FORMULA SERIES

SEASON XVIII

PRESENTED BY: INCA SALSA

SPORTING REGULATIONS

2026 - Season XVIII

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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 - Mission Statement

League Zero is an iRacing league centered around the Super Formula car, built for drivers who want to compete at a high level in open-wheel sim racing. We are a competitive league dedicated to delivering a clean, hard-fought racing environment where respect, racecraft, and accountability come first. Our focus is on providing intense competition while maintaining high standards of driving conduct, ensuring every event is both challenging and fair for all participants.

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 - 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 must be able to speak and understand English sufficiently to follow instructions issued by the Stewards through both text and voice chat, and to read and fully understand the rules and regulations established by the league.

2.1.2 - All participants are required to submit a **$10 USD entry fee** per season. This fee is non-refundable once the first round of the season has begun. The entry fee can be submitted using the following link.

2.13 - 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.

2.1.4 - The Stewards reserve the right to refuse, revoke, or suspend the registration of any participant at any time.

2.1.5 - Drivers are required to use 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.

ARTICLE 3 - SERIES INFORMATION

3.1 - Teams

3.1.1 - Teams must contain 2 drivers and cannot exceed that number. Solo teams are not permitted.

3.1.2 - Drivers are not permitted to form a team, change teams, or modify the name of their team once the third round of the season has started.

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, etc..). Ask Stewards for clarification if you have concerns. Failure to comply with this rule is subject to disciplinary action at the discretion of the Race Stewards.

3.1.4 - Paint Schemes, Team Names, and Team Logos 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 may appoint a substitute driver to replace their primary driver for a maximum of two races. The substitute driver will earn points for the team and for themselves but will not accumulate points on behalf of the driver they are replacing. Substitute drivers must not be actively competing for another team at the time they are filling in.

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 12 drivers show up to an event, the Stewards reserve 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. If a driver achieves 25 incident points, they will be disqualified.

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 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.

4.1.10 - 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 <u>regardless of if you started a lap before the checkered or not</u>. 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.

4.4 - Initial Race Start

4.4.1 - The start of the race will be a standing start. All jump start penalties will be handled by iRacing. On the occasion we have a rolling start, the start zone will begin when the safety car pulls off to when the green flag is waved. The race start 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.

4.4.2 - The grid for the Sprint race will be formed by the results from Qualifying. 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 Cars and 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 track. The safety car will never be deployed in a sprint race as the races are too short.

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 - Drivers entering the pit lane must do so without unnecessary delay or manipulation of gaps. Any action deemed to impede other competitors or gain a sporting advantage is prohibited and may result in a penalty.

4.5.4 - At the discretion of the Stewards, 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. If the Stewards do not allow lapped cars to pass, lapped cars will hold their position within the field.

4.5.5 - All race restarts shall be conducted in a single file, rolling format. Prior to the start/finish line, the race leader assumes control of the field and has sole discretion over when to initiate acceleration. Until the safety car enters the pit lane, the leader must maintain a minimum three (3) second gap to the safety car.

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

4.7 - Immediate Removal 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. However, a review will only be initiated if an eligible driver submits a formal protest. Protests must be filed within 24 hours of the race session concluding and will only be accepted via the official form. Please refer to the eligibility guidelines below before submitting.

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 drivers will start the season with zero points on their license. If a driver incurs a penalty, they will have points added to their license. If too many points are accumulated, further penalties will apply. License points will stand for the duration of a season, but if a driver completes <mark>3 consecutive race weeks</mark> without a penalty, they will have 1 license point removed. If a driver achieves 6 license points at any time during the season, they will be banned for one race. If a driver then returns and achieves 8 license points, they will be banned for the remainder of the season.

5.1.3 - All incidents will be reviewed by the Stewards using a three-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 minor contact or no contact at all, causes time loss, 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) Contact - Resulting in a car to spin and lose time
    c) Unsafe Rejoin - Not contacting another car
    d) Exceeding Track Limits - Minor time gain
    e) Impeding another driver during qualifying, but not causing a collision.

2) **Major Infringement:** Typically involves significant contact with another driver causing them major 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: Assigning License Points

Following the classification of the penalty, license points will also be assigned to an incident. Minor incidents will incur 1 license point, major incidents will incur 2 license points. The only exception to this is intentional wrecking which will incur 4 license points.

Stage Three: Applying a Penalty

Following license point assignment 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. (Minor Incidents)
- Deduction of Championship Points. (Major Incidents)
- 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.

5.1.4 - 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.

5.1.5 -If a driver disagrees with a penalty they have received, they will have 48 hours from the time the official protest results are posted to file an appeal. For an appeal to be considered, it must include new evidence or a valid argument supporting the request for review. The Stewards reserve the right to determine whether the appeal will proceed, and

drivers will be notified if the Stewards decide not to continue with the appeal process.

Appeals will only be accepted through this [form](#).

5.1.6 - 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.

5.1.7 - Under special circumstances, Stewards may impose a temporary regulation prohibiting drivers from performing certain actions. Any such regulation will be announced prior to the race start and enforced as though it were written in the Sporting Regulations. An example of when the Stewards will utilize this are scenarios where unfair advantages aren't policed by the iRacing service, or there is a mutually beneficial adjustment for everyone involved.

5.2 - General Racing Rules

5.2.1 -Stewards reserve the right to exclude any driver from a race or permanently remove them from the league if that driver is found to have acted with malicious intent or demonstrated conduct detrimental to the integrity of the league.

5.2.2 - Where a driver is issued 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 waive the penalty. Any such decision shall be subject to post-race review. Should it be determined upon review that the penalty was warranted, a more severe penalty may be applied.

5.2.3 - In Qualifying, drivers on a flying lap will have the right of way and drivers completing an in-lap or out-lap are expected to yield. If a driver fails to yield and impedes another driver, a penalty will be applied.

5.2.4 - Excessive and drastic attempts to break the draft down the straights is prohibited and will be considered dangerous driving.

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

5.2.6 - 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.

5.2.7 - 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. **We do not follow Formula One's guidelines regarding the car at the apex having full rights to the corner.** 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?

5.2.8 - In instances where the simulation registers contact between two cars without visible physical contact ("netcode"), the Stewards acknowledge this as an inherent limitation of online racing. When reviewing such incidents, the Stewards will determine whether, in their judgment, actual contact would have occurred based on the trajectory and positioning of the cars involved had netcode not been a factor. If contact would likely have occurred, the incident will be reviewed under standard regulations; if not, the matter will be deemed a Racing Incident and no penalty will be applied.

5.2.9 - 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.

5.2.10 - Where a driver is found to have intentionally breached a regulation in order to gain a competitive advantage, a significantly more severe penalty shall be applied. This includes, but is not limited to, deliberately initiating contact with another driver or causing an incident.

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

5.2.12 - Blue flags indicate an approaching lead-lap car. Once within 1 second, the lapped driver must yield promptly by holding a predictable line and avoiding defensive moves. If passing is unsafe at that point, the lapped driver may wait for the next safe opportunity but must yield immediately once available. Failure to do so may result in a penalty.

5.2.13 - 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 to prevent from causing further incidents.

5.2.14 - Bump drafting of any form is strictly prohibited and will result in a penalty.

5.2.15 - 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.

5.2.16 - If a driver sustains damage that causes their car to be significantly off the competitive pace, and no mechanical black flag (meatball) is issued, the driver must pit to repair the damage or retire from the race at their earliest convenience. If your car is significantly damaged, you must do everything you can to stay off the racing line and

==prevent impeding other drivers. This requirement is in place to ensure no incidents occur from unexpected pace variations and to encourage all drivers to finish the race. This includes, but is not limited to:==

- ==Missing front wing or rear wing==
- ==Missing wheels or suspension components.==

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.