# FORMULA *SERIES*

## SEASON XVII

### PRESENTED BY: INCA SALSA

# SPORTING REGULATIONS

# 2026 – Season XVII

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Changes to regulations in this version will be highlighted in yellow. For large changes, the regulation number will be highlighted. For small changes, the change will be highlighted.

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# 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 and holding drivers accountable for their actions on the race track.

## 1.2 - Software Exploitations Policy

As a member of League Zero drivers understand that 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, a penalty will be applied 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
- Using alternate portions of the track where track limits are not enforced by iRacing to gain a deliberate advantage.

## 1.3 - Code of Conduct & Privacy Policy

- All participants shall conduct themselves in accordance with the principles of fairness, sporting integrity, professionalism, and mutual respect.

- Participation in any official league activity constitutes acceptance of this Code of Conduct, all supplementary regulations issued by the league, and the iRacing Sporting Code.

- The spirit of competition shall prevail at all times. Any deliberate action intended to undermine fair competition, compromise safety, damage the reputation of the league, or detract from the enjoyment of other participants is prohibited.

- This Code of Conduct applies to all drivers, team members, league officials, and community members across all league-managed platforms, including but not limited to iRacing sessions, the league Discord server, broadcasts, interviews, and league-related communications. The league reserves the right to review conduct occurring outside official sessions where such conduct may reasonably impact the league or its participants.

- All communications shall remain respectful, professional, and non-disruptive. Spamming, flooding, or otherwise abusing text or voice channels on the league Discord server is prohibited.

- The posting, sharing, or distribution of NSFW, obscene, or graphically disturbing content is strictly forbidden. This includes, but is not limited to, material containing nudity, sexual content, extreme violence, or other inappropriate or offensive imagery, text, or links.

- Self-promotion of personal media, streams, or external content is permitted only within channels specifically designated by league administration and must not be conducted elsewhere.

- The league is committed to maintaining a welcoming, inclusive, and safe environment for all participants. Any form of harassment, discrimination, intimidation, or hate speech will not be tolerated. Participants who observe conduct in violation of this Code, or who feel unsafe or uncomfortable, are encouraged to report such matters to league administration. All reports will be treated seriously and handled with appropriate discretion.

- Drivers participating in interviews or media activities conducted by the league or its designated third-party broadcast partners shall maintain a professional standard of conduct at all times. Racism, sexism, hate speech, excessive profanity, or abusive commentary is prohibited during such activities. This prohibition includes comments directed toward the league, its officials, stewards, broadcasters, sponsors, or other competitors. Failure to comply may result in immediate disciplinary action, including suspension or removal from the league.

- All drivers are subject to the iRacing Sporting Code in addition to this league's regulations. Any violation of the iRacing Sporting Code may be reviewed by league administration and may result in additional disciplinary action.

- Any breach of this Code of Conduct may result in disciplinary action at the discretion of league administration. Such actions may include warnings, penalties, suspensions, removal of privileges, or exclusion from the league. Sanctions shall be applied proportionately to the severity and frequency of the offense.

- League administration and appointed Race Stewards retain full authority to interpret and enforce this Code of Conduct. The league reserves the right to amend this Code at any time in the interest of fairness, safety, and the integrity of competition.

# ARTICLE 2 - REGISTRATION & ATTENDANCE

## 2.1 - Registration

2.1.1 - The Stewards may refuse, revoke, or suspend the membership of any participant at any time.

2.1.2 - To be eligible to register, drivers must meet the following criteria:

- You must have a Formula License Class of C1.0 or higher.

- You must 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](Discord) for all communication outside of the iRacing sessions. It is optional to join voice lounges, or chat in text channels. However, it is mandatory to be able to see the text notifications and read the announcements/race control channels.

2.1.4 - Drivers are required to be actively participating to maintain their registration. If a driver meets any of the below points, they will have their registration revoked:

- The driver has failed to participate in at least 1 event prior to the halfway point of the current season.

- The driver has failed to participate in at least ⅓ 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 2-999 as their racing number. The number must be available for use and not used by a current driver on the roster. The number 1 is reserved for the championship winner of the previous season.

# 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 after the third round in the season has begun.

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 Stewards for clarification if you have concerns. Failure to comply with this rule is subject to disciplinary action.

3.1.4 - Paint Scheme, Team Name, and Team Logo are not allowed to include 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.
- Religious messages, affiliations, etc. regardless of intent
- Suggest, emulate or imply jokes/parody or vulgar language

3.1.5 - Teams are allowed to have a substitute driver fill in for their primary driver for a maximum of two races. The substitute driver must not be actively competing on another team.

# ARTICLE 4 - EVENT INFORMATION

## 4.1 - Event Procedure

**Race Format:**

| 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* | 9:20 PM* |
| Feature Race | 9:25 PM* | 10:10 PM* |

*The times mentioned above are the maximum allocated time per race.

4.1.1 - Event times will be posted in North American 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 - 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.

4.1.3 - An iRacing fixed setup will be used for each race. On occasion where there is no setup, the Stewards will provide a setup one week prior to race week.

4.1.4 - For every 17 incident points a driver achieves, a drive through penalty will be applied.

4.1.5 - A maximum time limit of 15 minutes will be in place for all Sprint races, even if the scheduled race distance has not been completed.

4.1.6 - A maximum time limit of 45 minutes will be in place for all Feature races, even if the scheduled race distance has not been completed.

4.1.7 - A maximum time limit of 60 minutes will be in place for all Alternate Grand Prix races, even if the scheduled race distance has not been completed.

4.1.8 - If a driver is more than 4 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 - For the final two races of a season, drivers must have competed in at least two prior events to be eligible. This rule exists to prevent race manipulation or championship interference. The Race Stewards may waive this requirement at their discretion for drivers deemed competent and non-malicious.

4.1.10 - For all seasons, drivers will have their worst result dropped from the standings. The result will be dropped once the fourth round of the season has concluded. After the drop has taken place, your drop will only change if you achieve a worse result.

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

## 4.2 - Free Practice

4.2.1 - Practice sessions will be held 45 minutes before Qualifying starts and will be a single 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 an open session, 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. This is unfortunately a limitation in the iRacing software that we cannot get around with the current format we use. In the event that we have a single race event, you will be able to finish your lap if you start it before the time hits zero.

4.3.3 - 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. Drivers completing an inlap or outlap must yield to the driver on the flying lap.

## 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 - If 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 pauses, or slows down to check up the field coming to the start, they will be penalized.

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.

4.4.4 - The grid for the Feature race will be formed by the finishing order of the Sprint race but the top 6 drivers will be lined up in the reverse order.

## 4.5 - Safety Car/Restarts

4.5.1 - The Safety Car may be deployed at the discretion of the Stewards where an incident has resulted in significant disruption to competition or has created unsafe track conditions, including partial or complete obstruction of the circuit.

4.5.2 - When the safety car is deployed, drivers are expected to conduct themselves in a safe manner, yielding to cars involved, and catching the safety car queue as quickly as possible.

4.5.3 - At the discretion of the Stewards, during a safety car period all lapped cars will be permitted to receive one lap back once the safety car passes the pit entry coming to one lap to green.

4.5.3 - Race restarts will be a single file rolling restart. If lapped cars were not able to receive one lap back, they will maintain their position within the field. After the safety car pulls into the pit lane, the leader will control the race and choose when to accelerate.

4.5.4 - During the Safety Car period, drivers entering the pit lane must do so without unnecessary delay or manipulation of gaps. Any action deemed to impede other competitors or to gain a sporting advantage shall be prohibited and subject to penalty.

## 4.6 - Race Chat Rules

4.6.1 - 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, damage you have incurred, etc..). Misuse of the voice chat will result in disciplinary action.

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

## 4.7 - Immediate Ejection from the Race

4.7.1 - 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 24 hours of the race session concluding. Protests will only be accepted through this [form](form). See below for eligibility guidelines:

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 - All incidents will be reviewed by the Stewards using a two-stage process.

**Stage One: Incident Classification**

Incidents will be classified as either a **Minor** or **Major Infringement**, which determines penalty severity. Examples include, but are not limited to:

1) **Minor Infringement:** Typically involves little to no contact, or causes a driver to take evasive action as a result of your action.

   a) Light Contact - Contacted car did not attain damage, or attained minimal damage.

   b) Unsafe Rejoin - Not contacting another car

   c) Exceeding Track Limits - Minor time gain

   d) Impeding another driver during qualifying, but not causing a collision.

2) **Major Infringement:** Typically involves significant contact with another driver causing them time loss, or forcing them to retire from the race.

   a) Contact - Resulting in major damage

   b) Contact - Causing a driver to retire from the race.

   c) Unsafe Rejoin - Causing any form of contact.

   d) Exceeding Track Limits - Major time gain.

   e) Intentional Wrecking - intentional contact.

**Stage Two: Applying a Penalty**

Following classification, the Stewards will apply one or more penalties based on the severity of the infringement and prior violations. Penalties escalate for repeated offenses and may include:

- Post-race Time Penalty.

- Deduction of Championship Points.

- Revoked Qualifying privileges for one race.*

- Starting the race from the pit lane.*

- Disqualification from the event.

- Suspension from future races.

- Termination from the league.

*To correctly serve a qualifying ban or pitlane start, a driver must not exit the pitlane at any point throughout the entire duration of qualifying. Exiting the pit lane will be defined as crossing the blue cones at pit exit.

5.1.3 - Any deferred penalty must be served at the next event the driver attends in the series, including future seasons. Missing an event does not count as serving the penalty.

5.1.4 - If a driver disagrees with the penalty they received, they will be allocated 48 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 for the appeal to proceed. The Stewards will have discretion if they want to proceed with the appeal process, drivers will be notified if the Stewards do not proceed with the appeal process. Appeals will only be accepted through this [form](#).

5.1.5 - The Race Stewards reserve the right to apply a penalty if they feel that an action made by another driver was detrimental to the league's intentions.

5.1.6 - On special circumstances, Stewards may impose a temporary regulation that prohibits drivers from performing certain actions. This regulation will be announced prior to the race start and will be enforced 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. course cutting, alternate pitlane use, etc…

## 5.2 - General Racing Rules

5.2.1 - Stewards have the right to remove any driver from the race or remove them from the league entirely if the driver poses a threat to take course in malicious actions, or if the driver has poor intentions.

5.2.2 - Where a driver is issued with a black flag penalty by the iRacing system for an incident which, in the opinion of the Stewards, would not have occurred in a real-world scenario or arose from circumstances beyond the driver's control, the Stewards may elect to clear the penalty. Any such decision shall be subject to post-race review. Should it be determined that the penalty was warranted, a harsher penalty will be applied.

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

5.2.7 - 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.

5.2.8 - 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.

5.2.9 - When racing side by side, both drivers must provide each other with sufficient racing room, provided the passing car has established its position. This applies to both

straightaways and corners. The determination of the passing car's right to its position will be made by the Race Stewards, who will consider factors including, but not limited to:

- Did the passing car establish the right to be there?

- If the attempted pass is deemed "too late to be executed successfully."

- Should the car being passed have conceded the position?

- Is this specific corner known to not have enough space to fit two cars side-by-side?

5.2.10 - 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

5.2.11 - Once a driver tows they are deemed out of the race and will not be allowed back on track. 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.

5.2.12 - In the case that a driver is caught breaking a rule intentionally to gain a competitive advantage a penalty that is significantly more severe will be applied. This includes intentionally initiating contact with another driver or causing an incident.

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

5.2.14 - When a driver is shown blue flags, it indicates that a lead-lap car is approaching. Once the lead-lap car is within 0.5 seconds, the lapped driver must concede the pass without unnecessary delay. The lapped car should hold a predictable line, ease off when

appropriate, and avoid any defensive moves. If this scenario occurs in a section where passing is unsafe, the lapped car may wait until the next safe opportunity, but must yield as soon as one becomes available. Blocking, weaving, or intentionally delaying the lead-lap car is prohibited and may result in penalties.

5.2.15 - 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 or causes them to leave the racing surface, 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 is strictly prohibited and will result in a penalty.

5.2.18 - The Super Formula is an extremely powerful car and requires skill to perform a successful standing start. In the event that a driver spins their tires and causes a collision while taking part in a standing start, they will be subject to a harsher penalty.

# 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, and appeals have been addressed. The points will be accumulated based off of the system below:

## Sprint Race Points:

| Position: | Points: | Position: | Points: |
|---|---|---|---|
| **P1** | 12 | **P6** | 5 |
| **P2** | 10 | **P7** | 4 |
| **P3** | 8 | **P8** | 3 |
| **P4** | 7 | **P9** | 2 |
| **P5** | 6 | **P10** | 1 |

## Feature Race Points:

| Position: | Points: | Position: | Points: |
|---|---|---|---|
| **P1** | 25 | **P7** | 8 |
| **P2** | 20 | **P8** | 6 |
| **P3** | 17 | **P9** | 4 |
| **P4** | 14 | **P10** | 3 |
| **P5** | 12 | **P11** | 2 |
| **P6** | 10 | **P12** | 1 |

**Alternate Race Points:**

| Position: | Points: | Position: | Points: |
|---|---|---|---|
| P1 | 37 | P7 | 12 |
| P2 | 30 | P8 | 9 |
| P3 | 25 | P9 | 6 |
| P4 | 21 | P10 | 4 |
| P5 | 18 | P11 | 2 |
| P6 | 15 | P12 | 1 |

6.1.2 - An additional 1 point will be awarded to the driver who qualifies on pole for the sprint 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. For alternate races, 2 points will be awarded to the driver with the fastest lap.

6.1.4 - SimRacerHub will indicate the finishing order of the race. Not the iRacing results.

6.1.5 - 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.

6.1.6 - 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.