



Safety Rating Guide

2016 Formula SimRacing Safety Rating Guide

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1. Overview

- 1.1 Starting in the 2016 Formula SimRacing season, Safety Rating is now global and follows a driver throughout their FSR career.

2. Safety Rating System

- 2.1 All drivers start with a Safety Rating (SR) of 2.5. Actions on track will make this number go up or down. Maximum SR is 5.0, and Minimum SR is -5.0.

- 2.2 Drivers earn 0.50 SR for clean races in which the Safety Rating System was in effect.

- 2.3 Drivers will be penalized SR for incidents in races.

- Race ban = -2.00 SR
- Disqualification = -1.5 SR
- Race time penalty conversion (other time penalties will be rounded to the nearest SR penalty):
 - >60 second = -1.0 SR
 - 45 sec = -0.75 SR
 - 30 sec = -0.50
 - <15 sec = -0.25
- Back of grid = -1.5
- Qualifying and race penalties involving cutting do not effect Safety Rating

- 2.4 Races and Series the SR System is in effect:

- World Championship
- ACE Championship
- PRO Championship
- Any subdivisions of the main FSR Championships listed above
- GT Series
- Winter Series (excluding 2016 WS)
- other series or races that the Administration decides the SR System is in effect (must be posted before the season start.

- 2.5 Different series may dictate what SR range will allow you to participate. There must be a way for driver's to increase their SR from below the series minimum during the season.

Example: fun races during the week to allow drivers to increase SR.

3. ***Protesting Race Director Decisions***

- 3.1 All divisions will now be able to utilize the Court of Appeal system for racing incidents
- 3.2 Each DRIVER in ACE and PRO gets 2 free COA protests. They may use these as they see fit.
- 3.3 Additional appeals:

- 3rd, 4th, and 5th appeals are 2 euros each
- >5 appeals are 5 euros each

- 3.4 Appeal fees are non-refundable. This includes if an appeal is rejected. Appeals that the driver wins will not go against their count.

Example: A driver is on their 3rd appeal and pays the 2 euros. If they win the appeal, the driver is still on their 3rd appeal. They will still pay 2 euros for the next appeal.

Note: This system is meant to discourage mass appeals.

- 3.5 Appeals are made by posting in the COA subforum. COA will then deliberate and make a decision. The majority decision will post their decision, with the minority optionally posting their opinion.
- 3.6 COA Decisions are FINAL.
- 3.7 Similar appeals may be rejected by a majority of COA because of previous precedent.
- 3.8 Appeals can only be made on decisions against yourself. You cannot appeal a decision against another driver.

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