



INTREPID

RACING

INTREPID RACING LEAGUE RULEBOOK
SEASON 3

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GENERAL

1.1 Point System

A. Championship Overview

The league runs two concurrent championships:

- Drivers Championship: Points earned by drivers are attributed to their individual drivers championship standings.
- Constructors Championship: Points earned contribute to the team's total standings.
- Retiring “within the points” will not award you points.
- Tier Guide
 - i. Tier 1 Drivers: May only drive in Tier 1 events.
 - ii. Tier 2 Drivers: May drive in Tier 2 events, may also serve as reserve drivers in Tier 1 if given permission.
 - iii. Reserve Drivers: Are the priority reserves for both Tier 1 and Tier 2.

B. Mid-Season Team Changes

- Driver points earned in the Drivers Championship remain with the driver, regardless of team changes.
- Points earned in the Constructors Championship will not transfer with the driver. These points stay with the team they were originally earned for.
- New drivers joining the grid must fill out an application. Depending on your pace you will be allowed to join Tier 1, Tier 2 or you may join a team as a reserve driver.

Race Points	
Position	Points
1	25
2	18
3	15
4	12
5	10
6	8
7	6
8	5
9	4
10	3
11	2
12	1

FL	1
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Sprint Points	
Position	Points
1	10
2	9
3	8
4	7
5	6
6	5
7	4
8	3
9	2
10	1

1.2 Penalty System

Intrepid Racing League: In-Game & After Session Penalty Guidelines:

Drivers are responsible for recording and submitting any incident that they may want reviewed by stewards for possible penalties or appeals. No incident will be reviewed without video evidence. Submit a ticker using the #report-ticket channel with details about the incident. Stewards will review telemetry and stewards may ask involved drivers for their view on the incident or for counter evidence.

Track limit appeals are only accepted if there are extenuating circumstances. There will be no track limit time penalty appeal awarded unless a driver was forced off by another driver or if another incident forces them off.

Penalty Points may be awarded to dangerous driving.

Re-offenders of the same incidents may be penalized harsher.

If any driving harassment is seen, action will be taken and addressed.

Penalties can have altered Versions: Optional choices.

Such as an initial:

10 Second Penalty + 1.5 PP ← OR → 5 Second Penalty + 2.5.

1.3 Qualifying / Race Bans

Acquiring enough Penalty Points on your IRL Super License will get you punished with qualifying or race bans.

After a whole season the Super License will be restored back to zero points.

Penalty points earned in the final race of each season will carry over into the next season and expire after 5 races.

Penalty points earned during pre-season will carry into the regular season and also expire after 5 races.

Points are addressed by the severity of action seen throughout clips or incidents involving erratic behavior, or recurring actions on track.

Addressed Penalty Point Punishments:

# Penalty Points	7.5	10	12.5	15	17.5	20
Punishment	QB	QB	RB	RB	RB	SB

QB - Qualifying Ban / RB - Race Ban / SB - Season Ban

Estimation of Possible Points Per Incident:

Severity	Race Incident	Accident	Severe
Penalty	0-1 PP	1-3 PP	2-5 PP
Time Penalties	Possible	Yes	Yes

These Points are the ranges for what can be given for the severity of collisions seen within the racing clips.

An Example of Penalty Points being given for an Race Incident would be 1.5 Penalty Points.

Those who wish to not follow race bans / quali bans may result in further fines

Points Reset Each Season.

You may keep track of your points by visiting the #penalty-points channel.

1.4 Griefing / Exploiting

Anyone who purposely grieves a session, or tries getting revenge on people will generate nothing will receive extremely harsh punishments. We desire clean and fair racing, the stewards will handle unfair racing. Those who try cheating or exploiting the game in any way will be questioned if it affects the championships, and possibly banned if found for cheating or exploiting mechanisms that find unfair advantages against the grid. If any exploits are used to gain a time advantage will find themselves under question if seen doing so on track.

1.5 Time Trial Application

Each driver must fill out an application that can be found at the #application channel. All drivers must fill out the application each season so that drivers can be properly sorted into the tier that best fits their ability.

1.6 Team Principal System

Intrepid Racing League: TP Guidelines:

Team Principles have full reign over their team. They decide who to control in the team, and they must recruit their own drivers. Team Principles will be a role that offers teams to scout for Free Reserves, and Full Time Seat Drivers. This also means they may have secret driver meetings with free agents and other drivers in rival teams in order to recruit from season to season..

Current Drivers without TP's in their team may still race, but will have less power over being absent, and having a random Free Agent take in place for that race weekend if they've signed in.

Team Principal's have full control of the team that they manage and have the final say over the team's lineup. Team Principals can recruit drivers and fire drivers, schedule team practices and events,

Lobby Information

2.1 Lobby Settings

Lobbies will open half an hour before the scheduled Championship event. Host will be LEWISLOSTLOL, on Xbox (GavtownJ on EA) unless we have another HOST announced. Every announcement will be made in the announcement channel with details, and fun facts every race weekend.

- Crossplay is permitted
- Qualifying will be Short
- Drivers are permitted to join mid-qualifying
- Races will be 50% race distance

- Weather will be dynamic each session, unless it's required to restart
- Strict Track Limits
- We now include sprint races into the calendar. As the Race/Sprint Choice provided in advanced settings.

Assists:

Steering Assist - Off

Braking Assist - Off

ABS - On

Traction Control - On

Dynamic Racing Line - Full

Gearbox - Automatic

Pit Assist - On

Pit Release Assist - On

ERS Assist - Off

DRS Assist - On

2.2 Safety Cars / Yellow & Red Flags

Points will be addressed to drivers who are deliberately holding the safety car to unbearably slow speeds. Or shifty restarts.

It is permitted to leave one width of car space between you and the other driver, if you fail to do so you may be fined heavily for collisions being made.

We will not tolerate dangerous weaving or warming up of tyres under safety car, as you must use your brakes and gas to heat them up safely.

Drivers aren't allowed to be under safety car the whole time, or near the end of safety car restarts, or may face penalties.

- Damage will be set to Simulation - Reduced Rate
- Safety / Flags are set to Standard

- Safety cars will be Immersive

SEVERE PENALTIES MAY BE REWARDED:

- Leave a Width of Car Space under Safety Car
(RACING OR GOING SIDE BY SIDE IS ALLOWED ONCE SAFETY CAR HAS GONE OFFICIALLY IN)
- No AI allowed under safety car for anything longer past 1 lap max, nor when safety car is coming.
- Caution under Yellows, and slowing down appropriately
(NO OVERTAKING UNDER YELLOWS)

2.3 Lobby Announcements

Intrepid Racing League: Lobby Announcements Guidelines:

When it's time to race or if your in the lobby during the race be on the lookout for announcements made within the #announcement - channel, or any messages made within the Tier 1 chat channel. Post may be made as the lobbies are in qualifying, or being prepared. So be on the lookout. If you see drivers disconnecting, check the server to see if you missed a message if lobbies are being restarted, or if you've been disconnected to ask for an invite. Those who will be invited will either be LewisLostLol, your Team Principal, or any Admin's who are spectating the races.

If someone receives a possible grid penalty within qualifying, allow time for the FIA to review and restart the session if needed to hand out dished penalties from qualifying, or penalties that were not properly served such as Qualifying Bans.

Race Rules

3.1 Track Limits

Intrepid Racing League: Track Limits Guidelines:

In-Game Pens may be appealed post-race, otherwise they'll be assumed correct otherwise. Track limit penalties cannot be appealed or reviewed unless there are extenuating circumstances such as being forced off by a competitor.

If you are unable to make a corner because you aren't fully alongside a car, use the runoff provided on track to avoid any accidents.

If there isn't any runoff optional it will be under review. The drivers POV's will check for who was deemed responsible.

- Track Limits - Strict
- No Recovery Mode
- If a car is seen using recovery mode to get back on track it will automatically give a 5 second penalty based on the situation being unsafe. If driving back on track is seen as unsafe 5 seconds or lower time penalties might be seen.

3.2 In-Game Penalties

Intrepid Racing League: In-Game Pens Guidelines:

In-Game Pens may be appealed post-race, otherwise they'll be assumed correct otherwise. But it's very common that any Pit-Stop Penalties cannot be reversed.

3.3 Blue Flags

Intrepid Racing League: Blue Flags Guidelines:

Blue Flags must be followed, if you are slower, or being trouble for the cars ahead of you, this will lead to hefty fines. If you fail to adhere to Blue Flags it may result in inexcusable penalties, If you are able to overtake while racing under Blue's, then you may proceed to do so, but only in a *safe manner* ! If you aren't able to pull away from the cars behind then don't proceed with overtaking under blue's.

Don't give other drivers a difficulty while driving under Blue's and STAY OFF THE RACING LINE.

3.4 AI Control

Intrepid Racing League: AI Control Guidelines:

Use of Ai control is permitted by drivers, as long it doesn't provide advantages over others, and if deemed to do so will occur in grid penalties, post race if done on purpose.

AI cannot race for you in any way, and if you are deemed caught using it or having finished under AI will result in a further DSQ.

Limit AI use under safety cars to 60 seconds per safety car incident. Using AI longer than 60 seconds will be grounds for stewards review and potential penalties.

3.5 Track Rejoin

Intrepid Racing League: AI Control Guidelines:

If you lose the car, and are off track it is your responsibility to re-join the track manually, and carefully. Corner Cutting will be only promoted if you are trying to avoid a wreck, or if you miss your breaking zone.

- REJOIN SAFELY (NO HARSH REJOINS WITH ERRATIC BEHAVIOR)
- NO TRACK RESET
- CUTTING THE TRACK TO AVOID AN RACING ACCIDENT (ALLOWED)

3.6 Attendance

Intrepid Racing League: Attendance Guidelines:

Team Principles have full reign over their team they decide to wish to control, they must recruit their own drivers, so that also includes the knowledge of the attendance of each driver. This also provides the Team Principal the opportunity to grab a free reserve, but that driver will not be committed to that team, unless it's a designated scouted driver

they have hand selected, or a driver who's proven themselves throughout the Tier two list.

Qualifying Rules

4.1 Qualifying Order

Intrepid Racing League: Qualifying Order Guidelines:

The race sessions will immediately be started once qualifying is finished, any penalties mid- qualifying will be reviewed and the order of the grid will be determined and set if any penalties have to be served. The order at the end of our 18 minute qualifying position will determine the starting positions as per usual. We suggest turning on Full Track Display, as it can benefit all drivers about where they stand on track

- Drivers should report any qualifying incidents
- PEOPLE ON OUT-LAPS should STAY OFF THE RACING LINE to avoid possible penalties.

Qualifying Points :			
Position	Pole	2nd	3rd
Points	3	2	1

Race Control

5.1 Report Ticket

Intrepid Racing League: Report Ticket Guidelines:

All incidents should be reported within #Report-Ticket through the discord. All Reports should provide a clip, and a description of your actions leading up to you driving and what occurred in such an incident.

Drivers may appeal in-game penalties and stewards decisions with new evidence using the appeal ticket. Stewards reserve the right to decide when a decision is final or when an appeal is allowed.

EXAMPLE of Details that Should be Included in a Report Below:

- Lap of incident
- Description of incident
- Involved drivers
- Attached clip

REPEAT IF YOU HAVE MULTIPLE CLIPS, SAME TICKET CAN BE USED.

All accidents that have also given in-game penalties that have been served will now be documented, and may alter how a penalty will be given.

The rule of being $\frac{3}{4}$ alongside a car will serve as our standard for an attacking car below allowed room.

If the track happens to have runoff and the car isn't $\frac{3}{4}$ alongside off the start of a corner the car behind will be at fault for any accidents, especially if they don't take the runoff. All the time you must leave the space, so imagine yourself in their position. This is racing and we want fair, clean racing.

If drivers proceed to further bring the issue of concerns from FIA Reviews into Public chats it will not be tolerated. This will be deemed improper, and could result in more harsher Penalties addressing appropriate behavior.

Providing a POV can either help or make your case worse. Warnings will be given to alert drivers over dangerous driving actions.

POVS will be asked for, and if they're not received the penalties may be received way harsher than drivers wish, so please clip everything or stream to save your clips.

If any clips are missed by the FIA, and you wish for it to be reported. Please clip and send in any additional clips within streams, but if both players are willing to drop the matter then penalties will be reduced or the collision will be notified as a racing incident. If only both drivers agree to not further push upon a racing incident matter.

5.2 FIA REVIEW

Intrepid Racing League: FIA Review Guidelines:

Stewards have the reserved right to penalize driver's as they see fit, to avoid further future incidents. Even if the awarded penalties are outside the scope of this document, every driver should understand proper racing etiquette.

List of incidents the Stewards will Review

Overtaking Off Track
Forcing Someone Off Track
Leaving The Track & Gaining An Advantage
Causing An Collision - Damage / No Damage
Causing a Fatal Collision - Heavy Damage / DNF
Moving Under Braking
Forcing Someone Off Their Apex / Off Track
Rejoining The Track Unsafely
Ignoring Blue or Yellow Flags
Brake Checking
Intentional Wheel Banging
Purposely Wrecking
Ruining Other Peoples Races
Dangerous Weaving / Swerving
Ignoring Red Arrows

