



SPORTING REGULATIONS

2023 - Season 8

Document Version: 035-09.14.2023

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ARTICLE 0 - DEFINITIONS

0.1 - Definitions Used in this Rulebook

Driver - Anyone who is a registered member and participates in League Zero events.

Event - When the term event is used, this means an entire league zero event, a practice, qualifying, feature race and a sprint race.

Race - Race will be used to determine a single race. League Zero events contain two races per session. A feature race and a sprint race. I.e. if you get a penalty that gets you disqualified from the "current race" you will only be disqualified from one of the races that you achieved the penalty in.

LZ - Abbreviation for "League Zero."

Race Steward - Is a League Administrator who can make rulings based off of the rulebook contents.

Race Control - Is a League Administrator who is in control of the event and can deploy safety cars, making league rulings as a steward, and control the event through the iRacing service.

Incident Points - iRacing's penalty system for exiting the racing surface, car contact, loss of control, etc...

License Points - League Zero's version of penalty points. These are handed out to drivers who commit rule violations. Too many license points can result in disqualifications and event suspensions.

Penultimate - Second to last. In our rulebook it's often used as the second to last event of the season.

Fixed Setup - The setup type in iRacing that provides a setup that you are not allowed to customize or make alterations to.

Reserve Driver - A secondary driver who can be substituted in the absence of a main driver.

Protest - A form that can be submitted to initiate a review of an incident by the Race Stewards.

Appeal - A form that can be submitted when the outcome of a protest wasn't as expected and a driver can give their narrative on the incident to potentially change the outcome.

ARTICLE 1 - GENERAL INFORMATION

1.1 - Intent and Goal of League Zero

League Zero is an iRacing league that focuses on running the Super Formula car, providing an ideal platform for drivers who are looking to hone their skills in open-wheel sim racing. Our league is designed to be a development league, aimed at helping drivers gain experience and improve their driving abilities, while still providing a competitive racing environment.

1.2 - Software Exploitations Policy

As a member of LZ we reserve the right to at any time remove members who exploit the limitations of iRacing to gain a deliberate advantage. If a driver is caught exploiting the software to gain an advantage that would not be possible in real life, penalties will be given out by Race Control and the Race Stewards. The severity of the penalty will be at the discretion of the Race Stewards.

The following, but not limited to, are examples of Software Exploitations:

- Not using the pit limiter and/or rapidly changing gears while on pit lane
- Driving down the pit stalls in pit road abusing the iRacing "ghost car" ability

1.3 - Code of Conduct & Privacy Policy

- In LZ we expect all drivers to treat each other with respect. We have a zero tolerance policy for harassment, witch hunting, sexism, racism or hate speech.
- Spamming text channels will not be permitted on the Discord platform.

- No NSFW or obscene content. This includes text, images or links featuring nudity, sex, hard violence, or other graphically disturbing content.
- If you see something against the rules or something that makes you feel unsafe, let us know. We want this league to be a welcoming space!
- Self promotion of media may only be used in the designated channels on the Discord server. Do not promote elsewhere.
- Drivers who take part in driver interviews hosted by our third party broadcast provider will be required to maintain a professional standard. Racism, sexism, hate speech, profanity, etc... will not be permitted during interviews. This includes comments directed towards the league, race control, stewards, broadcaster providers, and drivers. Failure to comply with this rule may result in immediate termination from the league.
- Drivers and members who are caught breaking any of the rules mentioned under the code of conduct will be subject to disciplinary action being taken against them at the discretion of the league administration.
- All Drivers are subject to the [iRacing Sporting Code](#). Any violations will be subject to disciplinary action being taken against them at the discretion of the league administration.

ARTICLE 2 - REGISTRATION & ATTENDANCE

2.1 - Registration

2.1.1 - League Administration may refuse, suspend, or revoke the membership of any participant at any time without a given reason.

2.1.2 - All Drivers must meet the following criteria to be eligible to register to participate in any series. You must:

- Have a Road License Class of C1.0 or higher.
- Be 16 years of age or older.
- Drivers are required to speak and understand English well enough, to be able to follow text-based and voice chat-based instructions of the Stewards and to read and fully understand rules and regulations set forth by the league.

2.1.3 - Drivers are required to use [Discord](#) for all communication outside of the iRacing sessions. It is optional to join voice lounges, however it is mandatory to be able to see the text notifications.

2.1.4 - Driver's will maintain their registration for the duration of the season, and will continue to hold it for future seasons so long as they don't meet any of the below criteria points. A driver may have their registration revoked if...

- The driver has failed to participate in at least 1 event prior to the halfway point of the season.
- The driver has failed to participate in at least 33% of the season, rounded up to the nearest complete race at the end of the season.
- There are drivers on the waiting list waiting for an open slot and they have failed to meet one of the above criteria points.

2.1.5 - Drivers may only select numbers within the range of 2-99 as their racing number. The number must be available for use and not used by a current driver on the roster. The number you select will be used across all series in our league.

2.1.6 - The number 1 and 69 will not be permitted for use in our league. The number 1 is reserved for the championship winner in the Formula series.

ARTICLE 3 - SERIES INFORMATION

3.1 - Teams

3.1.1 - Teams must contain 2 drivers and cannot exceed that number.

3.1.2 - Drivers are not permitted to form a team, change teams, or change team names during the season. This can only be done prior to the start of the season.

3.1.3 - Drivers who run on the same team are required to run a similar paint scheme. You must be able to tell the drivers are on a team. (I.e. inverted paint schemes, same base colors) Ask race stewards for clarification if you feel you may not meet this requirement. In the event team members do not run the same scheme, they will first receive a warning, then Stewards will have discretion on further action.

3.1.4 - Team Name & Team Logo Restrictions:

Team names and paint schemes are not allowed to have any of the following:

- Sexual or profane references
- Promotes any product restricted by law to minors (i.e. Tobacco, Cannabis, Knives, Alcohol etc.) either directly or indirectly.
- Political messages, affiliations, etc. regardless of intent.
- Suggest, emulate or imply jokes/parody or vulgar language
- Religious messages, affiliations, etc. regardless of intent

3.2 - Reserve Drivers

3.2.1 - A reserve driver may fill in for a main driver up to 3 events per season so long as at the end of the season the main driver has run more events than the reserve driver.

3.2.2 - Reserve drivers must be registered as a reserve driver and meet all requirements of regular league members.

3.2.3 - Reserve drivers can only accumulate points for the team of the driver they are filling in for. Driver's championship points will be accumulated for the reserve driver, not the main driver.

3.2.4 - Reserve drivers cannot be a driver who is already registered to run the season. You cannot have someone who already runs independently or on another team fill in for a driver who is absent on your team.

3.2.5 - Reserve drivers are not permitted on track if both main drivers are participating in an event.

3.2.6 - In the event a reserve driver runs more than 3 events, they will forfeit ALL team points that they accumulated for their team and will be marked as an independent driver.

ARTICLE 4 - EVENT INFORMATION

4.1 - Event Procedure

4.1.1 - Event times will be posted in Eastern Standard Time (EST) or Eastern Daylight Time (EDT) depending on the status of daylight savings. Please be aware of this if your city, state, or country does not follow daylight savings.

4.1.2 - A maximum of 60 drivers can register to compete per season, however only 30 drivers will be allowed on track at any given time. This means you may have to qualify to make the event.

4.1.3 - If fewer than 15 drivers show up to an event, League Zero reserves the right to modify the format, cancel the race, or make it a non-championship event.

4.1.4 - A fixed setup will be used for every race provided by the Race Stewards. Fixed setups will be posted at least 3 days in advance to a race. Majority of the time setups will be iRacing provided from official seasons prior or the most recent.

4.1.5 - A drive through penalty will be applied to any driver who achieves 18 incident points and every additional 7 incident points after reaching the initial 18. iRacing will handle this penalty.

4.1.6 - The distance of all feature races shall not exceed 45 minutes, even if the scheduled race distance is not completed.

4.1.7 - The distance of all sprint races shall not exceed 30 minutes, even if the scheduled race distance is not completed.

4.1.8 - All sprint races will take the finishing order from the feature race prior to post race penalties, and form the grid for the sprint race. The top 12 drivers will be inverted.

4.1.9 - If a driver is more than 5 seconds off of the fastest lap in qualifying, they may be deemed ineligible to race at the discretion of the Race Stewards.

4.1.10 - For the penultimate round and final round of the season, driver's must have started at least 2 events in order to be eligible to race. This is to prevent manipulated championship results. Stewards can waive this if they deem a driver is competent and not a threat to maliciously attempt to alter the championship.

4.1.11 - In the event that we will be running a single grand prix event format, the event will contain a 1 hour time limit and will be roughly 50 minutes of green flag racing.

4.1.12 - This season will incorporate 4 drop races; This means a driver's 4 worst results will be dropped. The drops will start after 9 races have been completed and will fully take effect after a driver has completed 12 races. From there, it will continue to drop your 4 worst results until the season concludes. Each feature and sprint race will be counted individually in this tally. I.e. When a driver completes 9 races, a race will be dropped. When they complete 10, a second race will be dropped, etc... Once all 4 drops have been utilized, your drops will only change if you achieve a result worse than an already dropped race.

Race Format:

Sessions are Thursday Nights using the following format: (All times are EST or EDT)

Session:	Start Time:	End Time:
Free Practice	8:00 PM	8:45 PM
Open Qualifying	8:45 PM	9:00 PM
Feature Race**	9:00 PM	9:45 PM
Sprint Race**	9:55 PM	10:25 PM

**Take note that the feature race and sprint race time slot is longer than the actual race length. Meaning that the time shown above is the LATEST start and end time that could possibly happen. Most races will finish before the allocated time slot has finished.

In-Sim Race Times:

Race sessions will be using 2x time acceleration.

Session:	Start Time
Free Practice	12:00 PM
Open Qualifying	1:30 PM
Feature Race	2:00 PM
Sprint Race	3:30 PM

4.2 - Free Practice

4.2.1 - Practice sessions will be held on Thursday night prior to the race.

4.2.2 - Practice incidents are not reviewable, however acting malicious will get you removed from the session.

4.3 - Open Qualifying

4.3.1 - Qualifying is a single session and will be 15 minutes in length.

4.3.2 - Qualifying will be open, however due to us using iRacing's heat race format, the session will end once the time hits zero regardless of if you started a lap before the checkered or not.

4.3.3 - All race rules apply to qualifying. In circumstances where a driver breaks the rules, consequences will be applied as necessary.

4.3.4 - Cars that are completing an inlap or outlap must be aware of other drivers at all times. The driver on a flying lap has the right of way. This means that it is the slower car's responsibility to get out of the faster car's way.

4.4 - Start of the Race

4.4.1 - The start of the race will be a standing start. All jump start penalties will be handled by iRacing.

4.4.2 - In the event that we have a rolling start, the start zone will begin when the safety car pulls off to when the green flag is waved. Starts/restarts should be done in one fluid motion. If a driver accelerates then decelerates to check up the field coming to the start, they will have a penalty applied.

4.4.3 - The front row coming to a rolling start/restart must maintain a 0.5s gap to the safety car. You may not back up the field coming to a start/restart.

4.5 - Flags

- Green Flag: Starts and Restarts the race.
- Flashing Yellow Flag: Sector caution. Yield to cars involved but keep racing.

- Solid Yellow Flag: Full course caution is now in effect. Catch up to the safety car queue.
- Blue Flag: Lead lap cars are approaching.
- Black Flag: A Penalty has been issued and must be served.
- Mechanical Black Flag: Your car is deemed unsafe, pit within 3 laps otherwise a penalty will be issued.
- White Flag: Final lap of the race.
- Checkered Flag: The race is over.

4.6 - Safety Car/Restarts

4.6.1 - At the discretion of race control and the race stewards, a safety car may be deployed in situations where it is deemed unsafe for drivers to pass by an incident. This is including but not limited to: partial or full track blockages, a car stopped on the racing line with multiple cars approaching, a driver not moving on a standing start, etc...

4.6.2 - When the safety car initially comes out, driver's are expected to catch the safety car queue as quickly as possible, but still yielding to cars involved in the incident.

4.6.3 - In the event that the safety car gets deployed, the restart will be a single file rolling restart with lapped cars holding their position in the field. Once the safety car pulls off the track, the leader will control the race and choose when to accelerate.

4.6.4 - Lapped cars will be permitted to receive 1 lap back per safety car deployment at the discretion of Race Control and the Race Stewards. If it is deemed that there is not enough time for lapped cars to receive their lap back, they will not be allowed to pass the safety car.

4.7 - Race Chat Rules

4.7.1 - Race chat will only be used for essential chat. Essential chat is deemed as information that is helpful to others in the session (i.e. Informing others of wrecks, letting people know you're down on power, etc..)

4.7.2 - Race stewards reserve the right to revoke a driver's chat privileges at any point in a session and for future sessions.

4.8 - Ejection from the Race

4.8.1 - A driver may be ejected from the race if the following circumstances occur:

- Poor internet connection
- Stopping on the racing surface under green flag conditions (including computer malfunctions)
- Ignoring directions from the race director.
- Failure to comply with any of our racing rules

ARTICLE 5 - COMPETITION INFORMATION

5.1 - Penalty System / Protests

5.1.1 - At the beginning of the season all drivers will have zero points on their license. As drivers commit rule violations they will acquire license points. In the event a driver reaches the following milestones below, a further penalty will be implied:

Points Acquired:	Penalty:
4	Qualifying privilege revoked for 1 event.
6	Drive-through penalty in the next Feature race you participate in.
8	Disqualified from race where points were obtained, and 1 event suspension.
10	Disqualified from race where points were obtained, and 3 event suspension.

5.1.2 - All on track incidents are eligible for review by Race Control and the Race Stewards. These can be reviewed by Race Control during the race, or can be reviewed post-race by the Race Stewards via a protest submission.

5.1.3 - If an incident didn't get reviewed, a protest may only be filed within a 1 hour window after the end of the round. I.e. If the race ends at 10:30 PM EST, you will have until 11:30 PM EST to submit a protest.

5.1.4 - In the event that an incident occurs and is not reviewed by Race Control, an eligible driver can protest the incident. See below for eligibility:

- A) If an incident has car contact, only drivers directly involved in the incident file a protest against it. (Directly involved means you must have made contact with another car in the incident)
- B) If a driver breaks a rule that does not involve car contact, anyone can file a protest against them. (I.e. track limits, unsafe rejoin, etc..)

5.1.5 - Protests will only be accepted through this [form](#). Any other submissions will be deemed invalid.

5.1.6 - In the event that a driver disagrees with the outcome of a race control review or protest review, they will be allocated 24 hours after the official protest results have been

posted. In order for an incident to be reviewed, there must be new evidence or a valid argument to open a secondary review. Race Stewards will have discretion if they want to reopen a case. Appeals will only be accepted through this [form](#).

5.1.8 - Race Control may impose any one of the penalties below on any driver involved in an incident **during** the race:

- a) A five-second time penalty will be added to the elapsed race time of the driver.
- b) A ten-second time penalty will be added to the elapsed race time of the driver.
- c) A drive-through penalty will be applied. The driver must pass through the entire pit lane, while maintaining pit lane speed.
- d) Disqualification from the race.

5.1.9 - The stewards may impose any one of the penalties below on any driver involved in an incident **after** the race:

- a) No time penalty.
- b) A five-second time penalty will be added to the elapsed race time of the driver.
- c) A ten-second time penalty will be added to the elapsed race time of the driver.
- d) An end of lap penalty will be applied to the driver involved. They will finish last on the lap that they finished on.
- e) Disqualification from the race.

5.1.10 - Should Race Control or the Stewards decide to impose any of the penalties under Article 5.1.8 or 5.1.9, a suitable subsequent penalty will be applied:

- a) Zero points added to driver's license.
- b) One point added to the driver's license.
- c) Two points added to the driver's license.
- d) Three points added to the driver's license.
- e) Race Suspension(s) based on the Steward's discretion.

f) Termination from the league.

5.1.11 - Instead of applying a penalty, Stewards may also elect to "Note" an incident. In doing so, if the same driver is involved in a similar incident in the future, a penalty will be imposed.

5.1.12- In the event that there are not enough races left in the season for a driver to serve their race suspension(s), they will carry over 2 license points per race ban into the next season.

5.1.13 - The Race Stewards reserve the right to amend a rule and/or apply a penalty if they feel that an action made by another driver was against the league's intentions.

5.1.14 - On special occasions, Stewards may impose a temporary regulation that prohibits drivers from performing certain actions so long as an announcement is made prior to the race start or in the driver's meeting. When this temporary regulation is utilized, it will hold effect for the duration of the current round and will be honored as if it were written in the sporting regulations. This will only be used in select circumstances for safety reasons, or where an unfair advantage isn't policed automatically by the iRacing service. I.e. cutting through unused pitlanes where iRacing doesn't create a slowdown, Use of alternate pitlanes to make pit exit safer (Philip Island), etc...

5.2 - Racing Rules

5.2.1 - Stewards have the right to remove any driver from the race or remove them from the league if they feel this driver has poor intentions.

5.2.2 - All iRacing black flag penalties must be obeyed, however in certain instances the stewards can review and clear a black flag.

5.2.3 - In the event that an iRacing black flag penalty results in being wrongfully cleared a suitable penalty will be applied to counter the missed consequence from the black flag.

Stewards will have discretion on what penalty to apply.

5.2.4 - Practice and qualifying penalties will result in a license point penalty with no effect on the races. Stewards will still have discretion depending on the severity of the penalty.

5.2.5 - If a driver impedes another driver during qualifying, a suitable license point only penalty will be applied.

5.2.6 - If a driver jumps the start, the penalty will be handled by iRacing. Jump starts are not eligible for review.

5.2.7 - Restarting the race unsafely is prohibited. Once you have begun accelerating, do not decelerate or you will be penalized.

5.2.8 - Excessive and drastic attempts to break the draft down the straights is prohibited.

5.2.9 - You may only make 1 attempt to block a driver who is trying to pass you. Any late attempt may be eligible for a dangerous driving penalty.

5.2.10 - Altering your line on corner entry while braking, in an attempt to prevent another driver behind from passing, is prohibited and will be considered dangerous driving.

5.2.11 - When racing side by side, both drivers must leave each other sufficient racing room, so long as the passing car has earned the right to be there. This includes both straightaways and corners. The right to be there will be determined by the Race Stewards. The following factors, but not limited to, will be considered in these rulings:

- Was the passing car considered significantly alongside?
- Was the attempted pass considered "too late to be executed successfully"?
- Was there enough space left on the corner exit?

5.2.11 - When contact occurs between two cars without any actual "visible" contact. Usually there is space between two cars in these situations when the sim initiates the contact.

Netcode or ghost contact cannot be overcome within online racing and needs to be considered when reviewing incidents. Any incident reviewed by Race Control or the Race Stewards with netcode or ghost contact will be viewed while asking "based on our judgment, would actual contact have occurred given the trajectory of all cars involved if netcode or ghost contact was not relevant?" If the answer is yes, the review process will continue. If the answer is no, given that this is a highly judgmental decision, the incident will be deemed a Racing Incident and no strikes will be given to any entry

5.2.12 - Once a driver tows they are deemed out of the race and will not be allowed back on track. This refers to the current race, meaning if you tow from the feature race, you will not be allowed back on track for the feature. You are still permitted to race the sprint race if you tow from the feature. The only exception to this rule is if a driver tows from inside the pitlane. Breaking this rule will result in a disqualification from the race it occurred in.

5.2.13 - If a driver tows and rejoins the feature race and advances their position into an invert position, they will be required to start from pitlane in the sprint race. If they do not start from the pit lane they will be given an End of Lap penalty which will place them last place on the lap they finished on.

5.2.14 - Intentionally wrecking another driver is strictly prohibited and will result in severe consequences.

5.2.15 - In the case that a driver is caught breaking a rule intentionally because they have spare license points to burn, extra incident points to use, etc... This will be evaluated and a penalty that is significantly more severe will be applied.

5.2.16 - Exceeding track limits to gain an advantage is prohibited. This includes cutting the course.

5.2.17 - If you leave the racing surface, you are responsible for rejoining the track safely without impeding other drivers.

5.2.18 - When a driver is displayed with blue flags, they should be aware that lead cars are approaching. It is the overtaking driver's responsibility to pass safely, however the expectation of the car being overtaken is to not be breaking draft, swerving or blocking the lead lap driver, and they are expected to concede if the pass has been appropriately attempted.

5.2.19 - In the event that a driver is involved in an incident, spins out, or makes a mistake that causes them to be significantly off pace, they are responsible for safely getting back up to speed and resuming racing. The following is expected:

- The driver must ensure that the trajectory they are taking to resume racing does not impede, or cause a collision with another driver. This applies even if you do not leave the racing surface or racing line.
- They must ensure that if they are involved in an incident as mentioned above, that they hold their brakes and be as predictable as possible.

5.2.20 - Bump drafting of any form will not be permitted in this series and may result in a penalty.

5.2.21 - If a driver spins their tires on a standing start and causes an incident, they will incur a more severe penalty than a normal incident.

5.2.22 - All drivers must complete a mandatory pitstop in the feature race. You **MUST** change your tires during this pitstop. Failure to do so will result in disqualification from the race. This pitstop cannot be taken during the following circumstances:

- A) You are not allowed to enter the pitlane on the first lap of the race.
- B) You are not allowed to exit the pitlane on the final lap of the race. This means you must enter the pitlane with 2 or more laps remaining in the race. (I.e. In a 30 lap race, you cannot enter the pitlane on lap 29 and exit the pitlane on lap 30. You would have to pit on Lap 28 and exit on lap 29.)

5.3 - Live Race Control

5.3.1 - Certain races throughout the season may utilize live Race Control directing the race.

On occasion where there is Race Control, they will be in charge of the following in order of importance:

1. Deploying the safety car when the track is deemed in an unsafe manner.
2. Giving all lapped cars one lap back once per safety car deployment as per [Article 4.6.4.](#)
3. Reviewing all incidents that occur during the race.
4. Clearing black flags in rare instances that one may need to be reviewed and cleared.

5.3.2 - Race Control reserves the right to review any on track incident and hand out penalties at their discretion without a protest being submitted.

5.3.3 - Race Control's decisions are deemed final, however the Race Stewards may review a penalty issued by Race Control and overturn a decision. In the event a driver disagrees with the outcome of a decision, they may appeal it using this [form](#).

5.3.4 - In the event that Race Control is not present, no incidents will be reviewed unless a protest has been filed.

ARTICLE 6 - CHAMPIONSHIPS

6.1 - Points System

6.1.1 - Points will be awarded in a custom system based off of the custom system below.

6.1.2 - Points will be posted after a race session has ended. The points will be unofficial until the protest window closes and all protests have been handled.

6.1.3 - If a driver hasn't participated in at least 33% of the season rounded up to the nearest complete race they will not be eligible to contend in the both the driver's and team's championship.

6.1.4 - Points will be posted after a race session has ended. The points will be unofficial until the protest window closes and all protests have been handled. The points will be accumulated based off of the system below:

Feature Race Points:

Position:	Points:	Position:	Points:
P1	40	P16	15
P2	35	P17	14
P3	32	P18	13
P4	30	P19	12
P5	28	P20	11
P6	26	P21	10
P7	24	P22	9
P8	23	P23	8
P9	22	P24	7
P10	21	P25	6
P11	20	P26	5
P12	19	P27	4
P13	18	P28	3
P14	17	P29	2
P15	16	P30	1

Sprint Race Points:

Position:	Points:	Position:	Points:
P1	20	P11	10
P2	19	P12	9
P3	18	P13	8
P4	17	P14	7
P5	16	P15	6
P6	15	P16	5
P7	14	P17	4
P8	13	P18	3
P9	12	P19	2
P10	11	P20+	1

Alternate Race Points:

Position:	Points:	Position:	Points:
P1	60	P16	20
P2	54	P17	18
P3	50	P18	16
P4	47	P19	14
P5	44	P20	12
P6	41	P21	10
P7	38	P22	9
P8	36	P23	8
P9	34	P24	7
P10	32	P25	6
P11	30	P26	5
P12	28	P27	4
P13	26	P28	3
P14	24	P29	2
P15	22	P30+	1

6.1.5 - An additional 2 points will be awarded to the driver who qualifies on pole for the feature race.

6.1.6 - An additional 1 point will be awarded to the driver who has the fastest lap of the race. (This will be for both the feature and the sprint race, meaning if you get the fastest lap in both, you will be awarded 2 points.)

6.1.6a - For the single grand prix events, an additional 2 points will be awarded to the driver who has the fastest lap of the race.

6.1.7 - SimRacerHub will indicate the finishing order of the race. NOT iRacing results. This means that race results are unofficial until the points standings are released. Any delays from protests may delay the points up to 72 hours from the end of the event.

6.1.8 - A count-back system is used to decide places of drivers with equal points in the championship with the driver with the most wins ranking highest of those with equal points totals. If there is still a tie, the most second-place finishes, then the most third-place finishes, etc., is used to split the tied drivers. This count-back system is applied at all stages of the championship.

6.1.9 - All drivers are responsible for double checking that they acquired the correct amount of points after each event. Human error is something that can occur when the points are uploaded so it is best to check every time. Points will only be adjusted before the start of the final event to avoid changes in the championship after the season has been deemed official. This means that if you received the wrong amount of points, you must notify stewards before the start of the final event of the season otherwise the incorrect points total will stand.