

BFF1 2008

Go to <http://fantasyformula1.virginmedia.com> and go to 'Register to Play', pick your team then use the 'mini league admin' option to join our mini league. The details you need are:

League Name: BFF12008

League password: bff1

Game Rules

Virgin Media Fantasy F1 is based on the 2008 Formula 1 season. The game will start scoring points from 15th March 2008 (qualifying day, the Saturday, of the Australian Grand Prix) and will finish on 2nd November 2008 (race day of the Brazilian Grand Prix). Points will be scored for all qualifying days and races between these two dates.

Practice Races:

You may select a team and score points for the Australian Grand Prix (15th March 2008) and the Malaysian Grand Prix (23rd March 2008). However, these two Grand Prix are your practice races and will not count towards the overall Fantasy Formula 1 competition. Points scored in the practice race will be reset on the 4th April 2008 at 17:00 (BST) to start scoring points for the season from qualifying day of the Bahrain Grand Prix (Grand Prix 3).

How to Play

Virgin Media Fantasy F1 is FREE to play.

You may only enter 1 free team per entrant. Any entrants found to have entered more than 1 team will be disqualified and ineligible to win prizes.

To enter a team you must select a Fantasy Formula 1 team which will score points based on the performance of drivers, engines and constructors in the 2008 Formula One season.

There is a transfer amnesty in place until 17.00 (GMT) on 14th March 2008. Before this date you may use as many transfers as you wish to perfect your team. However, after this date transfers will be reset and any changes to your Fantasy Formula 1 team will count against your allocated transfers.

Important: The free transfer window closes at 17.00 (GMT) on 14th March 2008. All teams that are complete when the transfer window closes will be automatically submitted to start scoring points. Any teams incomplete, or entered after this time will need to manually 'submit' the team to start scoring points. To do this press the 'submit' button which will appear on the 'Team' page once your team is fully built. Your team will not start scoring points until the following eligible race.

Picking a Team

You have a total budget of £55 million to choose a team comprising of the following:

3 x Drivers

1 x Constructor

1 x Engine

Each driver, constructor and engine will be given a value, based on previous performances and their potential for success during the 2008 season (i.e.: the most expensive drivers, cars and engines will be those predicted to be the most successful).

You also need to select a Bonus Circuit - you will receive double points for your Bonus Circuit.

NB: the Bonus Circuit must be chosen at the start of the season and cannot be changed. You cannot select the practice races as your Bonus Circuit.

Once you have selected your complete team you must submit it to start scoring points.

Prizes

Prizes will be awarded throughout the tournament. The opportunity to win prizes are:

Overall winner:

The overall top team manager at the end of the season will win a signed Michael Schumacher presentation cap!

Team of the race:

The highest scoring team owner at the end of each grand prix will win a 1/18 diecast Formula 1 model car relevant to that grand prix courtesy of Grand Prix Legends.

Early Registration Prize:

Sign up for Fantasy F1 before 15th March 2008 and enter the draw to win a VIP hospitality package to the British Grand Prix at Silverstone! This once in a lifetime prize includes champagne reception and breakfast on arrival, admission ticket, infield car parking, use of private paddock suite and veranda, race programme plus you will watch the action on a 32" Flat Screen LCD TV and plasma screen when the cars have zipped past. In addition, you'll be catered for all day with a mid morning lunch and all day complimentary bar. We can't guarantee a Lewis Hamilton win but we can pretty much guarantee the experience of a lifetime!

How to Score and Lose Points

Scoring starts from the Australian Grand Prix but will be reset after the practice rounds (Australia & Malaysia GPs) at 17.00 BST on 4th April 2008. Point scoring for the season will then start from the Malaysian GP (qualifying on April 5th 2008). Fantasy points are allocated based on the performance of your drivers, constructor's cars and engine. You can also generate additional points from your 'Bonus Circuit'.

All Transfers must be completed before 17.00 (GMT/BST) of the Friday before Race Day to score/lose points for the forthcoming qualifying sessions and race.

Drivers

Qualifying:

This season the qualifying format is three elimination qualifying sessions taking place on the Saturday prior to the race. The qualifying session determines who will start where on the starting grid of the actual race. The last six positions will be occupied by the cars eliminated during the first (20 minute) period of qualifying. The next six positions will be occupied by the cars eliminated during the second (15 minute) session of qualifying. The top 10 positions will be occupied by the cars which took part in the third (10 minute) session of qualifying, the fastest starting from pole position.

The driver who completes the fastest lap in the 3rd qualifying session will receive +5 points.

The driver who completes the fastest lap in the 2nd qualifying session will receive +10 points.

The driver who completes the fastest lap in the 1st qualifying session will receive +15 points.

If a driver is penalised after qualifying, and is forced to start further back on the grid, he will score fantasy points based on his qualifying time. For example, if Ralf Schumacher qualifies with the fastest time, but is forced to start at 5th on the grid due to an enforced penalty he will still score +15 points for driving the fastest qualifying lap.

The Race:

Each Driver will be awarded +1 point for each lap completed in the race.

Each driver will generate +5 points for every position gained from their starting position on the grid to their final placing. Drivers will not lose points for losing places between the starting grid and end of the race.

Example 1: David Coulthard starts the race in 5th on the starting grid - and finishes 1st in a race. He has moved up 4 places so will gain 20 points.

Example 2: Fernando Alonso qualifies for pole position, but has to change engines and so is penalised 10 places on the grid - and finishes 2nd in a race. He has moved up 8 places from his starting position, so will gain 40 points.

If a driver does not gain/lose any places from starting grid to race finish he will be awarded +5 points

Drivers that finish the race in the top 8 positions will score points as follows; 1st: +10 points, 2nd: +8 points, 3rd: +6 points, 4th: +5 points, 5th: +4 points, 6th: +3 points, 7th: +2 points, 8th: +1 point.

If a driver is disqualified they will not score points for that particular race.

For example: If Lewis Hamilton finished in 7th but he was disqualified after the race finished he would not score any points for that race. Points will still be scored for qualifying however.

If a driver does not complete the race, but moves up positions from his place on the grid he will not receive any points for the positions gained. He will only receive points for the number of laps completed.

Constructors

Each Constructor has at least 2 cars in the race - you will be awarded points based on the performance of both cars.

+15 points for both cars finishing the race
+5 points for only one car finishing the race

Additional +5 points per car for finishing in the top 8 cars in the race. If a constructor has a driver disqualified no points will be awarded for that driver.

Engines

You will be awarded points for the performance of your chosen engine:

+10 points for each car with your chosen engine finishing anywhere in the top 3 positions in the race.

e.g., If the top 3 are; Ferrari [Ferrari], Mercedes [McLaren], Ford [Jordan] - then the Ferrari, Mercedes and Ford each score 10 points.

If the top 3 are; Ferrari, Ferrari, Mercedes - then Ferrari score 20 points, Mercedes score 10 points.

If a driver is disqualified no points will be awarded for their engine.

Additional Points

Bonus Circuit!

You will be asked to select one of the 16 race circuits (Bahrain - Brazil) as your 'Bonus Circuit' when you choose your team (or the Lucky Dip will pick a Bonus Circuit for you). This cannot be changed during the season.

Any points you score at your Bonus Circuit will be DOUBLED.

Please note that all results, and therefore points, will be updated by the Wednesday after each Grand Prix at the latest.

Reverse Decisions

All fantasy points will be processed within 48 hours of a Grand Prix ending. Points will be allocated using the data provided by the key news agencies at 9am on the Monday following the Grand Prix. If the official race results are reversed or changed after this time, points will not be changed within the fantasy game.

However, if the circumstance arises that the initial key news agencies incorrectly report the results of a race fantasy points will be subsequently changed within the game.

e.g. if a driver is disqualified from the Italian GP on the Monday afternoon following the race, fantasy points will not be changed to reflect this and his initial race results will stand. However, if the official report of the race is incorrect and changed following the allocation of fantasy points, the points will be recalculated to reflect the correct official race result.

Points will be scored for every race. So if the same happens as at Indianapolis in 2005, with only a few cars competing, points will still be awarded as per the usual rules for qualifying and finishing positions.

Name Your Team

You must provide a unique name for your team. Please note any names deemed inappropriate or offensive will not be allowed and teams will be disqualified and withdrawn from the game.

Submitting your Team

Once your team is complete you must submit it to start scoring points. All teams which are complete by the 14th March 2008 at 17.00 (GMT) will be automatically submitted. Any teams incomplete or entered after the transfer amnesty will need to be manually submitted to start scoring points. To do this press the 'submit' button which will appear on the 'team' page once your team is FULLY built.

Transfers

Each team will be allocated 3 transfers for each GP of the season to make changes to your team. You will receive your first transfers at 17.01 on 14th March 2008 and then transfers will be "topped up" after each race.

The maximum budget of any team throughout the season is £55 million - therefore any transfer made must ensure the overall team is within its budget.

You can make as many or as few transfers as your tactics require, but you may not carry over any unused transfers to the next race.

There is a free transfer amnesty in place till 17.00 (GMT) of 14th March 2008. During this transfer window you can shuffle your team around to your heart's content without using any of your transfers. Transfers made after this time will be taken from your transfer allocation.

Transfer Deadlines

All Transfers must be completed before 17.00 (GMT/BST) of the Friday before Race Day to score/lose points for the forthcoming qualifying days and race.

Time of transfers will be recorded as per the server clock (displayed on the top right hand side of the screen). We will not enter into discussion about times of transfer, or backdate points for any reason.

Joining Dates

You can join the game at any point throughout the competition. However you will not score points until your team is submitted.

Mini - Leagues

Every single team is automatically entered into the overall "World League". However, you can also enter your team into a private mini-league for your friends

To do this just log on to your team and visit 'Mini-League Admin' under the 'League' section of the website.

You can join up to 10 mini leagues however you can only be the 'chairman' of 1 mini league. Once you have joined a mini league you cannot be moved or deleted so choose your leagues carefully!

The 'League of leagues' competition can only be entered by mini-leagues who qualify with the minimum number of 5 teams. You may register your mini-league up until 12th May, which is 59 days of the competition. Any mini leagues entered after this date, or do not have the minimum required number of teams will not qualify for entry into the 'League of leagues'.