

## OLFSL Appeals Arbiter Decision – 30 April 2011

### OLFSL S2 No Frills, All Thrills – Event 2, Fern Bay Gold, Pool 1, XFR

Two complaints were registered relating to \*The Original LFS League (OLFSL) S2 No Frills, All Thrills, Event 2, Fern Bay Gold, Pool 1, XFR, which was held on 3 April 2011.

The first complaint was filed by [Ze Ferreira](#) against [F.Retamosa LRT](#) relating to an incident which occurred on Lap 2, Turn 1.

The second complaint was filed by [Enkidu](#) against [Cq| Gargi](#) relating to an incident which occurred on Lap 10, Turn 8.

In my capacity as the Appeals Arbiter, I have investigated the incidents. I have extensively reviewed the Pool 1 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. [...] The driving line must be taken as laid out by the track. With this in mind, you must try to keep at least 2 wheels on the track at all times.

• Yellow Flag: The Yellow Flag denotes a hazard on or near the track (e.g. a car that spun or went off, be it on the same lap or on another lap). Under Yellow Flag conditions, the following rules apply: (a) racers must slow down to have good visibility of conditions and to avoid compounding the incident, (b) overtaking the car(s) that led to the Yellow Flag warning is permitted, with due caution, (c) racers that are not in the incident must not misuse the Yellow Flag conditions to overtake one-another; this would constitute unsportsmanlike behaviour (see “Penalties” below). Failing to follow these rules, and causing an accident because of that, will most likely result in a penalty.

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

*AI-1: Any driver rejoining the track after a spin/crash/off has the responsibility of not driving into other competitors - regardless of position or situation. [...]*

*AI-2: On-track drivers at racing speed always have right of way over anyone returning to the track, even if the incident was not your fault.*

*AI-5: If a competitor's car has come to a halt on the track, either through spinning or crashing, then that driver must apply the brakes and not move whatsoever. This helps oncoming traffic find a route through the incident as a moving chicane is a lot harder to avoid and will result in a collision.*

#### 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 1, Lap 2, Turn 1

The MPR replay shows the following:

At Lap 2, on the straight, a few metres after the start-finish line, [F.Retamosa LRT](#) is being clearly passed by [Cossi](#). Without apparent reason, the car of [F.Retamosa LRT](#) makes a sharp move to the right (no steering action is visible), causing a collision with [Cossi](#). Both cars are projected into the grass at the right side of the track.

[Cossi](#) spins, applies the brakes throughout the spin, but spins round and round and comes back onto the track in Turn 1, and is hit by oncoming cars. [Cossi](#) sustains right-front suspension damage.

F.Retamosa LRT spins, hits the barrier on the right side, which straightens out the trajectory, but never brakes. F.Retamosa LRT actually accelerates on the grass, into Turn 1. Only just before reaching the track at Turn 1, F.Retamosa LRT brakes briefly.

spdoFiredUp is hit hard by the spinning Cossi, and Ze Ferreira is hit hard by the rejoining F.Retamosa LRT. Both spdoFiredUp and Ze Ferreira end-up with overturned cars and are forced to retire from the race.

F.Retamosa LRT and Cossi survive the incidents, and both pit at the end of Lap 2 (in that order, meaning that F.Retamosa LRT gains a position, which is not given back). These two racers fight for position again for many laps thereafter, with terrifying lag of F.Retamosa LRT at Lap 11 which causes contact again, although inconsequentially so.

F.Retamosa LRT deals well with Blue Flags in the latter part of the race, and defends his/her position very aggressively against an oncoming racer on the final straight of the race. This position defense was not the subject of any complaint and is not addressed here.

Further elements:

At Lap 3, after an off, F.Retamosa LRT types “*quitas las pegatinas*”, which is understood to mean “*taken off the stickers*”. The OLFSL Rules stipulate that chatting must be kept to a minimum during races. Chatting in languages that may not be understood by all racers is also strongly discouraged.

After the race ends, there is chat between racers. Specifically, spdoFiredUp asks F.Retamosa LRT for an explanation of the Lap 2 incident. F.Retamosa LRT answers that he/she accidentally applied the handbrake, explains that this is among the G27’s many buttons, and makes the statement in a way that is understood to be apologetic.

#### Analysis of Pool 1, Lap 10, Turn 8

The MPR replay shows the following:

At Lap 10, Turn 8 (the 90° Turn at the entry of the back straight), Cq| Gargi puts a wheel in the sand on the left side of the track, skids, clips the barrier on the right side of the track, and then hits the barrier on the left side of the track very hard, causing a spin.

During Cq| Gargi’s spin, Enkidu is coming up, but is a considerable way behind. A Yellow Flag warning is displayed to Enkidu before Enkidu reaches the Turn 8 blind corner.

Cq| Gargi’s car finishes spinning, and reaches near-standstill (but apparently not full standstill) with the nose pointing at the left barrier, on the racing line. Cq| Gargi immediately reverses, moving off the racing line.

By that time, Enkidu has reached the incident location (under a Yellow Flag which is displayed for almost 4 seconds in total). Enkidu lifts off the gas (does not brake at all) only at the very last moment, and collides with the car of Cq| Gargi which is moving backwards, off the racing line but into the middle of the track.

The collision causes the car of Enkidu to flip over, but it lands back on its wheels with its nose pointing in the wrong direction for the race direction. Enkidu sustains a right rear suspension break and other damage, starts racing again (turning the car around, taking considerable risk, given the

other cars coming up fast). [Enkidu](#) does not wait for [Cq| Gargi](#), but soon thereafter, [Enkidu](#) spectates and quits the game.

[Cq| Gargi](#) pits for repairs at the end of the lap, and continues the race.

### Appeals Arbiter Conclusions and Decisions

The differences between these two cases, viewed in the light of the applicable rules, are as follows:

- a) [F.Retamosa LRT](#) accelerated from the grass off the track, moving onto the racing line in the Turn 1 corner, causing accidents with a pack of oncoming racers (given that it was Lap 2, and given the car positions, it was clear to [F.Retamosa LRT](#) that a pack of cars was there). Yellow Flags were shown to oncoming racers only at the last second, although visibility over the incident was good for all oncoming cars. It was not evident for oncoming racers to avoid the spinning cars of [Cossi](#) and [F.Retamosa LRT](#).
- b) [Cq| Gargi](#) backed-up from being at near-standstill on the racing line, moving off the racing line. A prolonged Yellow Flag warning was shown to [Enkidu](#), in a situation of lack of visibility behind Turn 8. [Enkidu](#) did not heed the Yellow Flag warning. The overall situation resulted in an accident.

On the basis of the replay analyses, and the differences highlighted in a) and b) above:

[F.Retamosa LRT](#) is given a 30 second time penalty, for failing to race clean/fair and for breach of RaceSim Rule AI-1 (essentially for accelerating inappropriately onto the racing line after an off). This results in moving [F.Retamosa LRT](#) to the position of last finisher of the race. The results of Event 2 will be amended accordingly.

The [Cq| Gargi](#) / [Enkidu](#) case is considered to be an unfortunate race incident with shared responsibilities for the two affected racers. [Cq| Gargi](#) and [Enkidu](#) ([Enkidu](#) given the post-accident move) are both instructed to look out for oncoming cars when recovering from a crash (taking into account RaceSIM rule AI-5), and [Enkidu](#) is instructed to take better account of Yellow Flag warnings.

\* \* \* \*

These decisions are final, and are 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 these decisions, 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