

FORMULA ONE LEAGUE: RULES FOR 2011

Any changes from last year's rules are in **blue** so that teams that entered last year don't have to read all the rules again.

Dictionary

Team = your team in the F1 league

Period = the races between promotion/relegations

Constructor = formula one team (eg Williams)

Managers = you

Entry requirements

All managers must abide by all rules and decisions regardless of whether they agree with them.

All managers must provide a photo of themselves to appear on the website and podium if they make it.

Choosing a team

A team consists of two different drivers and two different cars.

Your team may not have two cars from the same constructor, or a car and a driver from the same constructor or two drivers from the same constructor.

To avoid duplicated teams, you will have to pick three, one-driver one-car pairs.

You will then be given your '*definite pair*' plus either your first choice or second choice '*other pair*'.

You must make sure that:

1. Your '*definite pair*' **plus** your first choice '*other pair*' fit the rules above for picking teams and do not exceed the budget.
2. Your '*definite pair*' **plus** your second choice '*other pair*' fit the rules above for picking teams and do not exceed the budget.

Wherever possible you will be given your first-choice '*other pair*'.

Where two identical teams are submitted and the outcome doesn't affect the number of teams needing their second choice '*other pair*'s, then the team I received first will get their first choice '*other pair*'.

Scoring points

Points will be awarded as follows:

1 st place	12 points	7 th place	5 points
2 nd place	10 points	8 th place	4 points
3 rd place	9 points	9 th place	3 points
4 th place	8 points	10 th place	2 points
5 th place	7 points	11 th place	1 point
6 th place	6 points	12 th place	½ point

Improvement 1/2 point per place gained to a maximum of 8 places (4 points)

Losing Places no loss of points

Failure To Finish -2 points regardless of the reason

Pole Position 1 point

Drivers will receive the points earned by themselves during the race.

Constructors will receive the points scored during the race by the front-finishing car of that constructor, excluding pole position which will be given to that constructor regardless of which of their cars finishes first.

Qualifying and finishing positions are taken as classified by the FIA after any late disqualifications, hearings etc.

Note that if a car crashes/retires near the end of the race it will be classified by us only if it has covered more distance than a car that is still running. If it has been passed by all FIA classified running cars we will count is as DNF.

The race ends when the last car that is on the lead-lap has crossed the finish line.

Involuntary transfers

There are **several** occasions when involuntary transfers **may** occur (**involuntary transfers do not count towards your two voluntary transfers**):

Substitution

If one of your drivers is replaced in their team for any reason, then you will inherit the replacement driver. The replacement driver will be valued the same as the original driver. If your original driver then returns within the same team, you will get your original driver back. A driver returning to his team after being substituted and replacing his original teammate (leaving his substituting driver still in the team) will be dealt with as though two separate swaps have occurred (a. the returning driver replacing his substitute, b. the substitute driver then replacing the original teammate).

Change of Constructor

If one of your drivers moves to another team (either immediately or with a gap in races) you will not keep that driver at their new team. You will inherit the replacement driver in the original team. Drivers who swap teams or new incoming drivers will be re-valued for transfer purposes at the value of the driver they replace.

Bankruptcy

If one of your constructors leaves the championship you will inherit the team directly beneath that team in the constructors table (ours not the actual one). If your constructor was bottom you get the one above.

If one of your drivers is in a constructor that leaves the championship you will inherit the respective driver in the team below in our table (above if bottom). i.e. if you had the first-driver of a constructor you will inherit the first-driver of the replacement constructor.

Voluntary transfers

1. You may make a **maximum of two** voluntary transfers of driver or car during the season.
2. You may only make **one** transfer in each 'period' of the season (between each promotion/relegation).
3. Therefore if you are making two transfers they must be in different 'periods' of the season.
4. Your new team must still fit the original budget (any new drivers will be priced the same as the driver who they replace).
5. Your new team must not duplicate drivers, cars or teams (except where involuntary transfers have been enforced on you).
6. Your new team must be different to all existing teams in the league.

Any transfer must be made **before 2359hrs** of the Friday before a Grand Prix and should be either by text, e-mail or written. Any verbal instruction may result in me forgetting your request. After you have submitted your transfer request I will inform you whether or not it is a legal transfer. If not, your transfer will remain available to you in the future. Once a transfer has been submitted and conforms to the rules it **cannot be withdrawn** – even if the withdrawal is immediate or a mistake was made on the submission.

Divisions

The league will be split into two divisions, the First Division and the Second Division. The First will contain roughly 2/3 of the teams and the Second 1/3. This will give teams in the Second a greater chance of getting out of the division. The exact split will depend on the numbers taking part.

All veterans will be split into these two divisions based on their finishing position from last season. All rookies will start off in the Second Division.

There will be 4 promotions/relegations during the season; there won't be a promotion/relegation after the last race. Promotion and relegation will occur after races **2 (Australia), 7 (Monaco), 12 (Hungary) and 17 (Korea)** thus, splitting the season into 5 'periods' of **2,5,5,5 and 3** races respectively. **Due to the postponement of the Bahrain GP promotions/relegations may be on different races.**

At these points two-to-four teams will swap divisions **automatically**. The next two-or-three lowest in the First Division and the next two-or-three highest in the Second will play off. Of the play-off teams the two-or-three with the highest points will play the next period in the First Division, the others in the Second. This may result in no further teams being promoted/relegated other than those in automatic places.

The exact number of teams swapping divisions will be determined once the number of entrants has been confirmed.

F1 Cup

As the name suggests this will be a knock-out competition. Teams will be drawn at random and the winner of each fixture will go through to the next round.

Rounds

There will be 5 rounds timed to fall on 'iconic' races, the rounds will be: Final, Semi-Final, Quarter-Final, Second Round, First Round and, if needed, Preliminary Round. They will be held on the following races:

Preliminary Round – [Race 4 \(China\)](#)

First Round – [Race 8 \(Canada\)](#)

Second Round – [Race 10 \(Great Britain\)](#)

Quarter-Final – [Race 13 \(Belgium\)](#)

Semi-Final – [Race 16 \(Japan\)](#)

Final – [Race 20 \(Brazil\)](#)

Deciding a winner

In each round two teams will be drawn against each other, the team scoring the most points will go through to the next round. The team scoring the lower number of points will be out... no second chances!

If two teams get the same number of points then a replay will be held the following race ([a replay will not apply to the final](#)). If the result is still a draw then we will have a penalty shoot-out. This will use the qualifying result from the replay race ([or the original race in the case of the final](#)). The team whose Driver1 qualifies the highest will get through. If both teams have the same Driver1 then we will use Driver2 followed by Car1 then Car2.

Deciding the draw

Teams will be drawn at random before the race and the full draw published via email before the race. To ensure I don't 'fix' the draw there will be at least one other member of the F1 League present whilst I make the draw. Where possible the draw will be made on a Friday night in the pub.

First round

32 teams If there are exactly 32 teams then all teams will be drawn equally in the First Round [and there will be no Preliminary Round](#).

Less than 32 If there are less than 32 then the following rule will apply:

31 = 30 teams play as normal + 1 team drawn at random gets a bye to the next round

30 = 28 teams play as normal + 2 teams drawn at random get byes to the next round

29 = 26 teams play as normal + 3 teams drawn at random get byes to the next round

...and so on

More than 32 If there are more than 32 then a preliminary round will be held and the following rule will apply:

33 = 31 teams will enter round 1 + 2 teams will play in the preliminary round

34 = 30 teams will enter round 1 + 4 teams will play in the preliminary round

35 = 29 teams will enter round 1 + 6 teams will play in the preliminary round

...and so on

The league during cup races

The league will operate as normal during all Cup races, if promotions/relegations fall on Cup Races then these will also happen as normal. The Cup competition is a separate competition running alongside the League.

Final decisions

Whenever decisions need to be made due to events that fall outside these rules, a committee of people consisting of myself and any others present at the time who are in the league will take these, based upon what appears the fairest solution at the time.

To make this process as close to the real F1 decision-making process, these decisions will be made in the pub after the consumption of intoxicating liquids, thus the decisions reached will be as confusing, unexpected and irrational as most FIA decisions.

I have the final word on any rules or decisions

Price List

The budget is £35

The Deadline is 28th February 2011

Teams		
Team	Engine	Price
Ferrari	Ferrari	£19
McLaren	Mercedes	
Red Bull	Renault	
Mercedes	Mercedes	£15
Renault	Renault	£12
Force India	Mercedes	£9
Williams	Cosworth	£7
Toro Rosso	Ferrari	£6
Sauber	Ferrari	£5
Hispania	Cosworth	£3
Lotus	Renault	
Virgin	Cosworth	

Drivers		
Driver	Team	Price
Fernando Alonso	Ferrari	£15
Jenson Button	McLaren	
Lewis Hamilton	McLaren	
Sebastian Vettel	Red Bull	
Mark Webber	Red Bull	
Felipe Massa	Ferrari	£13
Nico Rosberg	Mercedes	£11
Michael Schumacher	Mercedes	
TBA 1	Renault	£10
Rubens Barrichello	Williams	£5
Vitaly Petrov	Renault	
Adrian Sutil	Force India	
Jaime Alguersuari	Toro Rosso	£4
Kamui Kobayashi	Sauber	
Sebastian Buemi	Toro Rosso	£3
Paul di Resta	Force India	
Pastor Maldonado	Williams	
Sergio Perez	Sauber	
Heikki Kovalainen	Lotus	
Jarno Trulli	Lotus	
Jerome d'Ambrosio	Virgin	£1
Timo Glock	Virgin	
TBA 2	Hispania	
Narain Karthikeyan	Hispania	