



Presented By



Technical Regulations

2015/2016 Rulebook

Version 1.2

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Introduction

We are glad to provide you with the 2015/2016 edition of the Technical Regulations for the Virtual Formula Drift Championship. This version of the rules covers the foundation for the organization and conduct of the Virtual Formula Drift Championship. Participants, teams, drivers, and officials are strongly encouraged to review these rules carefully. Virtual Formula Drift wishes you a successful competition season.

1. Event Criteria

1.1. Qualifying

In competition, drivers are given two judged laps to qualify. Each Driver will get 2 qualifying runs. Best run will count as their best score. Tiebreakers will be determined by the driver worse run, style Points, and speed. Each qualifying run is judged on four (3) criteria: Line, Angle, and Style. You will get 5 minutes to get to the line and go for your runs. This rule has been implemented so time will not be wasted.

1.2. Tandem Elimination

Tandem round are based on two (2) runs, in Head-to-Head format, with competitors paired up based on seeding position. The higher qualifier will lead the first run and the second led by the lower qualifier.

The critical success factor is for the lead car to be able to run the course without error while being pressured by the following car. The following car is to try and “out drive” the lead car. Driver consistency during a tandem battle is critical.

1.3. Connections

If there is problems connection to the opponents lobby or any lag. Your battle will be pushed to the next lobby or make a new lobby with you and your opponent. Lag testing is still allowed, but will no longer be allowed to do lag runs on the course. Take it somewhere off the section.

1.4. Being Late

Being Late- If you feel that you are going to make battles, but show up late. Let one of the track staff or judges know. This way your battle can be pushed back. Note: Once all battles are completed, and if you haven't appeared online. You will be skipped and will be disqualified. You will be granted only 5 min to show up to the line. You will be DQ for not showing up if any of the following above is not done.

1.5. Reserves

Reserves will be taking out of VFD. No show will be DQ

1.6. Misc Rules

VFD will not allow a redo for wheel and controller issue. Track staff or a judge will go into game chat to make sure everybody is ready. Wheel drifters check your equipment before battling, and controller drifters check for enough battery.

Drivers Meeting will take place on Saturday morning for battles. This is to ensure what the judges are looking for on the track. These meetings are important, come to. These are not mandatory, but it's the driver's responsibility to know what judges are looking for.

No practice runs in tandem battles. All competitors must be in lobby with opponent to warm up tires before judges get in lobby. This is mandatory so we can move down the list cleaner.

During Qualifying runs you will get 1 practice run before running 2 official runs. You can use the "5 Minute Rule" once per round. Your car must

In a case of objects on the track. Staff will step in to remove it from the course.

1.7 Lobby Settings and Brackets

Lobby Settings:
Rules

Game Type: Custom

Max Players:24

Laps: 1

Damage: Simulation

Collision: On

Drive Type:RWD

Car Restrictions

Performance Index: A Class 600 or Higher

Curb Weight: 2100-3699

Brackets for the Pro 1 series is 32 driver elimination, and the Pro 2 series is a 16 driver elimination.

2. Judging Criteria For Qualifying and Tandem

2.1. Judges

4 judges will be on for qualifying, and 4 judges will be on for tandem battles. Qualifying scoring out of 100:

Line= 40 points

Angle= 40 points

Style= 20 Points

How qualifying is done:

Judge 1: 10 Line points + 10 Angle points + 5 Style points= 25 points

Judge 2: 10 Line points + 10 Angle points + 5 Style points= 25 points

Judge 3: 10 Line points + 10 Angle points + 5 Style points= 25 points

Judge 4: 10 Line points + 10 Angle points + 5 Style points= 25 point

Total=100 points

2.2. Line

Line is the ideal path a vehicle must take on course and is marked by Inner Clipping Points, Outer Clipping Points, and Transition Zones. Inner Clipping Points are reference points on the course where the vehicle's front bumper should come as close as possible to the reference point. Outer Clipping Points are also reference points and scored by determining how close the corner of the vehicle's rear bumper comes to the point. Transition Zones are areas on track where the direction of the line changes and vehicles must change the direction of their drift.

2.3. Angle

Angle measures the amount of counter-steer and relative rear slip angle a driver uses through the course. Steering adjustments must be minimal. Transition from corner to corner must be smooth.

2.4. Style

Style is the general feel of the pass and how well the other three criteria were executed through the entirety of the lap. This is the most subjective criteria and judges will look for the most “excitement” that the driver can bring. Drivers should be able to demonstrate full control of the car at all time.

2.5. Maintaining Speed

Drivers must be able to maintain the appropriate speed. This mainly goes for the lead car. Brake checking or any other ways of the car slowing down in an area that a driver should not be slowing down, will result in a deduction.

2.6. Tandem Battles

Lead Car must be able to clear the course without making any errors due to distraction or pressure by the following car.

Following Car needs to run the same basic line as the lead car but may also take a higher line in order to pressure the lead driver. Taking a lower line than the lead car will result in a loss of advantage. If the lead car is off line, the following car will gain advantage points by staying on the correct line although will not be deducted points for following the lead car. The following car should keep as close to the lead car as possible to gain the advantage.

Passing is allowed in Virtual Formula Drift. Passing is allowed anywhere on course as long as the lead car is clearly off the line the judges have specified. Any passing that occurs outside the scope of the aforementioned criteria will be deemed illegal and constitute an equivalence to a zero (0) run.

Collisions occur during tandem battle and in the event of contact, the driver at fault will lose advantage points. Incidental contact is allowed but not encouraged. Drivers are required to complete the entire course, even if the other driver crashes, hits, spins, stalls or is not able to complete the run. Drivers are always being judged as long as they are on course.

Pace Roll In The past we just used a straight up "50 Roll" this season we are using a Pace Roll. Both drivers will agree on a roll speed it could be slower or faster depending on the drivers. However if a decision can't be made by the drivers both drivers will use the VFD suggested roll which will usually be 50. Note: the end of the roll will not change only the speed.

Tandem Scoring will be observed by the (3) judges during the head-to-head battle. There will be no declaration of scores between the two runs. At the conclusion of the head-to-head battle, each judge will individually declare a winner. Judges will select from three options:

1. Driver "A" wins
2. Driver "B" wins
3. "Tie"

The majority will rule a winner will be decided.

In the event there is no clear majority, a "One More Time" will be granted, and the competitors will begin another 2-run head-to-head battle.

Multiple "One More Times" may be necessary to determine a winner Up to three.

2.7. Zero Scores in Qualifying and Tandem

3 or more wheels off course at the same time= Zero

Straightening= Deduction

Hitting a cone or course marker= Deduction

Double entry= Zero

Abrupt stop= Zero

Stalling= Zero

Resulting contact causes an abrupt change in the vehicles drift and/or causes a spin= Zero (This goes for tandems).

2.8. Protest

Protest will be allowed starting in the Great 8 to Finals. Each driver will receive one card to protest upon any non subjective items. Items are below:

- Tire drops
- 3 or more wheels off course at the same time
- Straightening
- Hitting a cone or course marker
- Double entry
- Abrupt stop
- Stalling
- Resulting contact causes an abrupt change in the vehicles drift and/or causes a spin

3. Driver Eligibility

3.1. Pro 1 license

To compete in the Virtual Formula Drift Pro 1 series. You have to obtain a Pro 1 License by finishing in the top 8 from the Pro 2 Points standings. After the 2016 season, Top 32 drivers from the Pro 1 series will retain their license for the next season. Pro 1 series is the highest series in Virtual Formula Drift.

3.2. Petition Into Pro 1

In order to petition into the Virtual Formula Drift Pro 1 Series. A driver must have a strong resume of competition history to be considered. Other comps must be in a agreement with VFD to have a license transfer into pro 1 or pro 2.

3.3. Pro 2

Virtual Formula Drift Pro 2 Series is a series for drivers that is trying to gain a Pro 1 or Lower rank drivers from pro 1 trying to compete to have a spot for the next season. Top 8 Pro 2 drivers will earn a license to compete in the Pro 1 series.

4. Registration

4.1. How to Sign Up

Sign ups for the Virtual Formula Drift can be done on Forza Motorsports.net. or the Virtual Formula Drift Facebook. Your sign up should look like this.

Xbox Live Gamertag:

Team:

Vehicle 1:

Weight:

Rear Tire Width:

Hp/Tq:

PI:

Vehicle 2:

Weight:

Rear Tire Width:

Hp/Tq:

PI:

5. Competition Vehicles

5.1. Vehicle Eligibility

To have a legal Virtual Formula Drift Vehicle. Driver must comply with the rules below.

Drivers are only allowed to car swap between their 2 vehicles. If you have ran 2 vehicles before the end of the season. You must stick with those cars for the rest of the season.

Drivers are allowed to swap between cars before each event.

Drifters are allowed to change the tune of the cars, but changing parts are not allowed during the event. Changing parts are allowed before inspection of the round and after the event has been completed going into the next event.

Vehicles must be a production car with over 600 units/ cars built. Car banned list is in the link:

https://docs.google.com/document/d/18rnOdqiiL1NMC3z6aGn6_B64I-xjBmrymbC0pxKu80o/pub

-No Front Positive Camber

-Rear Positive camber is allowed

-RWD only

No PI Restriction

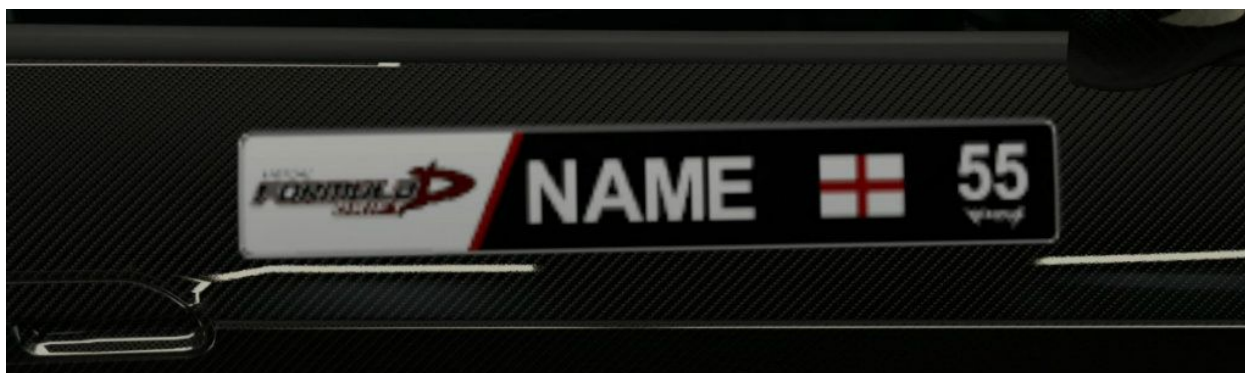
No Trucks or Suv's

5.2. Decal Placement on Cars

The window banner must be place on front roof of the car.Example shown below:



The Name Plate should be placed on both sides of the door.Example shown below:



5.3. Modding

Any type of modding to cars that is not part of the game is not allowed and can result in suspend or ban.

6. Vehicle Restrictions

6.1. Tire to Weight

2100-2699lbs up to 255mm rear tire

2700-2799lbs up to 265mm rear tire

2800-2899lbs up to 275mm rear tire

2900-2999lbs up to 285mm rear tire

3000-3099lbs up to 295mm rear tire

3100-3199lbs up to 305mm rear tire

3200-3399lbs up to 315mm rear tire

3400-3499lbs up to 325mm rear tire

3500-3599lbs up to 335mm rear tire

3600-3699lbs up to 345mm rear tire

Anything under or over the weight is not allowed.

6.2. Engine and Power

Parts that are allowed on vehicles

Stock, Street, Sport, and Race Parts are allowed for the following:

Air Filter, Exhaust, Fuel System, Ignition, Displacement, Cams, Rotary, Piston and Compression, Intercooler, Oil and Cooling and Flywheel.

6.3. Platform and Handling

Stock, Street, Sport, and Race are allowed for the following:

Brakes, Spring and Dampers, Front and Rear Anti-Roll Bars.
(Note: Rally spring and dampers is allowed)

Roll Cage is mandatory in all cars, If a car doesn't have one. Contact the organizer to discuss if the car will be allowed to enter.

Stock, Street, Sport, and Race Weight Reduction is allowed. Make sure it falls into the class of the weight requirement

6.4. Drivetrain

Stock, Street, Sports, and Race are allowed for the following:

Clutch, Transmission, Driveline, and Differential

6.5. Tires and Rims

Tire Compound: Stock, Street, Sport, are allowed

Front tire width can go high as possible

Rear Tire width must fall into the weight of the car.

Any rim and rim size is allowed

6.6. Aero and Appearances

All aero and appearance is allowed on cars

6.7. Conversions

Engine Swaps: All engine swaps are allowed

Drivetrain Swaps: All swaps must be RWD

Aspiration Conversion:

Natural Aspiration is allowed

Single, and Twin Turbo is allowed

Centrifugal Supercharger is allowed

Twin-Screw Supercharger is allowed

7. Terms and Agreement

7.1. Zero Tolerance Policy

All drivers must sign a terms and agreement form. Drivers will not be able to enter without signing one.

Warnings, Suspends, and Bans

2 warnings= Suspend

1 offense= Suspend

2 offense= Rest of the season

3rd offense= Ban

-Posting pictures after rounds creating drama= Suspend

-Creating drama on the stream= Suspend

-Drama after the round about a battle= Suspend

-No talking mess to drivers or organizers= Suspend

-Driving on the track without being told so = 2 Warning= suspend

-Talking or being loud while cars are going. 2 Warnings= Suspend

-Tampering with other drivers or organizers internet= Permanent Ban

-Anything illegal on the car during the event= 1st time is a DQ from round, and loss of events points, 2nd time= a half season suspension, and loss of season points.

If you have any problems about a round. Please, send me a pm on FM.net, or xbox live Initial Dai, and TGF Killacali after the event has ended. Keep the drama off the forums and other social media sites. An answer will come back that night or Sunday.



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Contact Information:

www.virtualformuladrift.wix.com/vfd1

virtualformuladrift@yahoo.com

[Facebook.com/virtualformuladrift](https://www.facebook.com/virtualformuladrift)

[Twitter.com/VirtualFormulaD](https://twitter.com/VirtualFormulaD)

[Instagram.com/virtual_fd](https://www.instagram.com/virtual_fd)