

EVRL European Virtual Racing League

F1 26 Racing League Official Rule Book

Effective Date: 08/06/2026

Prepared By: [League Owners] **Rules/License Points:** [League Owners/Mods]

1. Joining the League

1.1. Evaluation: Applicants must participate in a minimum of two casual practice runs at 25% race distance. At least one league administrator must be present to evaluate the applicant's ability to race safely and cleanly alongside other drivers.

1.2. Seat Allocation: Successful applicants will be promoted to "Verified League Racer." If joining mid-season, they will be randomly assigned to an available team seat. If no seats are available, the driver will be placed on the official Reserve List.

1.3. Reserve Opportunities: When a temporary vacancy occurs in a league event, reserve drivers will be offered the seat on a first-come, first-served basis, determined by their response time and availability.

1.4. Scheduling Commitment: Acceptance of a league invitation constitutes a binding commitment to participate in races scheduled on Wednesdays at 19:30 UK time.

2. Driver Acknowledgements & Code of Conduct

2.1. Core Agreements: By joining the league, all drivers agree to the following terms:

- Uphold clean, fair, and respectful driving standards at all times.
- Maintain a mandatory attendance rate of 50% to 75% for all scheduled races.
- Comply strictly with all league rules, regulations, and administrative decisions.

2.2. Absenteeism: Drivers must not miss three consecutive race events. Accumulating three consecutive absences will result in immediate demotion to a reserve role, and the driver's full-time seat will be forfeited to a new applicant.

2.3. Infractions: Non-compliance with the rule book will result in penalties up to and including permanent removal from the league, relative to the severity of the offense.

2.4. Dispute Resolution: Rule disputes or grievances must be submitted privately via direct message to league administrators to ensure constructive and professional resolution.

2.5. Prohibited Tools: The use of game modifications, exploits, or cheating tools is strictly forbidden. Violations will result in immediate and permanent expulsion from the EVRL.

2.6. Driving Assists: All in-game driving assists are permitted, with the strict exception of Automatic Race Starts, which are prohibited.

2.7. Qualifying Requirement: Drivers must participate in the qualifying session to be eligible for the race. *(Note: Setting a valid lap time is not mandatory, but participation is).*

3. Team Selection & Vehicle Specifications

3.1. Allocation Method: Teams are assigned randomly via a wheel generator or decided by administrators based on a poll conducted at the beginning of each session.

3.2. Vehicle Parity: All vehicles are locked to "Equal Performance" settings to ensure a perfectly balanced competitive environment.

4. Classification and Points System

4.1. Point Eligibility: Drivers must complete the full race distance to be classified and eligible for championship points.

4.2. Disconnections: If a driver disconnects during Qualifying, they will be reinvited by the lobby host where technically feasible. Reinvites are not available during the race.

4.3. Main Race Points Allocation:

Position	Points	Position	Points
1st	10	6th	5
2nd	9	7th	4
3rd	8	8th	3
4th	7	9th	2
5th	6	10th	1

4.5. Steward Deductions: Championship points may be deducted for causing race-ending collisions, subject to official steward review.

4.6. Late-Race DNF Reinstatement: If a driver suffers a DNF due to a severe, non-fault incident within the final three laps of a Grand Prix, they may petition for their points to be reinstated based on their pre-incident running position. This is evaluated case-by-case and does not apply to Sprint Races.

4.7. Sprint Race Points Allocation:

Position	Points	Position	Points
1st	5	5th	1
2nd	4	6th	0
3rd	3	7th	0
4th	2	8th	0

(Positions 9th–20th receive 0 points).

4.8. Additional Points: The fastest lap rule (Section 4.4) applies similarly to the feature race.

4.9. Standings and Administration:

- **4.9.1.** Standings and race results are officially managed within the dedicated league app.
- **4.9.2.** Screenshots of final race classifications and qualifying results must be submitted exclusively to [#mods-standings](#) to keep the public [#standings](#) channel orderly.
- **4.9.3.** Official, verified results will be published by admins in the [#standings](#) channel.

5. Team Structure

5.1. Roster: The league features 10 constructors, aiming for two full-time drivers per team.

5.2. Parity: All cars are standardized to equal performance to guarantee competitive equity.

5.3. Vacancies: Open seats during the season will be filled as needed, with priority given to established reserve drivers.

6. Reserve Drivers

6.1. Role: Reserve drivers fill in for absent full-time drivers or as assigned at the administrators' discretion.

6.2. Points Accrual: Reserve drivers earn 100% of the points they score, which count towards both the Driver's Championship and the Constructor's Championship for the team they represent in that event.

7. Attendance Requirements

7.1. Check-In: Attendance registration opens 24 hours post-race. Drivers must confirm their status promptly in the [#league-availability](#) channel.

7.2. Minimum Requirement: Drivers must maintain a 50% to 75% attendance rate throughout the season.

7.3. Notice of Absence: Absences must be recorded via the channel poll and communicated to an admin at least 24 hours prior to the event, barring unforeseen emergencies.

7.4. Session Format: All race events feature a mandatory 15-minute short qualifying session followed by a 50% distance race.

7.5. Rescheduling: Races will not be rescheduled unless an absolutely unanimous decision is reached by the grid.

8. Recording and Evidence

8.1. Mandatory Capture: All drivers are obligated to record their race footage for the purpose of incident reviews. Clips must be submitted to the [#incident-reports](#) channel.

8.2. Failure to Provide Footage: Upon a first offense, the player shall receive a warning. For every repeated violation thereafter, the applicable penalty shall be doubled.

9. Broadcasting and Streaming

9.1. Personal Streaming: Drivers are permitted to broadcast their point-of-view (POV) on personal platforms, pending admin approval.

9.2. Official Broadcasts: Official league streams will be hosted on the EVRL Discord or official Twitch channel (details forthcoming).

10. Leaderboard Accuracy

10.1. Naming Convention: In-game and leaderboard names must exactly match the driver's Discord username to ensure administrative consistency.

11. Race Restarts

11.1. Conditions: Lobbies will only be remade or restarted in the event of severe, widespread technical or server issues affecting multiple drivers.

12. Lapped Cars (Blue Flags)

12.1. Yielding: Lapped cars must safely yield the racing line to leading cars without interference. Failure to do so (even if the game has "ghosted" the car) will incur a 2 LP penalty if the impeded driver provides evidence.

12.2. Unlapping: Lapped cars may attempt to unlap themselves only under normal racing conditions and only if they possess a demonstrably significant pace advantage.

13. Regulation and Track Changes

13.1. Off-Season Adjustments: League administrators reserve the right to dictate regulation updates and track calendar changes at the conclusion of each season.

14. Sprint Races

14.1. Frequency: There will be exactly three (3) Sprint Races per season. Drivers must consult the official calendar for designated Sprint rounds. (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; this classification 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. Unlike a minor incident, this classification 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. This classification encompasses any action directly resulting in a competitor suffering a Did Not Finish (DNF), sustaining critical damage that mandates an unscheduled pit stop, or experiencing a massive time loss that effectively removes them from competitive contention.
- **15.6.4. Major Collision (The Canada Incident):** A severe physical collision attributed entirely to a single offending driver. Unlike a major incident, this classification 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 that ends their ability to meaningfully compete in the session.

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. Purposely Causing SC/VSC/Red Flag (Non-DNF):** Intentionally triggering safety conditions while remaining in the race.
- **15.8.2. Purposely Causing SC/VSC/Red Flag (DNF):** Intentionally crashing out to trigger safety conditions.

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.

15.14. Official Penalty Infraction Table:

Rule	Stewards Post-Race Penalty License Points (LP) & Additional Sanctions	
15.3	+0 to 6 Seconds added to race time	N/A
15.4	+0 to 6 Seconds added to race time	N/A
15.5	+0 to 5 Seconds added to race time	0 to 3 LP
15.6.1	+0 to 3 Seconds added to race time Unless Proven to	N/A

	Return position	
15.6.2	+0 to 5 Seconds added to race time	0-2 LP
15.6.3	+0 to 10 Seconds added to race time	0 to 3 LP
15.6.4	+0 to 20 Seconds added to race time (Drive-Through Eq.)	0 to 8 LP
15.7.1	N/A	0 to 1 LP
15.7.2	N/A	0 to 2 LP
15.7.3	N/A	0 to 1 LP
15.8.1	Post-Race DSQ	0 to 10 LP, Race Ban, 7 Point Deduction
15.8.2	Post-Race DSQ	0 to 5 LP, 3 Point Deduction

15.9.1	Post-Race DSQ	25 Point Deduction (No LP given) Or 16 LP Decided by FIA
15.9.2	Permanent Ban	Permanent Removal from League
15.10	N/A	0 to 2 LP (Aligned with Section 12.1)
15.11	+0 to 10 Seconds added to race time	0 to 3 LP
15.12	+0 to 5 Seconds added to race time (unless Xbox users clipping)	0 to 1 LP
15.13	N/A	0 to 4 LP

16. License Points Accumulation & Sanctions

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

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

*Note: **All FIA decisions are final and not to be challenged, where you may disagree with the outcome.***

18. Discord Server Regulations

18.1. Content: Posting nudity, NSFW material, or otherwise inappropriate/offensive comments is strictly prohibited.

18.2. Spam: Spamming in any channel is forbidden.

18.3. Conduct: Mutual respect is mandatory. All members, drivers, and staff must engage with professionalism and courtesy.

Final Notes & League Reference

- **Race Format Summary:** Main races run at 50% distance following a 15-minute short qualifying session. Sprint races strictly adhere to the designated points system (Section 4.7).
- **Feedback:** The league thrives on community input. Drivers are highly encouraged to submit constructive suggestions or concerns to the administrators via Discord.
- **Regulatory Reference:** Any dispute or scenario not explicitly covered in this Rule Book will be resolved by referencing real-world FIA regulations.