



2016 Licence System Guide

2016 Formula Sim Racing License System Guide

Content of the Safety Rating Guide

1. Overview
2. License System
3. Protesting

1. Overview

- 1.1 The Formula Sim Racing (FSR) License system is a tool to assist the Administration in keeping racing divisions competitive.
- 1.2 Race Directors will have the option of reviewing the system and the license ratings. Teams and drivers will have the opportunity to protest any decisions.

2. License System

- 2.1 The system will compare qualifying lap times and final Race times for each division. All 3 divisions will be compared by lap time (for Qualifying 1 sessions) and Race Time (for Race sessions). The final 20 laps of the race will be added together not counting in and out laps. The top driver for each session (qualifying 1 and race) will earn 100 points (per session), with drivers below descending by 1 point per position (2nd, 99 points; 3rd 98 points and so on), with the minimum being zero points (it may not actually get that low, 3 divisions of ~30 drivers would be 90 points covered for example). These points will be averaged with each other, and over the last 20 sessions of a driver's career.
Drivers that DNF in the Race or do not post a time in Qualifying will not get points but the session will not count against them.
- 2.2 Drivers may be moved up from their divisions based on this score. Lower division drivers with excessively high points (which translate into pace, and roughly skill) may be forced into a higher division, by the discretion of the lower division's race director. Drivers that have not completed at least 4 races may be excused from the rating, again at the discretion of the race director.
- 2.3 Movement
Drivers may only be forced to move up 1 division in the ladder at a time.
Example: PRO drivers will not be asked to move to WC until proving their pace against ACE drivers.
- 2.4 Drivers will need to purchase the license upgrade for the division they move too (typically the difference between what they have already paid for the lower division and what the license cost of the higher division *at the time of movement*)

3. Protesting

3.1 Drivers and teams may protest the decision by the Race Director to the COA.

Drivers and teams will only be able to protest their own or their driver's *movement* from a league.

3.2 COA will take into account the purpose behind the License System.

- Keep FSR divisions competitive by moving top drivers to divisions they should be in.
- Open up the driver market at the top divisions
- Encourage participation by sorting drivers into divisions of relative pace

3.3 Appeals to the COA will be free for Safety Rating appeals.

3.4 COA decisions are final. The Race Director and Administration may revisit the issue after the next race the driver participates in.

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