SPORTING REGULATIONS

2024 – Season IX

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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.

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 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, 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.

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 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 13 incident points and every additional 5 incident points after reaching the initial 13. iRacing will handle this penalty.

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

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

4.1.8 - 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.

4.1.9 - 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.

4.1.10 - 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 - This season will incorporate 2 drop races; This means a driver's 2 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 10 races. From there, it will continue to drop your 2 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 races, the second race will be dropped. Once both drops have been utilized, your drops will only change if you achieve a result worse than an already dropped race. Missed races will count as a drop.

4.1.12 - New drivers who join while a season is in progress will be required to start their first race from the back of the grid.

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
Sprint Race**	9:00 PM	9:30 PM
Feature Race**	9:40 PM	10:25 PM

**The times mentioned above are the maximum allocated time per race. Races typically end well before the allotted time.

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 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 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 Stewards.

- Failure to comply with any of our racing rules.

ARTICLE 5 - COMPETITION INFORMATION

5.1 - Penalty System / Protests

5.1.1 - All on track incidents are eligible for review by the Race Stewards without a protest having to be filed. If an incident wasn't reviewed, an *eligible* driver will be allowed to file a protest within 1 hour of the race session concluding. See below for eligibility:

A) If an incident involves car contact, only drivers who have made contact in the incident can file a protest.

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..)

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

5.1.3 - In the event that a driver disagrees with the penalty they received, they will be allocated 24 hours after the official protest results have been posted to file an appeal. For the appeal process to continue, there must be new evidence or a valid argument to have a second look at the incident. The Stewards will have discretion if they want to proceed with the appeal process. Appeals will only be accepted through this [form](#).

5.1.4 - When the Race Stewards review an incident, they will break it down into the below categories. The types of incidents listed below are examples and are not limited to:

1) **Minor Incident:**

   a) Light Contact - Contacted car did not lose position

   b) Unsafe Rejoin - Not contacting another car

   c) Unavoidable Contact - Another car loses control

2) **Major Incident:**

   a) Contact - causing another car to lose positions

   b) Contact - causing major damage to another car

   c) Contact - causing another driver to retire from the race

   d) Unsafe Rejoin - causing car contact

   e) Intentional Wrecking

5.1.5 - Once the determination has been made whether an incident was minor or major, a suitable penalty will also apply. Major penalties will increase in punishment as you commit more of them. Too many major penalties could be grounds for a multi-race suspension or removal from the league. See reference chart below:

Minor Penalty	Major Penalty
Warning	5, 10 or 25 point deduction
+5 or +10 second time penalty, End of lap penalty	Qualifying privileges revoked for next attended race
5 or 10 point deduction	Pitlane start for next attended race & qualifying privileges revoked
	Disqualification from the race

	Race Suspensions/Termination

5.1.6 – In the event a driver incurs a future penalty (i.e. Pitlane start) they will be required to serve it at the next attended event in the series, this is not limited to the current season.

5.1.7 – 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.

5.1.8 – 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.

5.1.9 – 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 and/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 pitlane exits to make pit exit safer 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. 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 – If a driver impedes another driver during qualifying, a suitable penalty will be applied.

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

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

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

5.2.8 - 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.

5.2.9 - 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 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 sprint race, you will not be allowed back on track for the duration of the sprint. You are still permitted to race the feature race if you tow from the sprint. 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 - Intentionally wrecking another driver is strictly prohibited and will result in severe consequences.

5.2.12 - 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.

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

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

5.2.15 - 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.

5.2.16 - 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.

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

5.2.18 - 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.

5.2.19 - 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.)

ARTICLE 6 - CHAMPIONSHIPS

6.1 - Points System

6.1.1- 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:

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

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

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

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

6.1.3 - An additional 1 point will be awarded to the driver who has the fastest lap of the race. (This will be for both the sprint and the feature race respectively)

6.1.3a - 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 the iRacing results.

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.