



EST1 Racing

F4 Estonian Championship 2023

Rules

§1 GENERAL

1.1 To participate, you need the following car:

1.1.1 <https://www.iracing.com/cars/fia-f4/>

1.2 To participate, you need the following tracks (participants must purchase these tracks themselves; the series organizer cannot provide them for free):

1.2.1 <https://www.iracing.com/tracks/watkins-glen-international/>

1.2.2 <https://www.iracing.com/tracks/long-beach-street-circuit/>

1.2.3 <https://www.iracing.com/tracks/autodromo-enzo-e-dino-ferrari/>

1.2.4 NB! There may be changes in the schedule regarding paid tracks to better align with the official iRacing F4 calendar. Therefore, we recommend not purchasing tracks in advance.

1.3 Race announcements will be published in the official EVAL Discord channels, 2023-f4-emv-telemused (2023 F4 EMV results) and 2023-f4-emv-teadaanded (2023 F4 EMV announcements). These channels and 2023-f4-emv-arutlus (2023 F4 EMV discussion) channels are visible only to registered EMV drivers and team owners.

1.4 Official results will also be published in the aforementioned Discord channels and will be available on www.simracing.ee and <https://uus.autosport.ee/sport/e-autosport/>

1.5 You can join the official EVAL Discord using the following link: <https://discord.gg/etagn8>

1.6 The Estonian Autosport Federation (EAL) holds the exclusive rights to all national championships in motorsports. The rights to organize the F4 e-motorsport Estonian Championship have been delegated to the Estonian Virtual Autosport Federation (EVAL). EVAL will provide free iRacing accounts (codes) for participation in the series only to EAL license holders.

§2 REGISTRATION FOR THE COMPETITION

2.1 Drivers must register themselves for the 2023 season in the iRacing league system:

2.1.1 <https://members.iracing.com/membersite/member/LeagueView.do?league=10052>

2.1.2 By registering for the season, you are automatically registered for all stages, and separate stage-specific registration is not required.



2.2 To participate in the competition series, drivers must possess one of the following valid licenses issued by EAL (Estonian Autosport Federation):

2.2.1 Youth license

2.2.2 Amateur license

2.2.3 National license

2.2.4 International license

2.2.5 E-motorsport license

2.2.6 Detailed information can be found at the following link: <https://uus.autosport.ee/litsents>

2.3 To participate in the competition series, a participation fee of 20€ must be paid, regardless of the moment of joining the series (this also applies to joining in the final stage).

2.3.1 To do this, make a transfer to the bank account of Eesti Virtuaalse Autospordi Liit MTÜ: EE102200221067600044, and indicate "23F4" and your name in the explanation. For example: 23F4 John Smith.

2.4 Competitors must choose a race number with which they plan to compete throughout the entire season. Changing the number during the race season is not allowed.

2.4.1 Numbers 1-3 are reserved for the top 3 finishers of the 2022 Formula EMV (Estonian Championship) season.

2.4.2 Numbers starting with 0 will not be accepted.

2.4.3 When registering for the competition during the race season, competitors must choose a race number that has not already been registered by someone else.

2.5 Competitors may assign themselves to a team. If no team is assigned, the drivers will be placed into imaginary teams that do not participate in the team standings.

2.6 Competitors can submit their own car designs to be used throughout the entire season. If a competitor fails to submit a design by the specified date, they will race with the standard design provided by EVAL. Design submissions should be sent to the email address design@simracing.ee.

2.6.1 Design submissions have to include the livery file car_XXXXXX.tga (In iRacing, each driver has a corresponding user code, and it must be reflected in the car file name.)

2.6.2 Design submissions can also include the car_spec_XXXXXX.tga file, but it is not necessary. (The spec file is to assign different materials on the design.)

2.6.3 Design submission is not mandatory but highly recommended.

2.6.4 Cars with custom designs must include the logos provided by the organizers. [LINK](#)

2.6.5 Specific positions for logos are designated, and competitors should adhere as closely as possible to these positions. Minor adjustments may be allowed to ensure logos are visible and suit the car's shape and design. [LINK](#)



§3 TEAM REGISTRATION

3.1 Teams must register their team via Google Forms.

3.1.1 Team registration - [LINK](#)

3.2 Both cars within a team must have similar designs. (Minor variations in color scheme, such as mirror colors, may be allowed.)

3.3 Each team has 2 driver slots.

3.4 The drivers representing a team must be determined before the 1st stage.

3.5 Team points will not be counted for the 2023 Estonian Championships, and the team championship title will not be awarded.

3.6 Team standings will be considered for the EVAL Cup series point calculation.

3.7 A team may replace a driver once during the season (excluding stages where a driver has received a suspension from participating, etc.).

§4 AUTOMATICALLY GIVEN PENALTIES AND INCIDENT SYSTEM

4.1 Incident Points and Incident System

4.1.1 The game automatically monitors the driver's behavior on the track and issues incident points for violations.

4.1.2 If a driver receives 20 incident points during a single race, they will be automatically penalized with a drive-through penalty.

4.1.3 For every subsequent 5 incident points, the driver will receive another drive-through penalty.

4.2 Cutting the Track

4.2.1 For crossing the track limits, a driver will be given 1 incident point per violation.

4.2.2 Each track has specific boundaries for track limits, so drivers should familiarize themselves with these limits during practice sessions.

4.2.3 If the game detects that significant time advantage was gained by cutting the track, the driver will receive an on-screen notification and must slow down. The driver must maintain the slowdown for the duration calculated by the game.

4.2.3.1 The slowdown must occur away from the ideal racing line, safely, and without hindering other competitors.

4.2.4 Cutting the track also includes crossing the pit entry or exit line in violation of the rules.

4.3 Loss of Car Control

4.3.1 If a driver loses control of their car, they will be given 2 incident points.

4.3.2 Loss of car control includes spinning and completely leaving the track with the whole car.



4.4 Contact with Walls or Other Competitors

4.4.1 Minor contact with walls or other competitors results in a warning message but no incident points (0x points).

4.4.2 For each significant wall contact, a driver will receive 2 incident points.

4.4.3 For each significant or severe contact with other competitors, a driver will receive 4 incident points.

4.5 Transfer of Incident Points to the Causing Driver

4.5.1 The game incorporates a system that transfers incident points to the driver causing the incident. For example, if a driver makes contact with another competitor, causing them to go off the track completely, the causing driver will receive the penalty, not the driver who went off track. This rule applies even if the contact was minimal and the driver received a warning.

4.6 Speeding in the Pit Lane will result in a 15-second Stop-and-Go penalty.

4.7 Driving in the Opposite Direction will lead to automatic disqualification.

4.8 Black/Orange Flag requires the driver to enter the pits for repairs within three laps. Failure to comply will result in automatic disqualification.

4.9 Penalties assigned by the game cannot be protested.

§5 SERVER SETTINGS

5.1 Incident Limit: 20x (upon reaching this limit, the game issues a penalty. Additional penalties are given for every subsequent 5x incidents).

5.2 Allowed "Fast Repair" instances during the race: 1

5.3 Auto Clutch assistance is allowed.

5.4 The setup of the car is open.

5.5 There is no spectate password on the server. If a driver wishes to use a spotter, they can individually enable it through the iRacing environment.

5.5.1 Spotter usage guide - [LINK](#)



§6 PRACTICE SERVER

6.1 The official practice server is available five days before each race:

6.1.1 The week before the race on Tuesdays and Thursdays.

6.1.2 Race week on Mondays, Wednesdays, and Fridays.

6.2 Server information:

6.2.1 Server Name: EST1 Racing F4 EMV 2023 – "Event" Practice

6.2.2 Practice server start time: 19:00

6.2.3 Practice server duration: 5 hours

6.2.4 The in-game date on the practice server corresponds to the race date. (e.g., 1st race on 20.08)

6.2.5 The track is always 100% rubbered and does not change between sessions, meaning rubber buildup and dust do not transfer.

6.3 The practice server weather conditions match those selected for the race.

6.4 Prohibited maneuvers and penalties during practice are listed in the Rules of Driving Conduct document. [LINK](#)

§7 RACE SESSION

7.1 Up to 60 drivers are allowed to participate in the race.

7.1.1 If more than 60 drivers register for the race, the top 60 fastest drivers based on the official practice server times will be allowed to participate.

7.1.2 If fewer than 60 drivers register for the race, the official practice server times will not determine participation, and technically there is no obligation to attend.

7.2 The official race session opens on the race day at 19:30.

7.3 Server information:

7.3.1 Server Name: EST1 Racing F4 EMV 2023 – "Event"

7.3.2 The in-game date corresponds to the race date. (e.g., 1st race on 20.08)

7.3.3 The track conditions are generated by iRacing and are progressive, meaning rubber buildup and dust carry over between sessions.

7.4 The session starts with a 30-minute practice session.

7.5 Track temperature, cloud cover, and other weather conditions are set by the organizer based on their subjective discretion. The weather forecast for the event will be provided along with the practice server.

7.6 The organizer reserves the right to disqualify a driver if their internet connection is not good enough and poses a danger to other drivers.



§8 QUALIFYING

8.1 Qualifying results determine the starting positions for the heat races.

8.2 Qualifying takes place immediately after the official practice session.

8.3 Qualifying lasts for 10 minutes.

8.3.1 During the 10-minute qualifying, a driver can complete 2 timed laps. After completing two fast laps, the driver will automatically receive the checkered flag.

8.4 Qualifying is done in the "Lone Qualifier" format, meaning drivers cannot see others on the track nor collide with them.

8.5 Writing in public chat or using voice chat during qualifying is STRICTLY prohibited.

8.6 Prohibited maneuvers and penalties during qualifying are listed in the Rules of Driving Conduct document. [LINK](#)

§9 START PROCEDURE

9.1 The start is performed using the game's built-in system – standing start.

9.2 There is no formation lap.

9.3 False starts are penalized automatically with a Stop-and-Go penalty.

§10 HEAT RACES

10.1 The starting order is determined based on the qualifying results.

10.1.1 Drivers are divided into two groups for the heat races.

10.1.2 The first heat includes drivers with odd-numbered positions based on the qualifying results.

10.1.3 The second heat includes drivers with even-numbered positions based on the qualifying results.

10.1.4 If there are fewer than 30 participants, only one heat race will be held, and no division into groups will take place.

10.2 The heat races take place consecutively.

10.2.1 A driver can remain on the server even if their heat race is not taking place. The game will automatically switch them to the spectator role during the race time.

10.3 Each heat race lasts for 15 minutes.

10.4 Pit stops are not mandatory during the heat races.

10.5 Starting positions for the final race and consolation race are determined based on the results from the heat races.

10.5.1 The top 15 drivers from each heat race advance to the final race.

10.5.2 The remaining drivers continue to the consolation race.



10.6 Writing in public chat or using voice chat during the race is STRICTLY prohibited.

10.7 Return to Garage (RTG) can be used if it does not obstruct other drivers.

10.8 Prohibited maneuvers and penalties during the heat races are listed in the Rules of Driving Conduct document. [LINK](#)

§11 CONSOLATION RACE

11.1 The starting order is determined based on the results of the heat races.

11.1.1 The consolation race includes drivers who did not advance to the final race based on the heat race results.

11.1.2 If there are fewer than 37 drivers, the consolation race will not be held.

11.2 The consolation race takes place immediately after the heat races.

11.2.1 A driver can remain on the server even if their consolation race is not taking place. The game will automatically switch them to the spectator role during the race time.

11.3 The duration of the consolation race is 15 minutes.

11.4 Pit stops are not mandatory during the consolation race.

11.5 The 6 best drivers from the consolation race will also qualify for the final race.

11.6 Writing in public chat or using voice chat during the race is STRICTLY prohibited.

11.7 Return to Garage (RTG) can be used if it does not obstruct other drivers.

11.8 Prohibited maneuvers and penalties during the consolation race are listed in the Rules of Driving Conduct document. [LINK](#)

§12 FINAL RACE

12.1 The starting order is determined based on the results of the heat races and consolation race.

12.2 The final race takes place immediately after the consolation race.

12.2.1 A driver can remain on the server even if their final race is not taking place. The game will automatically switch them to the spectator role during the race time.

12.3 The duration of the final race is 50 minutes.

12.4 Pit stops are mandatory during the final race.

12.4.1 The driver must add fuel in the pits.

12.4.2 Tire changes are not mandatory.

12.5 Writing in public chat or using voice chat during the race is STRICTLY prohibited.

12.6 Return to Garage (RTG) can be used if it does not obstruct other drivers.

12.7 Prohibited maneuvers and penalties during the final race are listed in the Rules of Driving Conduct document. [LINK](#)



§13 POINTS SYSTEM

13.1 To be eligible for full points, a driver must complete at least 75% of the race. If they complete less than 75%, they will be awarded half points.

13.2 There will be no team championship and title in the 2023 Estonian Championships.

13.2.1 Team standings will be considered for the EVAL Cup series point calculation.

13.3 Points are awarded to the top 50 drivers.

13.3.1 Points are awarded for the heat races in individual and team standings as follows:

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.	14.	15.
45	40	37	34	32	30	29	28	27	26	25	24	23	22	21

13.3.2 In the consolation race, points are awarded in individual and team standings as follows:

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
20	19	18	17	16	15	14	13	12	11
11.	12.	13.	14.	15.	16.	17.	18.	19.	20.
10	9	8	7	6	5	4	3	2	1

13.3.3 If there is no consolation race, all participants in the heat races will receive points as follows:

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.	14.	15.	16.	17.	18.
45	40	37	34	32	30	29	28	27	26	25	24	23	22	21	20	19	18



13.3.4 In the final race, points are awarded in individual and team standings as follows:

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.	14.	15.	16.	17.	18.
150	138	129	120	111	102	96	90	84	78	72	69	66	63	60	57	54	51
19.	20.	21.	22.	23.	24.	25.	26.	27.	28.	29.	30.	31.	32.	33.	34.	35.	36.
48	45	42	39	36	33	30	27	24	21	18	15	12	9	6	3	2	1

13.4 The driver setting the fastest lap in the heat races and consolation race receives 3 points, and in the final race, they receive 6 points.

13.4.1 To receive the fastest lap points, a driver must be in the TOP15 positions in their respective race.

§14 CALENDAR

14.1 Calendar:

20.08.2023 - Rudskogen

03.09.2023 - Okayama

17.09.2023 - Watkins Glen

01.10.2023 - TBA (Free)

15.10.2023 - Long Beach

29.10.2023 - Laguna Seca

12.11.2023 – Imola

14.2 The organizer reserves the right to make changes to the race tracks to better match the official F4 calendar of iRacing.

14.2.1 The race dates are fixed and will not be subject to change.



§15 PRIZE GIVING

15.1 The top three drivers in the overall standings will be rewarded at the Estonian Motorsport Federation's end-of-season gala.

15.2 The top three teams in the overall standings will be rewarded at the Estonian Motorsport Federation's end-of-season gala.

15.3 The top three drivers in the overall standings will be rewarded financially as follows:

1st place - 300€

2nd place - 200€

3rd place - 100€

The rules have been translated from Estonian to English. In case of any discrepancies arising from the translation, the Estonian version shall prevail.