[PS4] [F1 2016] 6-Race Launch Series

This document outlines the sporting and technical regulations of the 6-Race Launch Series, *hosted on* F1 2016 *for* PlayStation4.

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1.0 Car Homologation

1.1 2016 Car Homologation

This series will take place using 2016 specification Formula 1 vehicles.

1.2 Equal Performance

This series will take place using Equal performance regulations among all cars.

1.3 Driver Aids

No driver aids may be used by any driver at any time.

2.0 Track Calendar

2.1 Random Six Tracks

The track calendar will be decided by random number generation across all 21 tracks available for use. The number of tracks to be randomly generated will be capped at 6 tracks. In a situation where a track is identically generated twice, a new random track will be generated, and so on, until a total of 6 tracks are generated.

3.0 Points Structure

3.1 1990s F1

The top 6 placed drivers at the conclusion of a race will accrue success points. These points will be divided among the top 6 as follows:

1st	2nd	3rd	4th	5th	6th
10	6	4	3	2	1

3.2 No bonus points

There will be no bonus points accrued to any driver by way of fastest laps or pole position qualifying times.

4.0 Teams Structure

4.1 No Constructors Championship

There will be no Constructors Championship in this series.

4.2 Livery Selection

Individual entrants may nominate and consequently lock-in their selected livery for their individual use during the events. Two entrants may opt to race using similar team liveries.

5.0 Race Settings

5.1 Appendix A

The Lobby Options for this event are given in Appendix A of this document.

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6.0 Miscellaneous Rules

6.1 Racing Rules of Conduct

On-track competition will be overseen by the 'Racing Rules of Conduct' document to be found on our 'Procedure Portal' page on our website.

6.2 Official Series

This series is regulated as an official series of League Racing Australia. As such, it will comply with all administrative procedures as outlined in the 'Administrative Procedures' document to be found on our 'Procedure Portal' page of our website.

7.0 APPENDIX A

'Invite Only' Lobby

Lobby Options

Session Options

Maximum Players: 22
Practice Type: None
Qualifying: Short Qualifying
Race Distance: 100%
Quick Weather: Dynamic
Session Start Time: Custom

[Customise Session Start Time]

[Round 1]

Session: Qualifying
Session Start Time: Morning
Time Progression Speed: x3

Session: Race
Session Start Time: Midday
Time Progression Speed: x0

[Round 2]

Session: Qualifying
Session Start Time: Sunset
Time Progression Speed: x1

Session: Race
Session Start Time: Sunset
Time Progression Speed: x1

[Round 3]

Session: Qualifying
Session Start Time: Afternoon
Time Progression Speed: x3

Session: Race
Session Start Time: Sunrise
Time Progression Speed: x1

[Round 4]

Session: Qualifying
Session Start Time: Sunrise
Time Progression Speed: x0

Session: Race
Session Start Time: Sunset
Time Progression Speed: x2

[Round 5]

Session: Qualifying
Session Start Time: Afternoon
Time Progression Speed: x5

Session: Race
Session Start Time: Sunrise
Time Progression Speed: x3

[Round 6]

Session: Qualifying
Session Start Time: Sunset
Time Progression Speed: x3

Session: Race
Session Start Time: Sunrise
Time Progression Speed: x3

Race Settings

AI Driver Level: Very Easy (N/A)
Car Performance: Equal
Parc Fermé Rules: On
Collisions: On
Vehicle Damage: Simulation

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Safety Car: On
Corner Cutting Stringency: Strict
Formation Lap: Off
Race Starts: Manual

Assist Restrictions

Braking Assist: Off
Anti-Lock Brakes: Off
Traction Control: Off
Automatic Gearbox: Manual
Pit Assist: Off
Dynamic Racing Line: Off

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