

WTZ

F1
ONLINE

POLE POSITION

IN LEAGUE

RACING

GUIDE

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Preface

This guide describes the guidelines that belong to the league and website. Every member / participant is expected to have read the guide and to respect the content of the guide.

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1. About the league...

WT2 F1 ONLINE is a Xbox racing league created for league racing in the F1 games series of Codemasters. The league is born to be a long term competition of several seasons / championships with permanent members. Members who are committed to be present every race and are committed to win in a fair way. Nothing more, nothing less...

2. Signing up...

If a player wants to join he or she has to sign up via the website. There will not be a login after the sign up. The minimum age to be a member is 14. The player will get a message if he or she can participate or if the league needs some more information. New players cannot participate as permanent driver in multiple division at full grids except for those who need to be.

We ask the player not to register if the player is unable to keep track of the race calendar.

3. Game settings....

The game settings for all the divisions are as follows.

- Session Options
 - Era Modern F1 Cars
 - Maximum participants 20 drivers 2 spectators
 - Practice length None
 - Qualifying Full / Short (16 or less drivers)
 - Race distance 50%
- Race Settings
 - Car performance Equal
 - Weather Dynamic (Clear after a previous wet race)
 - Parc Fermé Rules On
 - Collisions On
 - Vehicle damage Full
 - Safety Car Yes
 - Corner cutting stringency Strict
 - Formation Lap Yes
 - Race starts Manual

4. Before a race session....

Members are aware of the race calendar. The race calendar is up-to-date on the website.

The member has to be signed into Xbox 15 minutes before race time.

If a member can't participate for a race this has to be reported one day in advance by Whatsapp, Discord, Email or Xbox. Check the contact info on the last page of this guide.

If a member doesn't show up for two times without notice he or she will be removed as a member and will no longer participate in any race in any division in the future.

Sometimes a restart is needed for several reasons. The rule is that only one restart will be done. If a player cannot race after this restart he has to sacrifice the race. There is only a second restart if it's the same player as the player in the previous race that had to make the sacrifice.

5. During a race session....

During a race session every member has to be aware of the following.

Qualification

- Communication is not required during the session;
- Reporting a hot lap during a qualification is not required;
- Every member is aware of the official F1 rules, including flags;
- Every member follows these rules;
- Every member plays to their ability and pays close attention to other members on the circuit;
- Shortcuts in an out lap are allowed to get the fastest time;
- "Reset to track" is allowed in Qualify, not in the race;

Race

- Communication is not required during the session;
- Every member is aware of the official F1 rules, including flags;
- Every member follows these rules;
- Every member plays to their ability and pays close attention to other members on the circuit;
- Before the start of the race there will be a minimum of 30 seconds to adjust the setup and tyres, also at restarts;

- Everyone can press A before the start. Reason is, there is always someone pressing A. On purpose or by accident. This will not be penalized. Everyone has to deal with the 30 seconds minimum;
- The pause button possibility may only be used during the "Formation Lap" or to record a clip;
- During the SC it is allowed to put pressure on the car in front at the very last moment before the race resumes. Before this moment cars have to keep distance to let them warm tyres and to prevent collisions. A license point can be given if this rule is broken;
- "Reset to track" is not allowed, if seen, a DSQ is applied and a license point is added to the driver's license;
- If there is a restart drivers must choose the same tyres they used in Q2 or Short Qualify for their best time in this session;

6. After a race session....

After the race session every member has to be aware of the following.

- The league can remove members for future participation if needed;
- Members can appeal against giving warnings or license points;
- If a host owner is involved in a race incident, a other host or admin gives another league member the opportunity to judge and power to give warnings or penalty's;
- We ask to communicate with the driver in question first before sending messages in chat boxes and sending clips. If there has been no communication between involved drivers first, no penalties will be given. In that case we assume the incident wasn't important enough to discuss;
- If a member has crashed or disqualified early, it is desirable that he or she stays in the lobby until the end of the race;
- Race till the end, to the respect of slower drivers. Battles are everywhere on track;
- If you need to retire for good reason, retire in the pits;
- Clips of race incidents can be posted or send to the host of the division with a short explanation;
- Penalties can be given for clips that haven't been send in;
- The point system is based on the official point system.

7. Penalty system....

Penalties given by the host

- The host can give warnings and license points for incidents;
- The host never decides on his own but with advice from others;
- Penalties per incident will not be defined in the guide because each incident is unique;
- If a driver has three license points within one season, he or she will be banned for the next race;
- If a second race ban is reached, the driver can be removed;
- When a guest driver earns a license point he or she will be banned for a amount of future race as a guest driver can not be punished like a regular driver can be punished;

Penalties given by the game

Everyone should be aware that penalties given by the game are almost always detrimental to everyone. The intention is to use the rules below to reasonably correct these "errors" for those drivers who have been disadvantaged. Due to these rules, it may happen that some drivers get the same number of points per race. It is often impossible to correct in a way that nobody notices.

- Corrections per incident will not be defined in the guide because each incident is unique;
- Corrections will be made in points, not in positions;
- Point corrections are always between two drivers. One driver pays the points to the other driver;

For example; during the virtual safety car, a driver can give another driver a 5-second time penalty. This can cause a change in the final score. The difference in points can then be paid by the driver who caused the penalty.

8. Rights and obligations.....

The league may have a high expectation of each member and each member may have a high expectation of the league. To guarantee the expectations, each member has his or her rights and obligations.

Rights

- Commitment of the club to the members;
- Tips, comments and complaints about the club are welcome and will always be treated seriously;
- An up-to-date website;

- Respond to messages within one day;
- Notification of absence of members before the session;

Obligations

- Commitment to the league and other members;
- Be there and participate;
- Fair Play;
- Be respectful to other members;
- Follow the guide and respect the rules;

9. League structure.....

Division	Era	Day	Host (Gamertag)	Lobby open
1	F1	Tuesday	WTZFLEX	07:00 PM UK
2	F1	Monday	I3olle	07:00 PM UK

10. Epilogue.....

This guide has been made with care. The intention was to make the guide, league and website as simple and clear as possible. Nevertheless, it is possible that certain texts are not mentioned, although this may be desirable. Everyone can point this out and advise on it. Possible adjustments will be made to make the league even better.

Thank you for joining us.

Best regards,

Wietze van der Sluis

Contact

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