

EVRL F1 26 RACING LEAGUE

Official League Rule Book

League Name:	European Virtual Racing League (EVRL)
Effective Date:	08/06/2026
Prepared By:	League Owners
Rules/Penalty Points:	League Owners/Mods

1. JOINING THE LEAGUE

- 1.1.** Applicants are required to participate in a minimum of two casual runs at 25% race distance with participation of at least 2 league admins to demonstrate their ability to race cleanly and safely around other drivers.
- 1.2.** Successful candidates will be promoted to league racer (Role dependent on league) and be assigned the reserve driver role and given the option to join Tier 2 or any available seats within EVRL.
- 1.3.** Where there are no available seats, drivers will be assigned to the reserve list.
- 1.4.** Where a space is available in a league event, reserve drivers will be offered a drive on a first come first serve basis based on response time and availability.
- 1.5.** Acceptance of the league invitation constitutes a commitment to participate in races scheduled at 19:30 UK time on the respective Tier/League.

2. ACKNOWLEDGEMENTS

- 2.1.** By joining, drivers agree to uphold clean and fair driving standards at all times.
- 2.2.** League Drivers must not exceed 3 consecutive missed race events.
- 2.3.** Missing 3 events will result in the demotion to a reserve driver and will result in their seat being available for a new full time driver to take.
- 2.4.** Drivers must attend a minimum of 50% to 75% of scheduled races and comply with all league rules and regulations.
- 2.5.** Non-compliance will result in penalties, including potential removal from the league, based on the severity of the infraction.

- 2.6. Rule disputes should be submitted privately via direct message to league owners for constructive resolution.
- 2.7. The use of modifications or cheating tools is strictly forbidden, with immediate removal from the league for violators.
- 2.8. All driving assists are permitted, with the exception of automatic race starts.
- 2.9. Drivers must participate in qualifying (there is no requirement to set a time) in order to be eligible to race.

3. TEAM SELECTION

- 3.1. Teams are assigned at the beginning of each season, with the view to be as competitive as possible.
- 3.2. All vehicles are configured with equal performance settings to maintain competitive balance.

4. CLASSIFICATION AND POINTS SYSTEM

- 4.1. Drivers must complete the full race distance to qualify for points.
- 4.2. In cases of disconnection, drivers will be reinvited by a lobby host where feasible (Only available in Qualifying).
- 4.3. Points may be deducted for incidents resulting in race-ending collisions, subject to steward review.
- 4.4. Drivers finishing DNF due to a severe incident within the final three laps of a Grand Prix may request point reinstatement to their pre-incident position, evaluated on a case-by-case basis by stewards post-race (not applicable to Sprint Races).
- 4.5. League standings and race results will be available on the VRP website within 48 hours.

OFFICIAL POINTS DISTRIBUTION

Applicable for Main Races and Sprint Races

POSITION	POINTS	POSITION	POINTS
1st	10	6th	5
2nd	9	7th	4
3rd	8	8th	3
4th	7	9th	2
5th	6	10th	1

5. TEAMS

- 5.1. The league comprises 11 teams, each consisting of two full-time drivers where possible.
- 5.2. All cars are standardized to equal performance to ensure competitive equity.
- 5.3. Vacant team positions may be filled during the season as required, with preference given to reserve drivers.

6. RESERVE DRIVERS

- 6.1. Reserve drivers are designated for unavailable full-time seats or at a driver's discretion.
- 6.2. Reserve drivers accrue 100% of earned points, contributing to both driver and constructor standings.

7. ATTENDANCE

- 7.1. Attendance registration opens within 24 hours post-race and must be confirmed promptly in the #league-availability channel.
- 7.2. Notifications of absence must be submitted via selection of the poll along with making an admin aware of the change at least 24 hours in advance, except in emergencies.
- 7.3. All races include a 15-minute short qualifying session.
- 7.4. Race rescheduling will not occur unless a unanimous decision is reached.

8. RECORDING & 9. STREAMING

- 8.1. Drivers are obligated to record race footage for incident reviews and submit tickets via the VRP website.
- 8.2. If drivers cannot provide clips of incidents, the penalty that will be applied will be doubled.
- 9.1. Drivers may stream races on personal platforms (Please make League Owners aware).
- 9.2. Official league streams will be available on EVRL European Virtual Racing League Youtube or Twitch channels.

10. LEADERBOARD & 11. RACE RESTARTS

- 10.1. EA names must align with Discord names to ensure consistency.
- 11.1. Races will only be restarted in the event of significant technical issues affecting multiple drivers.

12. LAPPED CARS

- 12.1. Lapped cars must yield to leading cars without interference, even if ghosted, incurring a 2 PP if evidence is provided by the impeded driver.

12.2. Lapped cars may attempt to unlap themselves only under normal conditions if demonstrably faster.

13. REGULATION AND TRACK CHANGES

13.1. Admins decide the Regulation & Track Changes at the end of each season.

14. SPRINT RACES

14.1. Frequency: There will be exactly three (3) Sprint Races per season.

14.2. Drivers must consult the official calendar for designated Sprint rounds.

14.3. Sprint Race start time is 19.30 BST. Lobby opens at 19.15 BST.

15. ON-TRACK RULES AND INCIDENT PENALTIES

15.1. In-Game Penalties: Time penalties and warnings issued by the game's automated system are final and non-negotiable (Extreme circumstances may apply).

15.2. Corner Battles: If the proximity arrow is red, a car's width must always be left during entry, apex, and exit.

15.3. Blocking/Swerving: Reactive blocking or swerving on straights is expressly forbidden.

15.4. Racing Room: Drivers must leave adequate, safe space when alongside another vehicle. Squeezing an opponent off the circuit is a punishable offense.

15.5. Safe Rejoining (The Brady Rule): Drivers who leave the track limits must yield and wait for a definitively clear gap in traffic before re-entering the circuit.

15.6. Incident Classifications:

15.6.1. Minor Incident: An at-fault action resulting in minor damage or time loss to another driver. Physical contact is not strictly required; encompasses careless driving, illegal blocking, unsafe rejoins, or forcing a driver off-track that negatively impacts their race without ending it.

15.6.2. Minor Collision: A physical, non race-ending collision attributed entirely to a single offending driver. Strictly requires a physical impact where one driver is deemed 100% at fault, though the resulting damage must be manageable enough that the affected driver can continue the session.

15.6.3. Major Incident: An at-fault action that severely compromises another driver's race. Physical contact is not strictly required. Encompasses any action directly resulting in a competitor suffering a DNF, sustaining critical damage mandating an unscheduled pit stop, or experiencing a massive time loss removing them from competitive contention.

15.6.4. Major Collision (The Canada Incident): A severe physical collision attributed entirely to a single offending driver. Strictly requires a physical impact where one driver is deemed 100% at fault, directly resulting in the affected driver suffering a DNF, sustaining catastrophic vehicle damage, or incurring an insurmountable time loss ending their ability to meaningfully compete.

15.7. Qualifying Impeding:

15.7.1. Hot Lap Interference: Blocking or obstructing another driver who is currently on a timed qualifying lap is strictly prohibited.

15.7.2. Static Obstruction: Pausing the game or retiring from the session while on the racing surface is prohibited, as it fails to sufficiently ghost the vehicle and creates a hazard for active drivers.

15.7.3. Yielding Protocol: Drivers on out-laps or in-laps must move off the racing line to allow drivers on hot laps to pass safely. Failure to do so will be classified as impeding.

15.8. Manipulation of Safety Vehicles:

15.8.1. Intentionally triggering safety conditions while remaining in the race.

15.8.2. Intentionally crashing out.

15.9. Intentional Collisions (The T-Bone Rule):

15.9.1. First Offense: Purposely crashing into another vehicle will lead to severe sanctions.

15.9.2. Repeat Offense: A second occurrence of intentional crashing will result in an immediate, permanent ban from the EVRL.

15.10. Ignoring Blue Flags: Failing to adhere to Section 12.1.

15.11. Resetting to Track: Resetting the car to the track at any point during a session is strictly prohibited.

15.12. Pausing: Pausing the game at any time during an active session is prohibited. (Only Xbox Players can be permitted to pause).

15.13. Ghosted Lapped Cars: Lapped cars must immediately move off the racing line to allow cars behind to pass safely.

OFFICIAL PENALTY INFRACTION TABLE

RULE	STEWARDS POST-RACE PENALTY	PENALTY POINTS (PP) & ADDITIONAL SANCTIONS
15.3	+2 Seconds added to race time	Up to a MAX of 6 Sec for this time penalty. After this, 2 PP are awarded.
15.4	+2 Seconds added to race time	Up to a MAX of 6 Sec for this time penalty. After this, 2 PP are awarded.
15.5	+5 Seconds added to race time	3 PP. After 1 incident PP are doubled.
15.6.1	+3 Seconds added to race time Unless Proven to Return position	N/A
15.6.2	+5 Seconds added to race time	0-2 PP (decided by FIA)
15.6.3	+10 Seconds added to race time	3 PP
15.6.4	+20 Seconds added to race time (Drive-Through Eq.)	8 PP
15.7.1	N/A	1 PP
15.7.2	N/A	2 PP
15.7.3	N/A	1 PP
15.8.1	Post-Race DSQ	10 PP, Race Ban, 7 Point Deduction
15.8.2	Post-Race DSQ	5 PP, 3 Point Deduction
15.9.1	Post-Race DSQ	25 Point Deduction (No PP given) Or 16 PP. Decided by FIA.
15.9.2	Permanent Ban	Permanent Removal from League
15.10	-	2 PP (Aligned with Section 12.1)
15.11	+10 Seconds added to race time	3 PP
15.12	+5 Seconds added to race time (unless Xbox users clipping)	1 PP
15.13	-	4 PP

16. PENALTY POINTS ACCUMULATION & SANCTIONS

Penalty Points (PP) accrue throughout the season and trigger automatic sanctions at specific thresholds. Points are wiped clean at the end of each season.

- **5 PP:** 2-point Championship deduction.
- **6 PP:** 4-point Championship deduction.
- **7 PP:** 6-point Championship deduction.
- **8 PP:** Qualifying Ban for the subsequent race event.
- **16 PP:** Race Ban for the subsequent race event.
- **18 PP:** 12-point Championship deduction.
- **25 PP:** 21-point Championship deduction.
- **33 PP:** Disqualification from the current championship; future participation is subject to administrative review.

17. DISCORD RULES

17.1. Prohibited content includes nudity, NSFW material, and inappropriate comments.

17.2. Spamming is strictly forbidden.

17.3. All members and staff must engage with mutual respect.

FINAL NOTES

Main races are 50% distance with a 15-minute short qualifying session; Sprint races adhere to the points system in Section 4.7. Drivers are encouraged to submit suggestions or concerns to administrators via Discord, with rules subject to refinement based on community input. Unresolved disputes will be resolved with reference to FIA regulations.