

# Formula RP League Rulebook

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## 1. Introduction

Welcome to the F1 Roleplaying League! Our league combines the thrill of simulated F1 racing with an engaging roleplay experience. Whether you're a driver, team principal, or team owner, your actions both on and off the track shape the narrative of the season.

We emphasize creativity, fair play, and camaraderie. The league's foundation rests on respect, innovation, and immersive storytelling. If questions arise, contact a steward or administrator.

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## 2. League Structure

- **Teams:**
  - 10 Teams, each with:
    - 1 Team Owner (manages budget and has final say on finances).
    - 1 Team Principal (creates strategies, pit plans, and supports drivers during races).
    - 2 Drivers (compete in races and engage in roleplay).
  - Reserve drivers can be signed for injury or absence coverage.
- **FIA Roles:**
  - At least 3 FIA members, including 1 FIA President.
- **Economy System:**
  - Teams receive weekly funds based on race results.
  - Sponsorships provide significant funding for the following season.
  - Owners must manage budgets carefully; bankruptcy will force a sale of the team.
- **Role Assignment:**
  - Owners and principals are assigned to teams.

- Drivers are signed via contracts, including free agents.
    - Reserve drivers are encouraged to ensure continuity during absences or injuries.
  - **Orientation:**
    - Orientation sessions will be held for all roles after assignments.
    - An owners' meeting will finalize the racing calendar and other key decisions.
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## 3. Participation and Sign-Up

### 3.1 Sign-Up Process

1. **Submit Form:** Complete the online form on the league's website.
2. **Create a Driver Identity:** Must align with Discord username for clarity.
3. **\*\*Who is welcome:** anyone can participate as long as you RP \*\*
4. **Approval:** Await review and placement into a team or reserve pool.

### 3.2 Roles and Responsibilities

- **Team Owners:** Approve purchases, manage sponsorships, and oversee team operations.
- **Team Principals:** Develop strategies, execute pit plans, and serve as the team's tactical lead.
- **Drivers:** Race, roleplay, and manage rivalries. Financial limitations affect perks they can afford.
- **FIA Members:** Enforce rules, adjudicate incidents, and maintain fairness.

### 3.3 Attendance

- Participants must confirm attendance for races. Missing three consecutive or four total races without valid reasons may result in removal.
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## 4. Race and Roleplay Guidelines

### 4.1 Race Settings

- **Car Performance:** Equalized across all teams.
- **Race Length:** 50% for main events, 35% for sprints.
- **\*\*Weather:\*\*** radar (via Discord) provides forecasts that could be incorrect but wealthy teams can purchase a premium radar for much better accuracy; teams must plan accordingly.
- **Tires:** Teams must purchase tires for each set used before each race. Failure to bring correct tires results in severe penalties.
- **Penalties:** Enforced by the game and reviewed by FIA.

## 4.2 Roleplay Elements

1. **Rivalries:**
    - Purchase rivalry cards to challenge specific drivers.
    - Rivalry outcomes can provide bonuses or penalties.
  2. **Injuries:**
    - Wrecks are graded by FIA, affecting repair costs and potential driver injuries.
    - Injury likelihood and severity determined by a 20-sided dice roll, influenced by wreck tier.
  3. **Sponsorships:**
    - Roleplay for sponsorship deals that fund teams for the following season, but be careful if you don't meet standards they will drop you before it's even announced
  4. **Media and Social Engagement:**
    - Drivers and teams participate in interviews, press conferences, and "F1 Twitter" roleplay.
  5. **Protests and Appeals:**
    - FIA disputes allow teams to contest penalties or lodge protests.
  6. **Driver Changes:**
    - Contracts allow mid-season driver switches; free agents can be signed after evaluation races.
  7. **Streaming:**
    - Races will be streamed on YouTube with live commentary.
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## 5. Points, Standings, and Economy

### 5.1 Points System

- **Main Races:**
  - 1st: 25 pts
  - 2nd: 18 pts
  - 3rd: 15 pts, etc.
  - Fastest Lap: 1 pt (if within top 10).
- **Sprint Races:**
  - 1st: 8 pts
  - 2nd: 6 pts
  - 3rd: 4 pts, etc.

### 5.2 Roleplay Economy

- **Driver Earnings:** Performance-based payouts, bonuses for media engagement.
- **Team Finances:** Budgets are affected by results, fines, and purchases (e.g., tires, upgrades, repairs).
- **Bankruptcy:** Teams unable to meet financial obligations will be sold to new owners.

- **Season-End Awards:** Financial champions in each role receive perks for the next season.
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## 6. Penalty System

### 6.1 Offenses

1. **Race Infractions:** Unsafe driving, unsportsmanlike conduct, or exploits.
2. **Roleplay Misconduct:** Inappropriate behavior during roleplay activities.

### 6.2 Penalties

- Warnings, time penalties, grid drops, or disqualifications.
- Monetary fines for major infractions.

### 6.3 Escalation

- Repeat offenders face progressive penalties, up to bans.
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## 7. Appeals and Dispute Resolution

### 7.1 Reporting Incidents

- Submit detailed reports within 48 hours post-race.
- Include evidence and a description.

### 7.2 Appeals

- Drivers/Teams can purchase appeal tickets in store \*limited to 2 per driver per season
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## 8. Code of Conduct

### 8.1 Behavior Standards

- Treat all participants respectfully.
- Avoid offensive language, harassment, or trolling.

### 8.2 Roleplay Expectations

- All interactions must be in-character.
- Anger and confrontations are allowed in-character but must remain in character.

- Violations may result in in-character fines or penalties.

### **8.3 Consequences**

- Minor infractions: Warnings or fines.
  - Major violations: Race or season bans.
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## **9. Attachments and References**

- Examples of reports.
  - Detailed role descriptions.
  - FIA Driving Guidelines.
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This rulebook can evolve to address unforeseen scenarios. Updates will be communicated to all participants.