OFFICIAL REGULATIONS

IFR Official Rulebook

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Every regulation, penalty and points rule of the IFR League in one place. Search it, link to any rule, or download the official PDF.

WHAT CHANGED IN V1.6.0 16/11/2026

- Main race points: 30-23-18-14-11-9-7-6-5-4-3-2 for P1–P12 and 1 point each for P13–P15; P16 and below score no points.
- 6.3 and 5.12 wording updated to match. Bonuses and all stewarding rules are unchanged.

01 League Schedule

LEAGUE 1

Saturday, 20:00 CET

02 Severity Levels

S1 Warning-level

No effect. Brush/ghost contact with no impact on either car.

Penalty: Warning. 0 PP. No time penalty. A no-sanction outcome is NFA via the Racing incident factor.

S2 Minor

Minor impact. Light contact, victim lost less than 2 seconds.

Penalty: 3s time penalty. 1 PP.

S3 Moderate

Standard penalty. Contact causing position loss, damage, or 2-5s time loss.

Penalty: 5s time penalty. 1 PP (2 PP for conduct offences 5.8, 5.9, 5.10, 5.17). Adjusted by factors.

S4 Major

Heavy penalty. Heavy collision causing DNF, significant damage, or third-party involvement.

Penalty: 10s time penalty. 2 PP (3 PP for conduct offences 5.8, 5.9, 5.10, 5.17). Adjusted by factors.

S5 Extreme

Maximum penalty. Extreme or deliberate conduct. Multi-car pile-up, Safety Car caused, or multiple DNFs.

Penalty: 15s time penalty. 3 PP. Time factors may move it to 10s or 20s. A Session DSQ replaces the time penalty when deliberate intent is established or the adjusted time would exceed 20s.

03 Quick Reference

Penalty by severity at a glance. Select a code for the full matrix entry.

CODE	INFRACTION	PENALTIES BY SEVERITY
5.1	Causing a Collision	S1 None+0PP,Warning · S2 3s+1PP · S3 5s+1PP · S4 10s+2PP · S5 15s+3PP,Session DSQ if intent
5.2	Divebomb / Push-to-Pass	S2 3s+1PP · S3 5s+1PP · S4 10s+2PP · S5 15s+3PP,Session DSQ if intent
5.3	Crowding / Squeezing	S2 3s+1PP · S3 5s+1PP · S4 10s+2PP
5.4	Moving Under Braking	S2 3s+1PP · S3 5s+1PP · S4 10s+2PP
5.5	Unsafe Rejoin	S2 3s+1PP · S3 5s+1PP · S4 10s+2PP · S5 15s+3PP,Session DSQ if intent
5.6	Multiple Defensive Moves	S1 None+0PP,Warning · S2 3s+1PP · S3 5s+1PP
5.7	Failure to Leave Space	S2 3s+1PP · S3 5s+1PP · S4 10s+2PP
5.8	Dangerous / Erratic Driving	S3 5s+2PP · S4 10s+3PP · S5 15s+3PP,Session DSQ / Event DSQ+Race Ban
5.9	Safety Car Infractions	S2 3s+1PP · S3 5s+2PP · S4 10s+3PP
5.10	VSC Infractions	S2 3s+1PP · S3 5s+2PP · S4 10s+3PP
5.11	Qualifying Infractions	S1 None+0PP,Warning · S2 3s*+1PP · S3 5s*+1PP · S4 10s*+2PP,Qualifying Ban
5.12	Retiring / Deliberate Crash	S3 None+2PP,Qualifying Ban · S4 None+3PP,Race Ban · S5 None+3PP,Race Ban; Season Ban if persistent
5.13	Lapped Car Infractions	S1 None+0PP,Warning · S2 3s+1PP · S3 5s+1PP
5.14	Track Limits / Pit Line	S1 None+0PP,Warning · S2 3s+1PP · S3 5s+1PP
5.15	Reset to Track	S5 None+3PP,Session DSQ
5.16	Telemetry / Recording	S1 None+0PP,Warning · S2 None+1PP
5.17	DRS Chicken	S2 3s+1PP · S3 5s+2PP · S4 10s+3PP
5.18	Attendance Violations	S1 None+1PP · S2 None+2PP · S3 None+2PP,Warning · S4 None+3PP,Seat review · S5 None+3PP,Reserve list
5.19	Lobby, Formation & AI Procedure	S1 None+0PP,Warning · S2 3s+1PP · S3 None+1PP,Qualifying Ban · S4 10s+2PP

04 Penalty Matrix

5.1 Causing a Collision

CONTACT Regulations: 7.1 7.2 7.8

DESCRIPTION

Driver causes contact through misjudgement, loss of control, or failure to exercise care. Catch-all for contact not fitting a more specific category.

WHEN TO APPLY

Apply when one driver is predominantly at fault but no more specific category fits.

S1

Brush contact, no effect on either car.

TIME	PP
None	0

ADDITIONAL

Warning

S2

Light contact, victim lost less than 2 seconds.

TIME	PP
3s	1

ADDITIONAL

None

S3

Contact causing position loss, damage, or 2-5s time loss.

TIME	PP
5s	1

ADDITIONAL

None

S4

Heavy collision causing DNF, significant damage, or third-party involvement.

TIME	PP
10s	2

ADDITIONAL

None

S5

Multi-car pile-up, Safety Car caused, or multiple DNFs.

TIME	PP
15s	3

ADDITIONAL

Session DSQ if deliberate intent is established (replaces the time penalty)

5.2 Divebomb / Push-to-Pass

CONTACT Regulations: **7.1.3**

DESCRIPTION

Attempting an overtake from too far back without meeting the inside entitlement threshold (front axle at mirror prior to and at apex). Includes push-to-pass moves where the attacker shoves the car ahead off line.

WHEN TO APPLY

Apply when attacker did not meet inside entitlement at the braking zone.

S2

Divebomb with light contact, victim loses less than 2s.

TIME	PP
3s	1

ADDITIONAL

None

S3

Contact causing position loss or damage. Attacker gained advantage.

TIME	PP
5s	1

ADDITIONAL

None

S4

Victim DNF or heavy damage. Reckless closing speed.

TIME	PP
10s	2

ADDITIONAL

None

S5

Deliberate torpedoing. Multiple cars collected.

TIME	PP
15s	3

ADDITIONAL

Session DSQ if deliberate intent is established (replaces the time penalty)

5.3 Crowding / Squeezing

CONTACT Regulations: **7.2 7.3.3**

DESCRIPTION

Gradually reducing space on a car that is alongside, pushing them toward the track edge, grass, or wall. Distinct from a sudden move (Failure to Leave Space).

WHEN TO APPLY

Apply when an alongside car is progressively squeezed.

S2

Squeeze with no contact. Victim forced to lift or take evasive action.

TIME	PP
3s	1

ADDITIONAL

None

S3

Squeeze causing contact, position loss, or minor damage.

TIME	PP
5s	1

ADDITIONAL

None

S4

Squeeze into wall or barrier causing DNF or heavy damage.

TIME	PP
10s	2

ADDITIONAL

None

5.4 Moving Under Braking

DEFENDING Regulations: **7.3.4**

DESCRIPTION

Changing direction in the braking zone to block, squeeze, or unsettle an attacking car. Distinct from a defensive move on a straight (which must happen before the braking zone).

WHEN TO APPLY

Apply when defender clearly alters trajectory while braking in reaction to attacker.

S2

Late move in braking zone, no contact. Attacker forced to back out.

TIME	PP
3s	1

ADDITIONAL

None

S3

MUB causing contact or forcing attacker off track.

TIME	PP
5s	1

ADDITIONAL

None

S4

MUB causing DNF or significant damage to the attacker.

TIME	PP
10s	2

ADDITIONAL

None

5.5 Unsafe Rejoin

TRACK Regulations: **7.5**

DESCRIPTION

Returning to the racing line after going off track without yielding to cars on the track. The rejoining driver bears primary responsibility.

WHEN TO APPLY

Apply when a driver who left the track rejoins without ensuring safety.

S2

Unsafe rejoin forcing another car to take evasive action. No contact.

TIME	PP
3s	1

ADDITIONAL

None

S3

Unsafe rejoin causing contact or position loss to another driver.

TIME	PP
5s	1

ADDITIONAL

None

S4

Unsafe rejoin causing DNF or significant damage.

TIME	PP
10s	2

ADDITIONAL

None

S5

Rejoining directly into traffic at high speed. Multiple cars affected.

TIME	PP
15s	3

ADDITIONAL

Session DSQ if deliberate intent is established (replaces the time penalty)

5.6 Multiple Defensive Moves

DEFENDING Regulations: **7.3.1 7.3.2**

DESCRIPTION

Making more than one change of direction on a straight to defend position. Also applies to moving back toward the racing line after an initial defensive move (weaving).

WHEN TO APPLY

Apply when defender changes direction more than once on a single straight.

S1

Marginal second move with no consequence. First offence.

TIME	PP
None	**0**

ADDITIONAL
Warning

S2

Clear weaving or second move. No contact but attacker affected.

TIME	PP
3s	**1**

ADDITIONAL
None

S3

Weaving causing contact or forcing the attacker off track.

TIME	PP
5s	**1**

ADDITIONAL
None

5.7 Failure to Leave Space

CONTACT Regulations: **7.1 7.2 7.3.3**

DESCRIPTION

Not leaving at least one car width for a driver who has established entitlement to space. Applies to both attacker and defender.

WHEN TO APPLY

Apply at the corner when entitlement is met but space not given.

S2

Space not left, victim forced wide but no contact.

TIME
3s

PP
1

ADDITIONAL
None

S3

Space not left, resulting in contact or position loss.

TIME
5s

PP
1

ADDITIONAL
None

S4

Space not left, victim DNF or heavy damage.

TIME
10s

PP
2

ADDITIONAL
None

5.8 Dangerous / Erratic Driving

CONDUCT Regulations: **7.8**

DESCRIPTION

Driving below the expected standard of care. Includes sudden unexplained braking, weaving on straights outside of a defensive context, deliberate slow-driving, or any behaviour that creates an unnecessary hazard.

WHEN TO APPLY

Apply for dangerous behaviour not covered by more specific categories.

S3

Erratic behaviour with no contact but endangering others.

TIME	PP
5s	2

ADDITIONAL

None

S4

Erratic driving causing contact, damage, or DNF.

TIME	PP
10s	3

ADDITIONAL

None

S5

Intentional wrecking, revenge driving, or sabotage.

TIME	PP
15s	3

ADDITIONAL

Session DSQ; Event DSQ + Race Ban if intentional wrecking or revenge driving is established

5.9 Safety Car Infractions

SC / VSC Regulations: **6.6**

DESCRIPTION

Any breach of Safety Car procedure: dangerous driving under SC, failing to maintain 2 car lengths, brake-testing, overtaking, or dropping below 30 mph without cause. Unauthorised AI use under SC is offence 5.19; the SC/VSC caution factor applies.

WHEN TO APPLY

Apply per Sec 6.6.

S2

Minor gap violation or momentary drop below 30 mph.

TIME	PP
3s	1

ADDITIONAL

None

S3

Overtaking under SC or deliberate braking.

TIME	PP
5s	2

ADDITIONAL

None

S4

SC infraction causing contact or affecting multiple drivers.

TIME	PP
10s	3

ADDITIONAL

None

5.10 VSC Infractions

SC / VSC Regulations: **6.6**

DESCRIPTION

Failing to respect the VSC delta, overtaking under VSC, or erratic speed changes that endanger other drivers during VSC conditions.

WHEN TO APPLY

Apply for VSC-specific violations.

S2

Minor VSC delta violation with no effect on others.

TIME	PP
3s	1

ADDITIONAL

None

S3

Overtaking under VSC or erratic speed causing a near-miss.

TIME	PP
5s	2

ADDITIONAL

None

S4

VSC violation causing contact or affecting multiple drivers.

TIME	PP
10s	3

ADDITIONAL

None

5.11 Qualifying Infractions

QUALIFYING Regulations: 5.1 5.3

DESCRIPTION

Impeding a car on a flying lap, gaining a lasting advantage through corner cutting on a hot lap, or deliberately crashing to destroy starting tyres (parc ferme violation).

WHEN TO APPLY

Apply per Sec 5.1 and 5.3. *Qualifying time penalties are added to the driver's race result of the same round; they do not change the grid. Grid drops and pit-lane starts cannot be enforced in an online lobby; the only grid sanction is the Qualifying Ban.

S1

Marginal impeding. Victim's lap not significantly affected.

TIME	PP
None	0

ADDITIONAL
Warning

S2

Impeding that cost the victim a meaningful lap improvement.

TIME	PP
3s*	1

ADDITIONAL
None

S3

Clear impeding on a flying lap. Victim lost their best chance at a fast lap.

TIME	PP
5s*	1

ADDITIONAL
None

S4

Deliberate tyre destruction or corner cutting on pole lap.

TIME	PP
10s*	2

ADDITIONAL
Qualifying Ban at the next round the driver takes part in

5.12 Retiring / Deliberate Crash

CONDUCT Regulations: **6.3**

DESCRIPTION

Manually retiring from a session - on track OR in the pit lane - or deliberately crashing the car. The retiring AI is too slow and creates a hazard for other competitors. A classified finish keeps you in the fight for points (down to P15) and counts in the tiebreak countback, so there is no reason to retire unless you are physically unable to continue. If the car can no longer be driven, you may instead leave the session or press pause (off the racing line, never on lap 1, never under SC/VSC) and let the normal in-game AI take over - this is not a manual retirement. NOTE: you remain fully responsible for any crashes or incidents the AI is involved in while controlling your car.

WHEN TO APPLY

Manual retirement on track or in the pits is strictly prohibited. Standard outcome is S3: 2 PP + Qualifying Ban at the next round the driver takes part in. Repeats or a hazardous retiring AI escalate per S4/S5.

S3

Manual retirement on track or in the pits. Standard outcome.

TIME	PP
None	2

ADDITIONAL

Qualifying Ban at the next round the driver takes part in

S4

Repeat retirement offence, or AI blocked / endangered other cars on pit exit or on track.

TIME	PP
None	3

ADDITIONAL

Race Ban at the next round the driver takes part in

S5

Deliberate crash to affect another driver, or persistent retirement offences.

TIME	PP
None	3

ADDITIONAL

Race Ban; Season Ban if persistent

5.13 Lapped Car Infractions

CONDUCT Regulations: **6.7**

DESCRIPTION

Failing to yield under blue flags, attempting to unlap when unsafe, or impeding lead-lap cars through deliberate blocking.

WHEN TO APPLY

Apply per Sec 6.7.

S1

Slow to react to blue flags but yielded within a reasonable time.

TIME	PP
None	**0**

ADDITIONAL

Warning

S2

Failed to yield for multiple corners. Lead-lap car lost time.

TIME	PP
3s	**1**

ADDITIONAL

None

S3

Actively blocking a lead-lap car or unsafe unlapping causing contact.

TIME	PP
5s	**1**

ADDITIONAL

None

5.14 Track Limits / Pit Line

TRACK Regulations: 7.4 7.6

DESCRIPTION

Repeated track limit violations for a time advantage, or crossing pit entry/exit lines in a dangerous manner. Four wheels off = track limits exceeded, regardless of in-game warnings.

WHEN TO APPLY

Apply per Sec 7.4 and 7.6.

S1

Noted track limit abuse. Lap times flagged by stewards.

TIME
None

PP
0

ADDITIONAL
Warning

S2

Persistent track limits gaining a cumulative time advantage.

TIME
3s

PP
1

ADDITIONAL
None

S3

Dangerous pit line crossing or track limits gaining a position.

TIME
5s

PP
1

ADDITIONAL
None

5.15 Reset to Track

TRACK Regulations: 6.4

DESCRIPTION

Using the flashback or reset-to-track function during any online session. Confirmed use (replay, telemetry or POV) is a Session DSQ with no exceptions. Suspected but unconfirmed use goes to Steward review (see 6.4).

WHEN TO APPLY

Confirmed use of flashback or reset. No mitigating factors apply.

S5

Confirmed use of flashback or reset. No mitigating factors apply.

TIME
None

PP
3

ADDITIONAL
Session DSQ (Event DSQ if used in more than one session)

5.16 Telemetry / Recording

ADMIN Regulations: **3.1 3.2**

DESCRIPTION

Failing to set telemetry to Public, failing to enable Show Player Names, or refusing to supply POV footage the stewards requested for an incident the driver is involved in (3.2.4). Simply not having a recording carries no PP; 3.2.2 applies instead.

WHEN TO APPLY

Apply per Sec 3.1 and 3.2.

S1

First offence. Telemetry corrected before race start.

TIME	PP
None	**0**

ADDITIONAL

Warning

S2

Telemetry not corrected so stewards cannot review an incident involving this driver, or requested footage refused.

TIME	PP
None	**1**

ADDITIONAL

None

5.17 DRS Chicken

CONDUCT Regulations: **7.7**

DESCRIPTION

Deliberately losing speed before a DRS detection point so that the car behind overtakes, giving the originally-leading driver the DRS advantage. Prohibited under all circumstances regardless of contact.

WHEN TO APPLY

Apply when intent to manipulate the detection point is clear, regardless of whether contact occurred.

S2

Marginal lift before detection zone. No contact, but intent is clear.

TIME	PP
3s	1

ADDITIONAL

None

S3

Clear DRS chicken manoeuvre. Other car forced to react to sudden speed loss.

TIME	PP
5s	2

ADDITIONAL

None

S4

DRS chicken causing contact, a near-miss at speed, or position manipulation.

TIME	PP
10s	3

ADDITIONAL

None

5.18 Attendance Violations

ADMIN Regulations: **1.5.3 1.18**

DESCRIPTION

A driver fails to attend after signing up, signs out too late, or a main driver fails to respond to the signup entirely. Does not require clip analysis - league admin confirmation is sufficient. Attendance PP count toward the PP thresholds like any other PP.

WHEN TO APPLY

Confirmed by league admin. No clip review required.

S1

1st no-show or sign-out after the 1-hour cutoff. No valid emergency.

TIME	PP
None	**1**

ADDITIONAL

None

S2

No signup response: main driver failed to respond at all.

TIME	PP
None	**2**

ADDITIONAL

None

S3

2nd no-show in the season.

TIME	PP
None	**2**

ADDITIONAL

Warning

S4

3rd no-show. Stewards review whether the driver keeps their main seat.

TIME	PP
None	**3**

ADDITIONAL

Steward review of main-seat status

S5

4th+ no-show. Persistent.

TIME	PP
None	**3**

ADDITIONAL

Moved to the reserve list for the rest of the season (points already scored stay)

5.19

Lobby, Formation & AI Procedure

ADMIN Regulations: 4.2 6.1 6.5

DESCRIPTION

Pressing Ready before the lobby countdown reaches zero (4.2), misbehaving on the formation lap (6.1), or handing the car to the AI outside the allowed exceptions (6.5, game rule 10.7).

WHEN TO APPLY

Apply per Sec 4.2, 6.1 and 6.5. Early Ready applies to every driver who presses early, including followers.

S1

Minor formation-lap misbehaviour with no effect on others.

TIME
None

PP
0

ADDITIONAL
Warning

S2

Formation-lap weaving or brake-testing affecting others, or unauthorised AI use with no effect on others.

TIME
3s

PP
1

ADDITIONAL
None

S3

Pressing Ready before the countdown reaches zero (4.2). The driver does not take part in that race (DNS).

TIME
None

PP
1

ADDITIONAL
Qualifying Ban at the next round the driver takes part in

S4

Unauthorised AI use gaining an advantage or causing an incident.

TIME
10s

PP
2

ADDITIONAL
None

05 Aggravating Factors

Repeat offender (same type) +1 PP

A prior decision this season under the same offence code resulted in a Warning or more. NFA and racing incidents do not count.

Repeat offender (general) +1 PP

3 or more prior on-track decisions this season with PP. Offences 5.16 and 5.18 are not counted.

Victim DNF `+1 PP`

The incident directly caused the victim to retire from the race.

Significant damage `+1 PP / +3s`

Victim suffered heavy car damage (dark orange/red floor, lost wing).

+1 PP · +3s time penalty · +1 PP AND +3s

Multiple victims `+1 PP per extra`

The incident affected more than one other driver.

No attempt to avoid `+1 PP`

No visible steering or braking input to prevent the contact.

Ignored prior warning `+2 PP`

Driver received a Warning or Reprimand for similar behaviour earlier this season.

Under SC / VSC / Yellow `+2 PP`

Incident occurred during a caution period.

Position gained and kept `+3s`

Driver gained a position through the incident and did not yield it.

Deliberate intent `+2 PP (or escalate to S5 where the offence h`

The incident was intentional. Intent must be supported by footage or telemetry; suspicion alone is not enough. Escalates to S5 where the offence has an S5 row. For offences without an S5 row, apply 5.8 S5.

+2 PP · Escalate to S5 (5.8 S5 where the offence has none)

Late race (final 5 laps) `+1 PP`

Less opportunity for the victim to recover lost time or positions.

06 Mitigating Factors

Minimal consequence `-1 PP / -3s`

The incident had negligible impact on the victim (less than 1s lost).

-1 PP · -3s time penalty · -1 PP AND -3s

Self-punishment `-1 PP / -3s`

At-fault driver suffered equal or greater damage/time loss than the victim.

-1 PP · -3s time penalty · -1 PP AND -3s

Avoidance attempt `-1 PP`

Visible steering or braking input to prevent contact (confirmed via telemetry).

Acknowledgement `-1 PP`

Driver accepted full responsibility in their incident report.

Lap 1 leniency `-1 PP`

First-lap incident with cold tyres and bunched field. Not for reckless moves.

Racing incident `NFA / -1 level`

Both drivers acted reasonably. Contact was a product of racing.

-1 level · NFA (no further action)

Technical issues (1st) `-1 row`

Verifiable lag, desync, or input failure. Lowers the penalty by one row for the first lag-related incident of the season only.

Forced into error `-1 PP`

Another driver's actions directly contributed to the at-fault driver's mistake.

Clean record `-1 PP`

Driver has zero penalty points this season prior to this incident. Cannot be combined with Repeat offender (general).

Gave back advantage `-3s / NFA`

Driver immediately yielded the position or advantage gained.

-3s time penalty · NFA

Victim partially at fault `-1 PP`

The victim contributed to the incident (e.g., late move, erratic braking).

07 Penalty Point Thresholds

4 PP	**Notice (does not count as a Warning)**
6 PP	**Qualifying Ban**
8 PP	**Race Ban**
10 PP	**Second Race Ban + Steward review of main-seat status**
13 PP	**Season Ban (points scored stay)**

- PP do NOT reset after a served ban - they accumulate through the season.
- All PP reset to zero at the start of a new season.
- Drivers receive a Notice at 4 PP. It is not a sanction and does not count as a Warning.
- A ban is served at the next round the driver takes part in (signs up and races). Missing a round does not count as serving it.
- Rulings published before the next round's qualifying apply at that round; later rulings apply at the round after.
- Each threshold triggers once per season. If one decision crosses several thresholds, every triggered sanction applies: the most severe at the next round, the others at the following rounds.
- PP may be applied retroactively for new evidence only until the result is final (10.3.5), except for cheating.
- PP from attendance offences (5.18) count toward thresholds like any other PP.

08 Championship Points

QUALIFYING

POS	PTS
P1	2

SPRINT

POS	PTS
P1	8
P2	7
P3	6
P4	5
P5	4
P6	3
P7	2
P8	1

MAIN RACE

POS	PTS
P1	30
P2	23
P3	18
P4	14
P5	11
P6	9
P7	7
P8	6
P9	5
P10	4
P11	3
P12	2
P13	1
P14	1
P15	1

BONUSES

- Pole Position (+2): fastest driver in qualifying.
- Fastest Lap (+1): Driver who sets the fastest lap during the main race, provided they finish in the top 10.
- P13–P15 earn 1 point each; P16 and below score no points.

MAXIMUM POINTS PER WEEKEND

Standard	Sprint
33	**41**

TIEBREAKERS

1. Most main-race wins
2. Then most main-race P2 finishes, then P3, P4 … down to P22 (countback)
3. Most pole positions
4. Most sprint wins
5. Best single-race result (most recent counts)

CONSTRUCTORS' CHAMPIONSHIP

Sum of both drivers' points per team across all sessions. When a reserve driver races for a team, their points count for that team and for the reserve's own standings; the absent driver scores nothing for that round. No dropped scores, no multipliers. Penalties follow the person, not the seat: a reserve's PP, Warnings and bans go on the reserve's own record. Penalties that change a result (time, position, Session DSQ or Event DSQ) change the team's points too; PP, Warnings and bans are personal and never move to the team. A Team Points Deduction is used only for team-level offences: team-mates colluding against other competitors (deliberate blocking, DRS chicken between team-mates, sharing strategic info against the game rules) or fielding an unregistered or banned driver. The standard deduction is all points the team scored in that round.

09 Regulations

0 Event Format & Parity

REQUIRED League races take place on Saturdays at 20:00 CET, unless a schedule change is announced in advance for that round. See the League Schedule for each league's exact start time. 0.1

REQUIRED All competitors race with equal cars (Equal Performance: ON). Custom setups are allowed. 0.2

REQUIRED Qualifying is a short, single-session format. There are no multi-stage knockout segments. 0.3

ALLOWED Every driver may build and use their own custom setup. Setup changes are possible whenever the game allows them. 0.4

REQUIRED Races are run at 50% race distance. 0.5

NOTE AI-controlled cars do not fill the grid: every race is run with human drivers only, and results and points are taken from the classification of the human drivers. 0.6

REQUIRED Every round is a Mystery Race: the track is spun in the RaceDirector app right before qualifying, from the IFR track pool. The pool contains every F1 26 circuit plus the game's three reverse layouts (Silverstone, Red Bull Ring and Zandvoort), except Monaco, Singapore, Circuit of the Americas (Texas), Circuit Gilles-Villeneuve (Canada) and Circuit de Barcelona-Catalunya (Spain). 0.7

REQUIRED A track that has been raced is removed from the pool for the rest of the season (no repeats). A normal layout and its reverse layout count as different tracks. 0.8

1 Community Code of Conduct

REQUIRED Treat every member with respect. Harassment, toxicity, bullying, or aggressive behaviour is not tolerated. 1.1.1

FORBIDDEN Hate speech of any kind (racism, sexism, homophobia, religious discrimination, slurs) - immediate Championship Exclusion and permanent ban from IFR. 1.1.2

REQUIRED Resolve disputes privately in DMs. Do not bring personal arguments into public channels. 1.1.3

FORBIDDEN Using the report system to target members you dislike. Abuse of reports = violation. 1.1.4

REQUIRED English only - moderation must be able to read all conversations. 1.2.3

REQUIRED Safe-For-Work server. No nudity, gore, or sexually explicit content. 1.2.4

FORBIDDEN Sharing invite links to other servers or advertising without staff permission. 1.2.5

FORBIDDEN Sharing personal information (real names, addresses, phone numbers) of yourself or others. 1.2.6

REQUIRED Race hard but fair. Intentional wrecking, revenge driving, or unsportsmanlike behaviour = severe penalties. 1.5.1

REQUIRED Accept stewards' decisions. All decisions are final unless an appeal is filed in RaceDirector under 10.3. 1.5.2

REQUIRED Be in the lobby on time. Repeated no-shows without notice may result in your seat being reassigned. 1.5.3

REQUIRED Sign-up is open until 1 hour before race start. Outside genuine emergencies, failing to show up after signing up or signing out too late has no accepted excuse - the attendance penalty stands. Plan ahead, sign up in time, and sign out early if you know you cannot race. 1.18

NOTE Moderation consequences scale: moderation warning → Timeout → Kick → server ban, at full staff discretion. These are separate from stewarding sanctions. 1.6

2 Telemetry & Recording

REQUIRED Your Telemetry = Public before every session. Mandatory. 3.1.1

REQUIRED Show Player Names = On. 3.1.2

NOTE Failure to have correct telemetry settings may result in post-race penalties if an incident cannot be reviewed. 3.1.3

NOTE Recording your POV for every session is strongly recommended (not mandatory). Stewards may request POV footage. 3.2.1

NOTE In the absence of POV evidence, lack of evidence may work against the driver who cannot provide it. 3.2.2

REQUIRED A driver who files a report must attach evidence (POV clip, replay clip or telemetry reference), or the report may be dismissed. 3.2.3

REQUIRED When the stewards request POV from a driver involved, it must be supplied in RaceDirector within 24 hours of the request; otherwise 3.2.2 applies. There are no PP for simply not having a recording. 3.2.4

REQUIRED Maintain a stable internet connection. Repeated disconnections may result in seat reassignment. 3.3

NOTE Disconnect during a race: classified in last recorded position, provided 75% of race distance was completed. 3.3.3

3 Lobby Procedures

REQUIRED Add the designated lobby host to your friends list to receive the lobby invite. 4.1.1

REQUIRED Be present in the lobby at the scheduled start time. Late arrivals may be excluded. 4.1.2

REQUIRED Between qualifying and the race, keep the designated channel open. 4.2.1

REQUIRED Only press 'Ready' when the bot countdown reaches zero. 4.2.2

FORBIDDEN Pressing 'Ready' before the timer reaches zero - the lobby is restarted without the driver, who does not take part in that race (classified DNS, 0 points, not an attendance violation) and serves a Qualifying Ban at the next round they take part in (offence 5.19). Every driver who presses early, including drivers who follow someone else, is treated the same. 4.2

REQUIRED Lobby settings (race distance, weather, sim damage, etc.) are determined by IFR Administration and communicated in advance. 4.3.1

FORBIDDEN Requesting changes to lobby settings once announced. 4.3.2

4 Qualifying Regulations

REQUIRED Respect other drivers on flying laps. Stay off the racing line on in-laps and out-laps. 5.1.1

REQUIRED It is the driver's responsibility to find free space when starting a flying lap. 5.1.2

NOTE A car on a flying lap does NOT have to yield for a faster car approaching from behind. 5.1.3

REQUIRED 4 wheels off = corner cutting, regardless of game warning. Abort the lap or lift significantly. 5.1.4

NOTE Corner cutting on a fastest qualifying lap may result in a time penalty, added to the driver's race result of the same round (5.11). 5.1.5

REQUIRED A driver serving a Qualifying Ban may join qualifying but must not set a timed lap (stay in the garage or return on the out-lap). They start from the back; the order among several banned drivers is the game's. No pole bonus. Setting a timed lap while banned = 10s added to the race result + 1 PP. 5.2

FORBIDDEN Deliberately crashing in qualifying to destroy the starting tyre set (parc ferme violation). 5.3.1

NOTE Accidental crash ruining starting tyres: must start the race on a different set of the same compound. 5.3.2

5 Race Regulations

REQUIRED Stay in grid formation, remain on track, and behave during the formation lap. 6.1.1

NOTE Misbehaviour during formation (weaving, brake-testing, leaving formation) may result in penalty points. 6.1.2

NOTE Lap 1: stewards apply leniency for cold tyres and bunched field, but reckless contact will still be penalised. 6.2

FORBIDDEN Retiring your car on track OR in the pit lane during a race session. The retiring AI is too slow and is a hazard to other competitors. 6.3

NOTE Penalty for retiring on track or in the pits: offence 5.12. Standard outcome (S3): 2 PP + Qualifying Ban at the next round the driver takes part in. Repeats or a hazardous retiring AI escalate per 5.12 S4/S5. 6.3

REQUIRED If your car is damaged: push to the finish. Points go down to P15, every finish counts for the classification and the tiebreak countback, and retiring is penalised (5.12) - there is no reason to retire unless you are physically unable to continue. 6.3

REQUIRED If genuinely undriveable: park safely off the racing line and wait for the session to end, or hand the car to the in-game AI as described below. Do NOT press retire. 6.3

NOTE If the car can no longer be driven, you may leave the session or press pause to let the normal in-game AI take over - it is faster than the retiring AI and safer for the rest of the field. This is not a manual retirement. Pause only off the racing line, never on lap 1 and never under SC/VSC. You remain fully responsible for any crashes or incidents the AI is involved in while controlling your car. 6.3

FORBIDDEN Use of flashback or reset functions during any online session (offence 5.15). Confirmed use (replay, telemetry or POV): Session DSQ + 3 PP, no mitigating factors (Event DSQ if used in more than one session). Suspected but unconfirmed use: Steward review; the driver must supply POV within 24 hours of the request, and missing footage counts against them (3.2.2). 6.4

FORBIDDEN Handing the car to the AI (going AI / ghosting) in qualifying or the race. Only exceptions: (a) a genuine connection loss (automatic) and (b) a car that can no longer be driven (6.3). Unauthorised AI use is offence 5.19. The driver stays responsible for every incident while the AI drives. For (b), pause only off the racing line, never on lap 1 and never under SC/VSC (6.3). 6.5

NOTE In-game penalties stand unless the stewards change them; served Stop-Go or Drive-Through penalties are not reversed. Unfair in-game time penalties can be challenged with a Penalty Removal Request within the report window (10.2.4). This is not an appeal. 6.8

6 Safety Car & VSC

REQUIRED Maintain at least 2 car lengths to the car ahead under Safety Car conditions. 6.6.2

NOTE Braking on straights under SC only permitted if the car behind is a safe distance back. 6.6.3

FORBIDDEN Deliberately slowing to let a car through under the SC - may trigger in-game penalties for others. 6.6.4

FORBIDDEN Pressing the AI/Options button under the SC - causes ghosting and unpredictable behaviour. 6.6.5

REQUIRED When the SC returns to pits, drivers must stay above 30 mph at all times unless the game prevents it. 6.6.6

FORBIDDEN Overtaking under SC or VSC, except in the pit lane or passing a spun-out car.

7 Lapped Cars

REQUIRED Lapped drivers must yield to lead-lap cars as soon as it is safe when shown blue flags. 6.7.1

REQUIRED Lead-lap cars must attempt to pass lapped traffic safely. Being faster does not justify forcing contact. 6.7.2

FORBIDDEN Lapped cars attempting to unlap themselves unless safe and not hindering the car ahead. 6.7.3

8 On-Track Driving Standards - Overtaking

REQUIRED Inside entitlement: front axle at least level with the defending car's MIRROR at the point of turn-in. 7.1.1

REQUIRED Defender must leave a car's width on the inside if entitlement is met prior to and at the apex. 7.1.2

FORBIDDEN Divebomb: attacker did not meet the inside threshold - attacker bears full responsibility for contact. 7.1.3

REQUIRED Outside entitlement: significantly alongside (front wheel alongside rear wheel) at corner entry. 7.2.1

REQUIRED Defender must leave at least a car's width to the outside track edge when outside entitlement is met. 7.2.2

9 On-Track Driving Standards - Defending

ALLOWED ONE move to defend position on a straight. 7.3.1

FORBIDDEN Moving back toward the racing line to block after a defensive move. 7.3.2

REQUIRED Leave at least one car's width when a car is alongside, regardless of inside/outside. 7.3.3

FORBIDDEN Moving Under Braking (MUB): changing line in the braking zone to squeeze or block. 7.3.4

10 Track Limits & Rejoining

DEFINED 4 wheels off the track = exceeding track limits, regardless of in-game warnings. 7.4.1

REQUIRED If a lasting advantage is gained (time, position, exit speed), give it back immediately. 7.4.2

NOTE If forced off track by another driver, the forcing driver is at fault. 7.4.3

REQUIRED Rejoin in a safe manner without endangering other drivers. 7.5.1

REQUIRED Rejoin priority goes to cars on the racing line. Off-track cars must yield. 7.5.2

NOTE Unsafe rejoin causing contact: rejoining driver bears primary responsibility. 7.5.3

11 Pit Entry & Exit

REQUIRED Respect the pit entry and exit lines as defined by the track. 7.6.1

FORBIDDEN Crossing the pit entry/exit line in a dangerous manner. 7.6.2

REQUIRED Drivers exiting the pits must yield to cars on the racing line until fully rejoined. 7.6.3

12 DRS Chicken

FORBIDDEN DRS chicken is strictly prohibited under all circumstances. 7.7.1

NOTE Dangerous due to unpredictable speed loss in close proximity and manipulates the DRS system. 7.7.2

NOTE Penalised regardless of whether contact occurred. Intent to manipulate the detection point is sufficient. 7.7.3

13 General Standard of Driving

REQUIRED Drive to a standard that does not endanger other competitors. 7.8.1

FORBIDDEN Intentional wrecking, revenge driving, or deliberately causing a collision - Session DSQ; Event DSQ + Race Ban when intentional wrecking or revenge driving is established (5.8 S5); up to a Season Ban under 10.4.3. 7.8.2

FORBIDDEN Erratic driving (sudden braking, weaving on straights, deliberate slow-driving to hold up competitors). 7.8.3

14 Stewards, Reporting & Appeals

REQUIRED All reported incidents are reviewed by the IFR Stewards' Panel. 10.1.1

NOTE Stewards may use telemetry, POV footage, spectator footage, and in-game data. 10.1.2

REQUIRED Reports must include lap, corner/location, drivers involved, and a description. 10.2.2

REQUIRED Reports must be filed in RaceDirector within 24 hours of the end of the race, as timestamped by RaceDirector, with evidence attached (3.2.3). Late reports are not accepted, but the stewards may still investigate on their own initiative until the decision deadline (10.2.5). 10.2.4

REQUIRED Stewards publish every decision in RaceDirector no later than 72 hours after the race ends. 10.2.5

REQUIRED Only a driver involved in the incident may appeal. Appeals must be filed within 24 hours of the decision being published. 10.3.1

REQUIRED Valid grounds are only: (a) new evidence that was not available at the original ruling, or (b) a clear error in applying this rulebook (wrong offence code, wrong row, or a factor applied that does not meet its definition). 'I disagree' is not grounds. 10.3.2

NOTE The penalty stands while an appeal is pending. 10.3.3

NOTE One appeal per decision. The appeal decision is final. 10.3.4

NOTE Results become final when the appeal window closes or the last appeal is decided. 10.3.5

NOTE Stewards may investigate any incident, even without a formal report, until the decision deadline (10.2.5). 10.4.1

NOTE In extreme misconduct, IFR Administration may bypass the standard penalty framework and issue any sanction defined in this rulebook, up to an immediate Championship Exclusion and a ban from IFR. 10.4.3

REQUIRED Applying factors: start from the base row of the offence, then apply each relevant aggravating or mitigating factor once. A factor already part of the row's guide is not applied again (Victim DNF at S4, Multiple victims at S5, Significant damage at S3/S4). 10.5.1

REQUIRED 'Ignored prior warning' and 'Repeat offender (same type)' do not stack; the higher one applies. 'Clean record' and 'Repeat offender (general)' are mutually exclusive. 10.5.2

REQUIRED Only one level- or row-reducing factor ('Racing incident' or 'Technical issues (1st)') may be used per incident. 10.5.3

REQUIRED After factors, one incident carries 0 to 5 PP and 0s to 20s. Anything beyond 20s becomes a Session DSQ. 10.5.4

DEFINED Applying penalties to results, in this order: 1) time penalties (including 5.11 qualifying time penalties) are added to total race time and the classification is re-sorted, but a driver cannot drop behind a car that finished one or more laps down unless the adjusted time also puts them a lap down; 2) position penalties then move the driver down N places; 3) a Session DSQ removes the driver and everyone behind moves up; 4) points are then awarded from the final classification. 10.6.1

NOTE If a penalised driver is not classified (DNF), an unserved time penalty of 10s or more becomes +1 PP instead. 10.6.2

10 Game-Specific Rules

10.1 Ghosting

- Game decides ghosting - not the drivers.
- Driver whose actions triggered the ghost is responsible for contact during/after de-ghosting.
- A ghosted car must not use the ghost to gain a position. If passed while ghosted, must concede.
- Ghosting does NOT absolve a dangerous manoeuvre.

10.2 Flashbacks & Rewinds

- Strictly prohibited. Game setting: OFF.
- Confirmed use (replay, telemetry or POV): Session DSQ + 3 PP (5.15), no mitigating factors. Event DSQ if used in more than one session.
- Suspected but unconfirmed use: Steward review. The driver must supply POV within 24 hours of the request; missing footage counts against them (3.2.2).

10.3 In-Game Penalties

- In-game penalties stand unless the stewards change them. They do NOT replace a steward decision.
- If the stewards penalise an incident the game already penalised, the steward penalty replaces the in-game one: in-game time already added for that incident is deducted from the steward time penalty (minimum 0s). A served Drive-Through counts as 20s and a Stop-Go as 30s. Steward PP still apply.
- Deliberately triggering in-game penalties to avoid conceding a position is forbidden.

10.4 Connection & Lag

- Poor connection does not excuse incidents. Every lag-related incident is recorded with a Warning.
- First lag-related incident of the season: verifiable lag lowers the penalty by one row (Technical issues factor).
- Second lag-related incident: Steward review. The driver must show a stable connection before the next round or their seat may be reassigned (3.3).
- Netcode contact assessed by Stewards using both POVs.

10.5 Disconnects & Rejoins

- Disconnect = AI takes over. Driver responsible for AI incidents.
- Disconnect with no rejoin = not penalisable. Classification follows 3.3.3: last recorded position if at least 75% of race distance was completed, otherwise DNF (0 points).
- Game crash in qualifying = not penalisable with evidence.

10.6 Game Bugs & Glitches

- Exploiting bugs for advantage is forbidden. Any advantage must be conceded immediately.
- Bug-caused in-game penalties can be challenged with evidence through a Penalty Removal Request (6.8).

10.7 AI Takeover

- Handing the car to AI is forbidden in qualifying and race. Only exceptions: genuine connection loss (automatic) and a car that can no longer be driven (6.3).
- Pause only off the racing line, never on lap 1 and never under SC/VSC.
- Driver fully responsible for ALL incidents while AI is active.
- Unauthorised AI use is offence 5.19 (S2, or S4 if it gains an advantage or causes an incident).

10.8 Recording & Evidence

- Recording POV (screen recording or full replay) is strongly recommended, not mandatory. There are no PP for not having a recording, but 3.2.2 applies.
- Requested POV must be supplied in RaceDirector within 24 hours of the request (3.2.4).
- Evidence must be unedited clips showing full incident context.

10.9 Lobby Conduct

- Lobby settings must match official IFR config.
- Damage: Reduced. Equal Performance: ON.
- Disrupting lobby or communicating strategic info to rivals during race is forbidden.

11 Definitions

Alongside

Front axle at least level with the mirror of the other car. Single definition used across all rules.

Inside Entitlement

Attacker's front axle must be at least alongside the defending car's mirror, prior to and at the apex. Move must be driven in a controlled manner on a reasonable racing line within track limits. Sec 7.1

Outside Entitlement

Attacker is significantly alongside (at minimum, front wheel alongside rear wheel) at corner entry. Defender must leave at least one car's width to the outside track edge. Sec 7.2

Fully Alongside

Both cars are front axle to front axle, with clear overlap.

Divebomb

An overtake attempt where the attacker did NOT meet inside entitlement (front axle at mirror prior to and at apex). Attacker bears full responsibility for resulting contact. Sec 7.1.3

Push-to-Pass (P2P)

Taking a position in a way that would not be possible without contact or bumping the defender off line.

Moving Under Braking (MUB)

Changing direction in the braking zone to block, squeeze, or unsettle an attacking car. Distinct from a defensive move on a straight (which must happen before the braking zone). Sec 7.3.4

DRS Chicken

Deliberately slowing, lifting, or braking before a DRS detection point to let the car behind pass and gain DRS for yourself. Prohibited under all circumstances regardless of contact. Sec 7.7

Track Limits

Four wheels off the track constitutes exceeding track limits, regardless of whether the game issues a warning. Sec 7.4.1

Lasting Advantage

Time, position, or improved exit speed gained from leaving the track. Must be given back immediately. Sec 7.4.2

Unsafe Rejoin

Rejoining the track without yielding to cars on the racing line. Rejoining driver bears primary responsibility for any resulting contact. Sec 7.5.3

Lap 1 Leniency

A degree of leniency applied to first-lap incidents due to cold tyres, bunched field, and limited visibility - but reckless or avoidable contact is still penalised. Sec 6.2

Manual Retirement

Strictly prohibited at any point during the race, including the pit lane. The retiring AI blocks pit exit and creates hazards. Standard outcome: offence 5.12 S3 (2 PP + Qualifying Ban). Leaving the session or handing the car to the in-game AI when genuinely unable to continue is not a manual retirement. Sec 6.3

Flashback / Reset

Use of flashback or reset functions during any online session is strictly prohibited. Confirmed use: Session DSQ + 3 PP (Event DSQ if used in more than one session), no mitigating factors. Suspected but unconfirmed use: Steward review. Sec 6.4 / 5.15

Going AI / Ghosting

Handing the car to the AI is forbidden in qualifying and race. Exceptions: a genuine connection loss, or a car that can no longer be driven (6.3). The driver stays responsible for every incident while the AI drives. Staff must be notified ASAP. Sec 6.5

SC 30 mph Rule

When the Safety Car returns to pits, drivers must stay above 30 mph at all times unless the game prevents it or a dangerous situation forces them below. Sec 6.6.6

Warning

Formal on-record sanction with 0 PP. Default outcome of every on-track S1 row (attendance offences 5.18 use PP instead). Every 2nd Warning in a season automatically adds 1 PP (2nd, 4th, 6th ...). Warnings stay on record. Discord moderation warnings under the Code of Conduct are separate and never convert.

Notice

The notice a driver receives on reaching 4 PP. Not a sanction and does not count as a Warning. PP Thresholds

Reprimand

Formal written record, stronger than a Warning. Does not count toward "two Warnings = 1 PP", but counts as a prior warning for the aggravating factors.

Session DSQ

Driver is removed from one session's classification. Race: 0 points, no pole or fastest-lap bonus from that session, and everyone behind moves up. Qualifying: lap times are voided and the driver starts from the back. PP still apply. Sec 10.6.1

Event DSQ

A Session DSQ for every session of the round, including the pole bonus.

Qualifying Ban

The driver may join qualifying but must not set a timed lap (stay in the garage or return on the out-lap). Starts from the back; the order among several banned drivers is the game's. No pole bonus. Setting a timed lap while banned = 10s added to the race result + 1 PP. Triggered at 6 PP and by 5.11 S4, 5.12 and 5.19. `Sec 5.2`

Race Ban

Driver may not take part in the next round they would race (signs up and races). Missing a round does not count as serving it. Triggered at 8 PP and 10 PP, and by 5.8 S5 and 5.12 S4/S5. `PP Thresholds`

Season Ban

Driver may not enter any remaining round of the season. Points already scored stay. Triggered at 13 PP. `PP Thresholds`

Championship Exclusion

All of the driver's season points are removed and the driver is removed from the standings and from the remaining rounds. Only for cheating (modified files, parity breach), hate speech, and Administration decisions under 10.4.3. `Sec 10.4.3`

Points Deduction

A fixed number of championship points is removed from the driver's season total. Does not change any classification.

Team Points Deduction

Removes constructors' points only. Used only for team-level offences (see Championship Points, constructors).

Signup Window

The period during which drivers confirm availability. Closes 1 hour before the scheduled race start. `Sec 1.18`

NFA

No Further Action. Not a sanction and does not count as a Warning. Issued through the Racing incident or Gave back advantage factor. `Sec 10.5`

Pre-Ready Penalty

If a driver presses Ready before the lobby countdown reaches zero, the lobby restarts without that driver, who does not take part in that race (DNS, 0 points, not an attendance violation) and serves a Qualifying Ban at the next round they take part in (offence 5.19). `Sec 4.2`