# 2011 PGR Formula One Sporting Regulations

# 20 October 2011

# 2011 PGR FORMULA ONE SPORTING REGULATIONS

Planetgenerally.de (PGR) will organise the PGR Formula One World Championship (the Championship) which is the property of PGR and comprises two titles of World Champion, one for drivers (WDC) and one for teams (WCC). It consists of the PGR Formula One Grand Prix Events (the Events) which are included in the PGR Formula One Calendar (the Calendar). All the participating parties (drivers, teams and officials) undertake to apply as well as observe the rules governing the Championship.

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**1    GENERAL CONDITIONS**

**1.1**    The final text of these Sporting Regulations shall be the English version which will be used should any dispute arise as to their interpretation. Headings in this document are for ease of reference only and do not form part of these Sporting Regulations.

**1.2**    These Sporting Regulations are published on the date written below and go into effect immediately.

**1.3**    If needed, rule changes may occur at any point of time and will be made accessible to all drivers, teams and officials in an appropriate way.

**1.4**    All drivers, teams and officials participating in the Championship undertake, on their own responsibility, to observe all the provisions as supplemented or amended of the present Sporting Regulations.

**1.5**    The following rules will apply to every Event of the season.

**2    PARTICIPATION**

**2.1**    The Championship is reserved for drivers with a valid account at www.forum.gene-rally.com and/or www.planetgenerally.de.

**2.2**    Applications to compete in the Championship may be submitted at any point of time before or during the Championship season.

**2.3**    Any application must be sent via e-mail to f1@planetgenerally.de and shall include:

**2.3.1**  the applicant's nickname
**2.3.2**  the applicant's nationality
**2.3.3**  three teams of choice in order of preference
**2.3.4**  the applicant's e-mail address of regular use (see Article 9.2)

**2.4**    In the moment the applicant's name is added to the Entry List his application will be confirmed.

**2.5**    The officials reserve the right to reject any application if the respective applicant acts against the standards of the Championship or in any way brings the Championship into disrepute.

**2.6**    Every successful applicant must download the official game pack from www.f1.planetgenerally.de. Except for changes that concern the screen resolution, the ghosting option or the Session's settings (see Articles 7.2 and 8.2), unauthorised modifications are not allowed.

## 3 TEAMS AND DRIVERS

**3.1** The initial number of teams is twelve including the following Constructors: Ferrari, Force India, HRT, Lotus Renault, McLaren, Mercedes, Red Bull Racing, Sauber, Team Lotus, Toro Rosso, Virgin and Williams.

**3.2** Every team may not employ more than two drivers at the same time and during an Event.

**3.3** In case there are no empty slots for drivers left, additional teams, chosen by the officials, may enter at any point of time during the Championship. There is no maximum number of teams or drivers.

**3.4** Racing numbers are awarded to the teams in consecutive order of the previous World Constructors' Championship Ranking.

> **3.4.1** Albeit this, the cars carrying the numbers 1 and 2 are reserved for the team that employs the reigning World Driver's Champion.
>
> **3.4.2** In case the reigning World Driver's Champion has retired, the number 1 will not be awarded.

**3.5** Every driver must be a member of a team.

**3.6** A driver shall be employed by the team of his first choice. If this, for any reason, should not be possible, his personal order of preference will be taken into consideration (see Article 2.3.3).

**3.7** Once a driver has participated in a single Event, he is not allowed to change teams during the same Championship season.

**3.8** The officials reserve the right to remove or replace a driver after he has missed out 3 consecutive Events.


## 4 CARS

**4.1** Regarding to their handling characteristics, all cars are equal.

**4.2** The car pack includes two modifications of each car for the use under either dry or wet climate conditions.

**4.3** According to climate conditions the car modification to use will be announced before the Event.


## 5 PALETTES

**5.1** The game pack includes two palettes for the use under either dry or wet climate conditions and two palettes for the use under nightly lighting conditions.

**5.2** According to climate and lighting conditions the palette to use will be announced before the Event.

## 6 CHAMPIONSHIP EVENTS

**6.1** The 2011 Championship Calendar consists of 17 Events on 17 different tracks. Every Event includes two Sessions, one Qualifying and one Race.

| | Event | Location | Qualifying | Race |
|---|---|---|---|---|
| 1 | Australian GP | Melbourne | 31/10/11 - 02/11/11 | 03/11/11 - 06/11/11 |
| 2 | Malaysian GP | Sepang | 07/11/11 - 09/11/11 | 10/11/11 - 13/11/11 |
| 3 | Chinese GP | Shanghai | 14/11/11 - 16/11/11 | 17/11/11 - 20/11/11 |
| 4 | Japanese GP | Aida | 21/11/11 - 23/11/11 | 24/11/11 - 27/11/11 |
| 5 | Spanish GP | Barcelona | 05/12/11 - 07/11/11 | 08/12/11 - 11/12/11 |
| 6 | Monaco GP | Monte Carlo | 12/12/11 - 14/12/11 | 15/12/11 - 18/12/11 |
| 7 | United States GP | Monterey | 02/01/12 - 04/01/12 | 05/01/12 - 08/01/12 |
| 8 | Canadian GP | Montréal | 09/01/12 - 11/01/12 | 12/01/12 - 15/01/12 |
| 9 | British GP | Leicestershire | 16/01/12 - 18/01/12 | 19/01/12 - 22/01/12 |
| 10 | Austrian GP | Zeltweg | 23/01/12 - 25/01/12 | 26/01/12 - 29/01/12 |
| 11 | German GP | Hockenheim | 06/02/12 - 08/02/12 | 09/02/12 - 12/02/12 |
| 12 | Belgian GP | Spa | 13/02/12 - 15/02/12 | 16/02/12 - 19/02/12 |
| 13 | European GP | Valencia | 20/02/12 - 22/02/12 | 23/02/12 - 26/02/12 |
| 14 | Italian GP | Monza | 27/02/12 - 29/02/12 | 01/03/12 - 04/03/12 |
| 15 | Argentine GP | Buenos Aires | 12/03/12 - 14/03/12 | 15/03/12 - 18/03/12 |
| 16 | Brazilian GP | Curitiba | 19/03/12 - 21/03/12 | 22/03/12 - 25/03/12 |
| 17 | Abu Dhabi GP | Abu Dhabi | 26/03/12 - 28/03/12 | 29/03/12 - 01/04/12 |

**6.2** Each Qualifying starts on Mondays at 00:00 (GMT) and ends on Wednesdays at 22:00 (GMT).

**6.3** Each Race starts on Thursdays at 00:00 (GMT) and ends on Sundays at 22:00 (GMT).

**6.4** Approximately two hours after the respective Session has ended the results will be officially published.

## 7 QUALIFYING

**7.1** The Qualifying determines the starting grid on race day and, additionally, allows the fastest three drivers to score points for both Championships (see Article 10.3).

**7.2** The following settings will apply to every Qualifying of the season and must not be changed during the Session.

| | |
|---|---|
| Tyre Wear | 0% |
| Fuel Consumption | 0% |
| Fuel Mass | 0 kg |
| Damage | 20% |
| Race Length | 12 laps |
| Number of AIs | 0 |

| | |
|---|---|
| Car Modification (Player) | (see Article 4.3) |
| Palette | (see Article 5.2) |

**7.3**   For the Qualifying Classification only the fastest lap by each driver is taken into account.

**7.4**   If two or more drivers achieve the same fastest lap time, the higher place in the Classification shall be awarded to the driver who submitted his game files first.

**7.5**   At the end of the Qualifying the grid positions achieved by each driver will be officially published. The starting grid will be drawn up as follows.

| Qualifying | Starting Grid |
|---|---|
| 1$^{st}$ | 1$^{st}$ |
| 2$^{nd}$ | 2$^{nd}$ |
| 3$^{rd}$ | 2$^{nd}$ |
| 4$^{th}$ | 3$^{rd}$ |
| 5$^{th}$ | 3$^{rd}$ |
| 6$^{th}$ | 4$^{th}$ |
| 7$^{th}$ | 4$^{th}$ |
| 8$^{th}$ | 5$^{th}$ |
| 9$^{th}$ | 5$^{th}$ |
| ≥10$^{th}$ | 6$^{th}$ |
| no time set | 6$^{th}$ |

# 8   RACE

**8.1**   The Race allows the fastest 10 drivers to score points for both Championships (see Article 10.3).

**8.2**   The following settings will apply to every Race of the season and must not be changed during the Session.

| | |
|---|---|
| Tyre Wear | 15% |
| Fuel Consumption | 9% |
| Fuel Mass | 0 kg |
| Damage | 20% |
| Race Length | 20 km |
| Number of AIs | 5 (amongst the predefined AIs) |
| Grid Position | (see Article 7.3) |

| | |
|---|---|
| Car Modification (Player and AI) | (see Article 4.3) |
| Palette | (see Article 5.2) |

**8.3**   For the Race Classification the overall race time by each driver is taken into account.

**8.4**   If two or more drivers achieve the same overall race time, the higher place in the Classification shall be awarded to the driver who submitted his game files first.

**9    LOGIN SYSTEM**

**9.1**    The PGR Formula One is a login competition. The respective system will apply to every Event and, therefore, every Session of the Championship: Qualifying and Race.

**9.2**    Every successful applicant will receive an e-mail including all required login data under the applicant's regular e-mail address (see Article 2.3.4).

**9.3**    To participate in the ongoing Session (see articles 6.1, 6.2 and 6.3) every driver must log in at www.majortom.de/pgrf1-login and download the respective track file.

**9.4**    Before the login, unlimited practice is possible using the track out of the game pack. During the login window, only one attempt is allowed. After the login window has closed, no further login is allowed.

**9.5**    The time between the login and the submission of the files may vary according to Session length. The exact login window will be announced on the login page.

**9.6**    Within this time limit every applicant needs to:

    **9.6.1**    download and unzip the respective track file (see article 9.3)
    **9.6.2**    check the game settings (see articles 7.2 and 8.2)
    **9.6.3**    edit the starting grid (Race only) (see article 7.5)
    **9.6.4**    start and finish the respective Session
    **9.6.5**    take a screenshot and save the game
    **9.6.6**    zip the mandatory game files (see article 9.7)
    **9.6.7**    rename the zip file "QF/RACE_round_nickname.zip" and
    **9.6.8**    send the zip file via e-mail to f1@planetgenerally.de.

**9.7**    The following game files must be attached to the e-mail:

    **9.7.1**    screenshot (.bmp) which was taken in moment of showing the results screen,
    **9.7.2**    savegame (.gam) with the replay of the Session,
    **9.7.3**    track file (.trk) with the lap times of the Session.

**9.8**    In order to facilitate the above mentioned procedure the use of "Competition Zipper" which is part of the game pack is highly recommended.


**10    WORLD CHAMPIONSHIP**

**10.1**    The PGR Formula One World Championship Driver's title will be awarded to the driver who has scored the highest number of points, taking into consideration all the results obtained during the Events which have actually taken place.

**10.2**    The PGR Formula One World Championship Constructor's title will be awarded to the team which has scored the highest number of points, results from both drivers being taken into account.

**10.3**  Points for both titles will be awarded at each Event according to the following scale:

|        | Qualifying | Race      |
|--------|-----------|-----------|
| 1st    | 3 points  | 15 points |
| 2nd    | 2 points  | 12 points |
| 3rd    | 1 point   | 10 points |
| 4th    |           | 8 points  |
| 5th    |           | 6 points  |
| 6th    |           | 5 points  |
| 7th    |           | 4 points  |
| 8th    |           | 3 points  |
| 9th    |           | 2 points  |
| 10th   |           | 1 point   |

**10.4**  If two or more teams or drivers finish the season with the same number of points, the higher place in the Championship (in either case) shall be awarded to:

**10.4.1** the holder of the greatest number of first places,

**10.4.2** if the number of first places is the same, the holder of the greatest number of second places,

**10.4.3** if the number of second places is the same, the holder of the greatest number of third places and so on until a winner emerges.

**10.4.4** if this procedure fails to produce a result, the officials will nominate the winner according to such criteria as they think fit.

## 11   SANCTIONS

**11.1**  If a driver uses modified game files, he will be disqualified.

**11.2**  If a driver uses the wrong settings (see Article 7.2 and 8.2), he will not be classified.

**11.3**  If a driver saves and/or loads the Session during his login attempt, he will be disqualified.

**11.4**  If a driver submits his files after the login window has closed (see Articles 9.4 and 9.5), he may be given a time penalty. If files are missing, the driver will not be classified.

**11.5**  If a driver submits his files after the Session has ended (see Articles 5.2 and 5.3), he will not be classified.

**11.6**  If a driver cuts short, bounces off walls or uses any other objects to gain an advantage, he will be given a penalty depending of the gravity of the offence.

**11.7**  If a driver disregards the speed limit in the pit lane, he will be given a penalty depending of the gravity of the offence.

**11.8**  If a driver crosses the line at the pit exit, he will be reprimanded first before a penalty depending of the gravity of the offence is given.

**11.9**  If a driver, in any other way, fails to comply with the spirit of fair play, he will be given a penalty depending of the gravity of the offence.