

# Historic Racing League Formula One

## Rules & Regulations

For the 2012 Formula One Season (HGP) of the Historic Racing League

(Last updated: 19/8/23)

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# Historic Racing League

## Rules & Regulations

### **1. Car and Championship**

**1.1** Car shall be the RSS 2013 mod. Any modification to the car by a non-Staff member is prohibited.

**1.2.1** Drivers inside the top 10 of qualifying must start on the tyre compound that they qualified on. Drivers outside the top 10 have free tyre choice for the race.

**1.2.2** Change of tyres between compounds SS/S/M/H are freely allowed during a race. Drivers must use two different tyre compounds during the race. The tyre compound choices for each race weekend will be stated in the race briefing.

**1.2.3** Refuelling is disallowed.

**1.2.4** The use of DRS is allowed during qualifying and the race in the DRS zones. DRS will be activated on lap 3 of the race, with usage only allowed when a driver is within 1 second of the car in front.

**1.2.5** The use of KERS is allowed during qualifying and the race.

**1.3** Car setups are completely open.

**1.4** The top ten finishers in each race score points towards the Drivers' Championship and Constructors' Championship (15, 12, 10, 8, 6, 5, 4, 3, 2 1). For the full season standings please see the individual season sheets within the [Official Historic Racing League spreadsheet](#).

**1.5** Ballast may be applied to drivers depending on performance in order to balance the grid. The amount of ballast will be determined by staff and adjusted every two races.

**1.5.1** Ballast is tied to the player, not the character. Eg. If a driver uses their team's reserve the ballast from their primary character will carry over.



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### 2. Characters

**2.1** Driver characters are created and are required to be registered on the official registration form.

**2.2** Character names and origins are required to be realistic to the era. Character names must not be the same as any real life driver's name nor based on any real or fictional person that existed/exists outside the HRL universe. Drivers cannot race with their own name or use a name based on their username. Staff members reserve the right to deny a signup or request a change based on the character name, age or background. Low-effort characters will not be allowed.

**2.3** If a character is younger than 20 years of age, 5kg of ballast per year shall be applied to simulate inexperience.

If a character is older than 38 years of age, 5kg of ballast per year shall be applied to simulate age-related decline.

**2.4** Deaths/injuries may occur during serious crashes **during qualifying, the race and post-race**. You must complete an "incident calculation (IC)" when you have a major accident. The IC (chance of injury/death) is determined through the chart illustrated on the "F1 Injuries" page of the league spreadsheet. **IC's will only be taken into account after the full race distance has been completed** so that crashes can be analysed. Contact staff if you are unsure of this process. Depending on the severity of the crash, some heavy crashes are open to interpretation . Staff members reserve the right to make the final decision on character injuries/deaths.



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IC's/botrolls should be carried out by the driver who crashed or an admin, including information such as the session, lap, and crash circumstances (impact material, speed, angle). The first botroll will be final.

Should your character pass away or get seriously injured, you shall use the team's reserve driver first and foremost.

**2.5** You are required to participate in interviews as your driver, if a journalist inquires.

**2.6** You shall roleplay as your character in the applicable chats (Paddock or Press section of the Discord server), and use your character's name during races. **Roleplay is completely optional.**



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### **3. Qualifying and Race**

**3.1** Drivers on an outlap/inlap during qualifying must let drivers on a hotlap pass. Any driver who stops unnecessarily on the circuit on or near the racing line or impedes another driver may be penalised.

**3.1.1** Drivers on an outlap during qualifying must drive at a reasonable speed before starting their lap. Backing up to create space to the car in front is allowed, but this must be completed in a sensible manner that does not create a queue of cars. Drivers reported to the stewards for breaking this rule will be judged on a case-by-case basis.

**3.2** If you have a crash during a race or qualifying in which you should not **realistically** be able to carry on from, then you shall retire from the session. Should you not retire, then the results may be retconned and the breaking of this rule may be subject to penalties. Broken suspension usually indicates that you should retire. Examples of retirements and non-retirements can be found here: [CRASH EXAMPLES](#).

**3.2.1** If you teleport back to the pits during an accident while the car is moving, the incident calculator will use the velocity of the moment the teleport occurs. This means you have to stop off the track or racing line if you intend to teleport.

**3.2.2** Any driver who wishes to retire from the race should return to their pitbox or pull off the track in a safe place away from the racing line before retiring.

**3.3** Shall one require bodywork repairs, they may do so during the race in the pitlane. Should one require engine or suspension repairs then you are out of the race. Teleporting back to the pits and continuing to race is not



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allowed, unless you are given explicit permission to by staff due to a glitch or game issue.

**3.4** Keep your car within track limits with at least two tyres on the track. The track limits are defined as the white lines, unless stated otherwise in the Race Briefing. Gaining an advantage through the persistent abuse of track limits is disallowed and drivers found to be breaking this rule may be investigated and penalised. Only the corners mentioned in the pre-race race briefing will be monitored during qualifying and the race, but a driver may be reported if they are found to be abusing track limits elsewhere. The severity of penalties will increase with the frequency and severity of the violations.

**3.4.1** Any driver that cuts/extends during a qualifying lap on a corner mentioned in the race briefing will be given a qualifying ban at the next event. Penalty points or race time penalties may be awarded for any driver who persistently abuses track limits in qualifying throughout the season. A race time penalty will be awarded for qualifying track limit violations at the final race of the season.

**3.4.2** Gaining a position through cutting a corner, extending the track or passing off track is disallowed. Returning the position is highly encouraged in order to avoid being penalised.

**3.5** A race restart is **only allowed once** if a significant number of cars (over five, or 50%, whichever condition is met first) are involved in an incident, or if two drivers are forced to retire due to crash damage from a single incident. More restarts are only allowed in case of a game-breaking glitch or server crash has occurred. Race restarts shall only be granted at the discretion of the Staff members.



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**3.5.1** A rolling start may be used if a server glitch has occurred which has prevented a standing start. The entire grid shall complete one lap at a reduced pace behind the leader before the race begins as the leader exits the final corner.

Drivers will be informed of a rolling start in voice chat. Drivers must maintain their positions at all times on this lap until the race starts. If a driver spins and loses positions under these conditions, they are **prohibited** from regaining their original position and must remain in their new position until the restart of the race.

**3.6** Blue flags are an advisory flag indicating faster cars behind, but they are not a requirement to let a faster driver through. Should you cause an incident while being lapped then you are subject to harsher penalties. Lapped cars must be predictable on the racing line and in their braking and throttle inputs.

**3.6.1** Yellow flags are an advisory flag indicating that there is an incident ahead or that a car has stopped. Slowing during a yellow flag zone is not mandatory but any driver that causes or exacerbates an incident whilst a yellow flag is shown shall be penalised.

**3.7** The grid size is limited to 24 cars.

**3.7.1** All drivers are required to be within 105% of the fastest practice lap on the server before 7PM UTC on Saturdays in order to be allowed to race later that day. ([Session tracking](#)). The reference time will be determined at the start of the week before the race. Reserves who intend to race must also complete a lap within the 105% time.



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**3.7.2** Drivers and reserves must allocate whether they are racing or not in the pre-race poll (#polls channel). **This must be completed before 7PM UTC on Saturday** and any allocations after this time will not be accepted.

Repeated failures to not allocate may result in a driver losing their race seat.

Drivers must inform admins if they are unable to race for several races. Any driver who fails to do this may be subject to losing their full-time seat and will lose priority if they sign up for future seasons.

**3.7.3** Reserves shall only be permitted to race if a team is missing one or more of its full-time drivers. Reserve drivers who are able to race must follow **rule 3.7.1** and be within the 105% time before the pre-qualifying cutoff time (7pm UTC on Saturday). Reserves will be matched with a driver that matches their pace and ballast may be given to reserve if there is a pace/consistency mismatch. Reserve drivers will not be given the seat of any driver that has to serve a back of grid or pitlane penalty.

**3.7.4** Anyone using a reserve in place of their main driver may be given extra ballast to simulate inexperience. This will be allocated on a case-by-case situation by the admins.

**3.7.5** All new drivers (anyone who has not raced in HRL before) must complete laps on the server before they are given a full-time seat in the championship. Long runs to show pace/consistency are preferable in order for admins to get a better idea of what team a driver should be placed in.

Any driver who signs up mid-season must complete a race as a reserve before they are given a full-time seat.





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**3.8** It is highly recommended for drivers to be present in Discord voice-chat 10 minutes before the Qualifying session and to stay for the first three laps of the race. This is for race briefings and keeping everyone updated during the start of the race in case restarts are required.



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### **4. Racing Rules**

**4.1** Race cleanly at all times. Accidental contact may happen but drivers are required to do their best to avoid this happening. If a driver gains an advantage through contact it is recommended to give up the time or position gained to avoid a penalty.

**4.2** Contact between two cars is not permitted. Shall one experience this, they may use the [#incidents](#) channel of the Discord server to report other drivers. Any member of Staff may request further video evidence or information to decide if any penalties should be awarded.

**4.3** Excessive weaving to defend your track position or break slipstream is disallowed and may be penalised. A driver is permitted to use one defensive move if they are defending their position. Reactive defensive moves are not allowed.

**4.4** Post-race contact is disallowed and will result in the offending driver being penalised.



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### 5. Penalties

**5.1** If a driver has been deemed to have been at fault in an incident, one of the following penalties may be awarded:

**Severity 8:** 5 second penalty

**Severity 7:** 10 second penalty.

**Severity 6:** 25 second penalty.

**Severity 5:** Back of grid start for next race.

**Severity 4:** Pitlane start.

**Severity 3:** Disqualification from current race.

**Severity 2:** Race ban (1-6 races).

**Severity 1:** Championship ban.

**5.1.2** If a driver misses the race in which they were to serve their penalty, the penalty shall carry over to the next race which they participate in.

**5.2** Drivers are able to appeal any penalty decision if they can provide new evidence to support their claim. Admins reserve the right to maintain or overturn the penalty. Any further decision given by the admins is final.

**5.3** If a driver has been penalised, they may also be given penalty points depending on the severity of the incident. If a driver accumulates 10 points over the last two racing seasons they will be given a race ban to be served in the next race they are due to attend. Penalty points that are due to be removed will be removed after the event.

**Penalty points are not included in the roleplay and are linked to the real life driver, not their character.**



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**5.4** A driver may be given a reprimand for minor incidents. Any driver who receives three reprimands during a season will receive a qualifying ban at the next event.

**Reprimands are not included in the roleplay and are linked to the real life driver, not their character. Reprimands are cleared at the end of the season.**

