



# AMA Championship Rules Supplement

## 2017 Formula SimRacing AMA Rules Supplement

The **AMA Rules Supplement** governs the operation and competition of the FSR AMA together with the **General Rules, Online Rules Supplement** and the **Penalty Guidelines Supplement**, and therefore must be strictly adhered to at all times.

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#### 1. Overview

- 1.1 AMA is a category devised for amateur sim racers who either want to improve their skills in order to get ready for stepping up to the PRO series, or to get acclimated to Formula SimRacing as a whole.
- 1.2 AMA is a drivers championship. Teams will not accumulate points.
- 1.3 All races are held online. Aids allowed are: Clutch Assistance, Traction Control (low) and Anti-Lock Brakes (low).
- 1.4 There are no tire rules and tire choices are open during all sessions.
- 1.5 The 2017 AMA will be organized and run by the FSR AMA Director.

#### 2. Registration

- 2.1 Participation in the AMA Category is open for anyone. Every driver must acquire a license in order to take part in the AMA. For registration instructions and pricing, refer to:  
<http://www.formula-simracing.net/component/content/article/358-registrations-instructions>

**Note:** A change of leagues from AMA to a higher division will require the acquisition of a license upgrade.

- 2.2 Driver licenses may be revoked at any time by the AMA Director if they reach the Safety Rating limits described in section 3 of the **Penalty Guidelines Supplement**.
- 2.3 Drivers will be assigned numbers in the order of registration.

#### 3. Drivers

- 3.1 A driver with more than 10 career races in higher division(s) must obtain special permission from the Race Director to participate in the lower division for 2017.
- 3.2 Eligible drivers will also include PRO drivers that failed to Pre-Qualify at the *previous round*.

**Example:** PRO drivers that fail to pre-qualify for Round 2 may race in AMA for Round 3. They may also attempt to pre-qualify for PRO Round 3. If they pass pre-qualifying for Round 3 they will not be able to race AMA Round 4.

#### **4. General Event Information**

4.1 An AMA weekend will consist of a 50% Race

4.2 **2017 AMA Calendar:**

**Round 1 – April 2 – Spain**

**Round 2 – April 9 – Turkey**

**Round 3 – April 23 – Canada**

**Round 4 – May 7 – Austria**

**Round 5 – May 21 – Great Britain**

**Round 6 – June 4 – Germany**

**Round 7 – June 18 – France**

**Round 8 – August 20 – Belgium**

**Round 9 – September 10 – Italy**

**Round 10 – September 24 – Singapore**

4.3 **Formula SimRacing AMA 2017 time table:**

Saturday, 13:00 GMT: Practice

Saturday, 13:30 GMT: Qualifying

Saturday, 13:50 GMT: Warmup

Saturday, 14:00 GMT: Race Start

4.4 A race weekend consists of a 30 minute practice session, 20 minute Qualifying session with a 12 lap limit, 5-10 minute warm-up where drivers are allowed to drive (in order to get a feeling for the heavy fuel load) and then the Race start.

4.5 FSR Administration holds the right to make small changes to the above time table.

4.6 AMA will require the use of Launch Control.

#### **5. Grid Formation**

5.1 The Qualifying session will determine the order of the grid.

#### **6. Allocation**

6.1 Late Allocations will result in a *Start from Pits* Penalty.

#### **7. Protesting Race Incidents**

7.1 Any protests have to be made to the AMA Director through the Incident Submission form in the AMA Championship sub-forum before **23:59 GMT** on the **Tuesday** following the race. Incident reports can only be made by drivers have been involved in the incident in question, any reports originating from drivers who are not involved in the incident will be rejected. The reports must contain a full explanation of the nature of the protest, including an accurate time-stamp on the server replay. Be aware, that due to the time required to locate incidents, precise information is required to locate the incidents to be judged.

7.2 For 2017, AMA Drivers may use the Court of Appeals as described in the **Safety Rating Guide**.

7.3 All first laps are investigated automatically by the Race Director. It is still recommended to protest these incidents just in case they are missed.

7.4 Qualifying sessions will not be checked by the Race Director and must be submitted as a protest if a driver cuts their *fastest lap*.

## **8. Point System**

- 8.1 Points are awarded for each event.
- 8.2 Drivers are eligible for AMA Points on this basis:

<b>Finishing Position</b>	<b>Race Points</b>
1	25
2	20
3	17
4	15
5	13
6	11
7	9
8	8
9	7
10	6
11	5
12	4
13	3
14	2
15	1
Classified*	0
DNF	0

\* Cars having covered more than 90% of the number of laps covered by the race winner

## **9. Gameplay Rules**

- 9.1 **Tires** – AMA does not have specific tire rules. You may use any dry set at any time during the race.
- 9.2 AMA will feature dry races only.
- 9.3 Launch Control is Mandatory and will be checked by the Race Director.

## 10. Game settings

10.1 The simulation settings are as follows:

<b>Difficulty</b>	<b>Server setting</b>	<b>Rules</b>	<b>Server setting</b>
Steering Help	OFF	Fuel usage	Normal
Opposite lock	OFF	Tire wear	Normal
Braking Help	OFF	Mechanical failures	Normal
Stability control	OFF	Race length type	% Track default
Spin recovery	OFF	Race laps	<b>Race:</b> 50%
Invulnerability	OFF	Realroad Rate	1x
Auto shifting	OFF	<b>Replay Fridge</b>	<b>Optional</b>
Traction control	ON	Record replays	Optional
Anti-Lock brakes	ON	Replay fidelity	Optional
Auto pit lane	OFF	Record hotlaps	Optional
Auto clutch	ON	<b>Player.json Setting</b>	<b>Setting</b>
Auto reverse	OFF	Save All Replay Sessions	Optional
Damage multiplier	100%	Virtual Rearview	ON
Launch Control	YES	Rearview	ON
<b>Display</b>	<b>Required setting</b>	<b>Multiplayer.json setting</b>	<b>Setting</b>
Message center	ON	Net Connection Type	6
Default view	Cockpit	Upstream Rated KBPS	256
Flag rules	Full	Downstream Rated KBPS	256
		New_Prediction_Algorithm	0

**Note:** It is recommended to have replays ON, but not required. Incidents may require your own replay for accurate resolution. If you cannot provide a replay the incident may be resolved in a less than desired manner.