

**OLFSL Appeals Arbiter Decision – 19 June 2010**  
**OLFSL S2 Fastlap Fury – Event 4, Kyoto GP, UFR+XFR, Pool 2**

A complaint was registered relating to \*The Original LFS League (OLFSL) S2 Fastlap Fury, Event 4, Kyoto GP, Pool 2, which was held on 23 May 2010.

The complaint was filed by [J.Christensen](#) against [Vincent de Sade](#) relating to an incident which occurred on Lap 1, Turn 1.

In my capacity as the Appeals Arbiter, I have investigated the incident. I have extensively reviewed the Pool 2 replay from multiple cars/angles, and I hereby set out my analysis and conclusions.

**Relevant OLFSL Rules**

Relevant OLFSL rules (emphasis added) to take into consideration in this case include:

**In general:** Take care to race clean/fair, i.e. do not hit other cars or obstacles. [...].

OLFSL applies and enforces the RaceSIM Rules of Racing (formerly Clean Racers Club rules).

*C-2: You must drive responsibly, in a way that will not ruin the enjoyment for others.*

*CT-5: The behind driver has a responsibility to not run into the back of a ahead driver. The ahead driver does not have to try to avoid you. If all else fails, the behind driver should run their own car off the track to avoid such a collision.*

*O-1: To obtain right of road position in a corner, the overtaker's car must have substantial overlap of the car that is being overtaken, before they reach the corner's turn-in point. Should the overtaking car not have enough overlap, the leading car may resume its racing line without fear of contact.*

*With regard to RaceSIM rule O-1, OLFSL has adopted the following interpretation: "overlap" = the overtakers' car comes up alongside the ahead car, by half a car length or more.*

Penalties apply for the following

- Breaking the Racing rules (including the RaceSIM Rules of Racing (formerly Clean Racers Club rules)) defined above.
- Any other form of unsportsmanlike behaviour, as determined by the Appeals Arbiter.

**Analysis of Pool 2, Lap 1, Turn 1**

The MPR replay shows the following:

[Vincent de Sade](#) is 4<sup>th</sup> on the grid, and makes a relatively good start. Approaching Turn 1, [Vincent de Sade](#) moves off the racing line to the right side of the track (the inside of the upcoming Turn 1), passes one car to take 3<sup>rd</sup> position, and stays on the inside, i.e. off the racing line, which swings from left to right. [J.Christensen](#), who is in second position, stays on the racing line, and moves from left to right as is to be expected.

[Vincent de Sade](#) brakes, locks up wheels, and does not achieve overlap, as interpreted in the OLFSL rules with regard to the RaceSIM Rules of Racing.

[Vincent de Sade](#) hits the left side of the car of [J.Christensen](#), causing [J.Christensen's](#) car to flip over and end up on its roof, ending [J.Christensen's](#) race. [Vincent de Sade](#) continues unaffected; the crash contributes to further incidents down the field.

Use of inappropriate language by [J.Christensen](#) is noted.

Appeals Arbiter Conclusion and Decision

This is a clear-cut case of irresponsible driving on the part of [Vincent de Sade](#) who is an experienced OLFSL racer and should know better, and also breaches Rule O-1 on obtaining right of road position in a corner.

A First Warning and penalty are therefore warranted.

[Vincent de Sade](#) is given a 30 second time penalty, resulting in a move down to position 18 in the final race results, and is placed under specific supervision going forward.

\* \* \* \*

This decision is final, and is taken in the interests of making sure that OLFSL is a fun and fair play league for all drivers, irrespective of their skill level.

We hope and trust that you will all understand this decision, and that you will behave in accordance with the rules and take into account the precedents set by OLFSL Appeals Arbiter decisions.

Sincerely,

Solar Hydro, OLFSL Appeals Arbiter