2025 Rules

The object of the game is to allocate resources to produce the highest points outcome against all other competitors. Every player in a league starts with the same amount at the start of the season, and the player that scores the most points in a season wins the championship.

Background

Each player has up to a fictitious budget to operate for all the events (race weekend) in a season. It's like fuel. If you run out, you run out. An average event budget is then the player's budget for the season divided by the number of races in the season.

As a further guardrail to help ensure players can participate the whole year the total spendable budget is also divided into parts for each portion of the season.

For 2025 each player's budget for the season is $150m, with $50m available for the first third (events one through eight), $50m available in the second third (events nine through 16), and $50m available in the final third (events 17 through 25).

In other words, each full season player can spend a maximum of $50m for the first eight events, up to $100m for the first 16 events and a total of $150m for the season.

Any remaining balance from the first or second part of the season carries over to the following part of the season. This is to reduce the risk of players exhausting their budget too early in the season.

A player who enters the championship after the first event of the season will have a budget of $150m reduced by $6.25m per event missed before they enter for the remainder of the season. This negates the advantage of coming in mid-season with a full season's budget.

For example, if they start from the second event of the season then they will have a budget of $143.75m ($150m-$6.25m) for the remainder of season from when they entered, and $43.75m for the first third of the season.

Any time a player exceeds their budget limit for either (1) the current third of the season or (2) the budget limit for the season it is an automatic disqualification (**DSQ**) for the most recent event entered.

Funds are not deducted from their budget for that event. Their entry is simply not counted for that event. This also affects their standing in any future tie breaker calculations during the season.

Player Selections
For each event each player must choose four elements: Two different drivers, one chassis type, and one engine type. Entries must have two (and only two) drivers.

Players may make changes to their line up by entering more than once but all entries must be done before the entry deadline (in the email announcement for each event), with each player's final selections being their choices for the event.

Players are recommended to save all confirmation emails should there be a need for troubleshooting. All times are U.S. Eastern Time unless otherwise noted.

Each element's price is set for the event based on its past results. Driver prices are based on a function of the driver's past performance and the chassis that driver is due to drive in the upcoming event. Chassis and engine prices are a function of their individual past performances.

It is not possible for a player to choose the most expensive of all elements for every event of the season as that would exceed their season's budget. Further, the performance of each element can vary from race to race. The highest price does not guarantee the best results.

Real World Changes
If an element is replaced in the actual real-world event (e.g. a driver is replaced), whether before or after the game entry deadline, then the substitute for the event will be priced identically to the original element for the event and any player that had selected the original element will have the substitute's result counted instead.

If after the game entry deadline an element is withdrawn from the actual real-world event and not replaced, then the cost of that element will not be deducted from the player's annual budget, and the player's event results will only reflect those of the remaining elements they selected.

Player Results
Player results are determined on an event basis and on a championship basis. Whichever player scores the most total points in an event is the race winner, with other rankings in descending order of total points scored for the event.

The player with the most points overall at season's end wins the championship.

Tiebreakers
When there is a tie in points for an event between two or more players, the player that spent the least on the event is ranked higher. The next tiebreaker for an event is determined by which player is ranked higher in the championship immediately *before* the event.

Championship ranking during and for the whole season is determined on the basis of each player's total points scored, then how much each player spent so far that season (ranked by ascending order of spending), then by most number of race wins by each player that season, followed by 2nd places, 3rd places, and so on.

If there is still a tie after countbacks then whichever player made their final race entry (by time stamp) before the other(s) for the latest event will prevail. Beyond that it is up to the championship organizer to render a final decision at organizer's discretion.

<u>Miscellaneous</u>
Farina Cup reserves the right to require or limit player team name changes solely at organizer's discretion, as a condition of player's continued participation. Choose your team name wisely.

Always use the same email and/or phone number to enter. Notify the series here for more information if changes are needed (requested changes are subject to approval): https://farinacup.com/contact

The following all-time stats will be tracked starting from the inaugural 2025 season: Entries, points, wins, championships, and spending. Other, derived stats may also be tracked and compiled.

While there is no cost to play, a player's participation in the game and any of the game's discussion forums is at the discretion of the Farina Cup organizer, and all decisions are final.