World Rally League Rulebook

1 : Races (WRLRX)

A : Races will be held either on the scheduled time , or if they are rescheduled, whenever the host best sees fit.

B : Races will always be forced authentic assists. Races will also always have no fuel depletion, authentic tyre wear, and full damage.

C : Races will have weather conditions identical (if possible) to the weather conditions that are currently happening at the matching location.

D : Races will be in the following format - Q1, Q2, Q3, Q4, SF1, SF2, Final. If more than one host is need, they will be appointment prior to Q1.

2 : Teams

A : Teams can be any two drivers who want to be/are already on a team together. However, they will not be recognized as a team until they message the league owner and he recognizes them as such.

B : If you want to own a team, you do not have to drive for said team.

C : Teams will get first picks for car/livery choice depending on how they finished in team standings to the season prior.

D : You can only have up to 3 drivers racing per team.

3: Point System

A : Event Points System - Qualfying = 6 descending to 1 per heat. - Semis = 6 descending to 1 per heat. - Finals = 8, 5 descending to 1.

*WRLRX ONLY

B : Team Points System - Teams get points equivalent to their (the team's) highest finisher after an event is finished.

*WRLRX AND WRLC

4 : Penalties (WRLRX)

A : Avoidable contact - up to 15 points and/or 1 event suspension

B : Intentionally wrecking someone - up to 20 points and/or 2 event suspension

C : Cutting the course - up to 15 points and/or 3 event suspension

D : Spamming the chat/posting inappropriate content in the chat - up to 1 day chat suspension

E : Taking multiple jokers - up to 20 points and/or 1 event suspension

- **F** : Not taking the joker last place finish in the heat
- G : Taking the joker on the first lap when not allowed 2 position loss in the heat
- **H** : Owner can/will kick anyone from the league if he sees necessary.
- I : Resetting your car DNF regardless if Qualifying, Semi, or Final