTHENTIC**
- FUEL DEPLETION: **YES**
- FORCE COOLDOWN LAP: **YES**

ii. TUNING

- Custom setups are allowed and the sharing of setups is also allowed.
- There are no limitations on how you may improve your car to handle better for you.
- Third party software and sources are allowed to help with setup configurations.

iii. PITTING

- It is required that there is at least 1 pit per vehicle per race. Those failing to pit will be disqualified.
- Absolutely no overtaking or speeding in the pits. You are allowed however to overtake in the entrance and exit of the pit lanes.

RULES (CONTINUED)

iv. PENALTY SYSTEM

- RULES & PENALTIES: ON
- TRACK LIMIT PENALTIES: ON
- ALLOWABLE TIME PENALTY: 10
- DRIVE THROUGH PENALTIES: ON
- PIT EXIT PENALTY: ON
- COMPETITIVE RACING LICENSE: ON
- MIN LICENSE: U1000

c. MISC

i. ALLOWED MODS

- Any spotter mod
 - Crewchief (HIGHLY SUGGESTED)
- Any telemetry mod
 - VR Hive (Suggested)
- Livery mods

ii. RACE VIOLATIONS

- Using car resetting is forbidden and will result in a strike
- Failing to yield for a BLUE FLAG will result in a penalty
- Any targeting or torpedoing other drivers will result in a season ban
- If your vehicle is missing a wheel you may attempt to return to the pit but if you cause a collision you will receive a strike

TRACK CALENDAR

a. REAL WEATHER API

- Every race will be using the PCars2OpenWeatherServer mod. This mod entails that every race will use accurate weather based on the specified race date.

This mod creates a more unpredictable racing environment allowing for drivers to test their ability in conditions they may not be used to. It is strongly believed that this will allow for better racing and improved driver versatility.

More information on the mod can be found here:

<https://github.com/mrbelowski/PCars2OpenweatherServer>

b. TIMEZONE HELPER (Race Time Chart)

us Pacific Time (US) PDT UTC-7	5pm
us Mountain Time (US) MDT UTC-6	6pm
us Central Time (US) CDT UTC-5	7pm
us Eastern Time (US) EDT UTC-4	8pm
BR Rio de Janeiro, Brazil -03 UTC-3	9pm
🕒 UTC UTC	12am
GB London, United Kingdom BST UTC+1	1am
DE Berlin, Germany CEST UTC+2	2am
RU Moscow, Russian Federation MSK UTC+3	3am
AE Dubai, United Arab Emirates +04 UTC+4	4am
IN Mumbai, India IST UTC+5:30	5:30am
SG Singapore, Singapore +08 UTC+8	8am
CN Beijing, China CST UTC+8	8am
CN China Time, China CST UTC+8	8am
JP Tokyo, Japan JST UTC+9	9am
AU Sydney, Australia AEDT UTC+11	11am
NZ Auckland, New Zealand NZDT UTC+13	1pm

- ALL RACES WILL BE SUNDAY AT THE SPECIFIED TIME ABOVE

TRACK CALENDAR (CONTINUED)

c. 10 WEEK SCHEDULE

- This is the 10 week assigned schedule for the FR 3.5 Championship League
- The week dates are as follows:

Week 1: OCT 18th
Week 2: OCT 25th
Week 3: NOV 01st
Week 4: NOV 08th
Week 5: NOV 15th

Week 6: NOV 22nd
Week 7: NOV 29th
Week 8: DEC 06th
Week 9: DEC 13th
Week 10: DEC 20th

- The tracks are as follows:



FR3.5 2020 CALENDER

1		18 OCT	RED BULL RING
2		25 OCT	DE ALGRE
3		1 NOV	FUJI
4		8 NOV	LONG BEACH
5		15 NOV	MONZA
6		22 NOV	IMOLA
7		29 NOV	HOCKENHEIM GP
8		6 DEC	MONACO
9		13 DEC	MAZDA LAGUNA
10		20 DEC	SPA FRANCORCHAMPS

SUNDAY 8 PM est.
RACER'S CORNER

SCORING SYSTEM

a. POINTS

- Points are earned through the traditional scoring scale used in Formula 1.
- Those finishing with fastest lap and/or between 10th-1st in a race will be given points that will count towards the championship standings.

The scoring system can be found to the side: ----->

Scoring System	Points
1st	25
2nd	18
3rd	15
4th	12
5th	10
6th	8
7th	6
8th	4
9th	2
10th	1
Fastest Lap	1

A typical standings sheet will look as follows below:

FR 3.5 SEASON 1 LEAGUE STANDINGS													Scoring System	Points
Position	Driver	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Final	1st	25
1	Ardiles26											0	2nd	18
1	beavus											0	3rd	15
1	BYTEWELL											0	4th	12
1	Ccpeace											0	5th	10
1	Dayman											0	6th	8
1	Eric96											0	7th	6
1	h1ghe3a											0	8th	4
1	Jarod											0	9th	2
1	Luis Hemiltan											0	10th	1
1	Mert-O											0	Fastest Lap	1
1	SetDown											0		
1	Sticky Fingers											0		

DRIVER OF THE WEEK



The Steward BOT

SCORING SYSTEM (CONTINUED)

Penalties will be handed down to drivers who cause incidents deemed by the league as non racing incidents and also incidents that have affected the race of other drivers. NOTE: All penalties are REPORT BASED and if no report is filed no penalty will be given.

b. PENALTIES

STRIKE 1: Qualifying Ban

STRIKE 2: Racing Ban

STRIKE 3: Season Ban

The responsibility of the drivers in collision is to report MAJOR INCIDENT

**~ consistent minor incidents reportable
but must be comprehensive and with
cited evidence**