

SATURDAY SHOWDOWN - ALL PLATFORMS



You have to be a paying patreon sub to be included in the payout system!

<https://www.patreon.com/c/IFWL>

Race set up

10-10-40

Schedule changes to accommodate commentators

BOTH PC AND CONSOLE

PRACTICE

Practice starts at 15:00 GMT - and lasts for 10 minutes (however - the server will be live on a rolling practice throughout the week)

QUALLY

Qually starts at 15:10 GMT - and lasts for 10 minutes

RACE

Race starts at 15:20 GMT - and lasts for 40 minutes

This means race night starts officially at 15:00 hrs BST and finishes at 16:00hrs BST, total time 1 hour.

STEWARD ENQUIRIES

IFWL gives drivers 24 hours from race end to submit any tickets for review (all players can see tickets via IFWL discord). IFWL stewards then allow 24 hours (*48 hours from race finish*) for players to appeal tickets against them. And then a further 24 hours (*72 hours from race finish*) to update tickets. Once this is done IFWL publishes in the stewards announcement area that all tickets are final.

RACE RESULTS GOING LIVE

Up until the above process takes place - all drivers will see either no results, or a DNS on simgrid results. This is due to the results being updated onto simgrid, but not published until the stewards process takes place.

Series Specific Rules

1. **DQS**: Withdrawing from 1 race (this does not include the **1** max sign outs permitted) during the season will lead to disqualification from the championship. This is to encourage consistent participation and ensure fair competition for all drivers throughout the series. Only withdraw when absolutely necessary, as every race counts.
2. **MISSED RACE PENALTY POINTS**: 5 point per missed race
3. **MAX PERMITTED PENALTY POINTS**: 10 points before Disqualification
4. **LIVE COMMENTARY / BROADCASTING : IFWL.NET**: we do not have commentary for this series as of the time of creating the event. To this we run both console and pc races at the same time.
5. **PITS**: From user feedback : 1 mandatory pit per race implemented. The pit limiter is set to automatic for this season.

There is 1 mandatory pit in every race. Tyre changes are **NOT** mandatory, refuelling **IS** mandatory , & refuelling time **IS** fixed.

6. **SERVER PASSWORDS & ENTRY LISTS**: IFWL Server passwords are set to **"IFWLACC"** (without the " and in all caps, no spaces) - for events that have an entrylist- the password will be off on race day. The last update to the entry list is 1 hour prior to race start. Drivers who fail to correctly set up simgrid sign ups after this point will not be able to race.

7. **CHAT:** The in-game chat box **must not be used** during qualifying or race sessions. This rule is in place to prevent distractions and maintain focus for all participants during these crucial moments. Communication during races should be limited to necessary channels like Discord. **(This rule will be enforced with time penalties by stewards post race)**
8. **DRIVER NUMBER:** Each participant must assign their Discord driver number during race registration. **This requirement is mandatory** and helps identify drivers during events, ensuring smoother coordination and accuracy in results. (you can assign your number via simgrid, ensure this is the same as your chosen number on ifwl.net)
9. **DRIVER NAME:** Your in-game driver name must exactly match your profile name on the IFWL.net website. This consistency is essential for proper record-keeping, race reports, and leaderboard tracking. **This requirement is mandatory**

Step 3 & 4 step by step guide below.

<https://tinyurl.com/IFWLNET>

10. **CAR SELECTION:** the beginner series is focused on new drivers learning cars and their specific handling - to this, we allow drivers to choose any car throughout the season, changes are allowed.
11. **DROP ROUNDS:** No Drop rounds are to be permitted in any IFWL ACC races.
12. **DRIVER SKILL:** this is a saturday showdown series - drivers of all skills are welcomed - however you have to meet the minimum attendance ratio of 60% - be advised - this series is open to drivers of all skill sets - all under one classification.
13. **PIT LIMITER:** The pit limiter **is** automatic this season,
14. **DISCORD PARTICIPATION:** You must remain a member of the official Discord server throughout the entire season. Leaving the server will result in removal from the series, as it is critical for communication and event updates. **This requirement is mandatory**
15. **STEWADING:** Post-race stewarding will be conducted to review any incidents or rule violations. Drivers are required to save their replays or

stream their races on Twitch to provide evidence if needed. This ensures fair and transparent resolution of disputes. Stewards are briefed to give leeway to new drivers to allow them time to hone their race craft, but noone gets a free pass - race clean and fair. Any mistakes need to be dealt with and actioned fairly. If you make a mistake, apologise and learn where you went wrong, and improve your race craft for the following race.

16. **DLC**: no DLC required - all vanilla tracks
17. **DRIVING LINE**: While the use of the driving line assist is not forced off, drivers are encouraged to turn it off for added realism and to challenge themselves with a more immersive experience.
18. **ENTRY LISTS**: no entry lists are enabled for this series.
19. **ATTENDANCE**: A minimum attendance ratio of 60 is required to remain in the series.
20. **MISSED RACE PENALTY POINTS**: Each missed race will result in **5 penalty points** being added to your record. Accumulating too many penalty points can jeopardise your position in the series, so plan your schedule accordingly.
21. **MAXIMUM PENALTIES**: Drivers who accumulate 10 penalty points will be disqualified from the series. This includes penalties for missed races, track infractions, or other violations. Avoid unnecessary mistakes to stay within the limit.
22. **MANDATORY RULES**: Compliance with all mandatory rules is non-negotiable. Failure to follow these rules will result in immediate removal from the event, with no exceptions. Ensure you are fully aware of and adhere to all requirements to avoid disqualification.
23. **WEATHER**: this series has all events sat to midday and sunny weather - have fun!
24. **BOP**: IFWL.NET is proud to say we run the B.O.P from Low fuel motorsport. The link to their website is : <https://lowfuelmotorsport.com/>



Racing rules

1. Respectful Conduct:

Participants must exhibit respect towards fellow drivers, IFWL officials, and League Operation managers at all times.

2. Racing Decorum:

Prohibited actions include intentional ramming, brake checking¹, punting², blocking³, bump-passing⁴, and moving under braking⁵, regardless of contact, and will incur penalties.

3. Passing Responsibilities:

Both the overtaking driver and the driver being overtaken are accountable for ensuring a fair passing manoeuvre. The responsibility lies with the overtaking driver to choose a safe opportunity for the pass.

4. Passing Lines:

The leading driver is entitled to select any line on the track. This entitlement ceases when the overtaking driver aligns their front wheel with the rear wheel of the leading driver. At this stage, both drivers must leave at least enough room for either car to be

between them and within the track boundary. It is the leading driver's responsibility to defend their ideal line entering a corner, but it is the overtaking driver's responsibility to make sure they do not initiate contact during the overtake. (updated to encourage fair but hard racing)

5. Establishing Overlap:

Drivers should avoid dive-bombing without establishing a significant overlap before the turn-in point. If the driver loses control and causes contact or delays another driver, stricter penalties may apply. Drivers need to be aware of tyre delta, track conditions & pace are taken into account when making this move. (updated to encourage strategy-based hard racing)

6. Line Commitment:

Drivers should commit to their chosen line before entering a braking zone and must not deviate from it when defending against another car. Only exemptions are if another incident has occurred where all drivers need to take action to avoid the incident.

7. Accident Predictability:

Drivers who lose control or spin should hold their brakes to remain predictable. After a spin, keep the brakes engaged to prevent the car from rolling unpredictably. Unsafe re-entry onto the track, causing further incidents, may result in severe penalties, regardless of the initial incident's cause. Drivers who are no longer racing need to exit to lobby and update their team captain or race steward. Cars left in a dangerous position on a live track will result in a black flag / DQ.

8. Rejoining the Track:

Drivers who go off the track should slow down or wait for traffic to clear before rejoining safely if they can maintain control of their car. Drivers are advised that until they are back up to race pace, they should remain clear from the racing line where possible. Drivers who are approaching a rejoining car are advised to ensure awareness and anticipation of the player rejoining.

9. No Reverse Direction:

Drivers must not drive in the opposite direction of the race unless it is necessary to turn around after an incident. This will result in a black flag / DQ.

10. Allowing Overtakes:

Drivers who are a lap behind must yield to faster drivers to allow unobstructed overtaking. Lapped cars are allowed to unlap themselves when they are faster than the car that lapped them and there is an overtake opportunity. Normal race rules should apply, with the exception that a car that unlaps must be able to pull away and shall not engage in explicit defensive moves.

11. Vehicle Modifications:

Car upgrades are strictly regulated according to the current Balance of Performance or setup on ifwl.net for the event they are racing in (BoP).

12. Event Participation:

If you register for an event but cannot attend, you must "Unregister" to free up the spot for other participants.

13. Compliance:

All participants must adhere to the ACC Code of Conduct and IFWL race rules. Game-specific code of conduct can be found at the respective game developers' websites.

Race series overview

Below is subject to change - simgrid events are final.

