

While some infractions and their associated penalties are clearly outlined in the regulations, many are at the stewards discretion. Consistency of their application can vary.

REPRIMAND	A warning to the driver/team that they have broken a rule/regulation. An accumulation of reprimands will result in a higher level penalty.
FINE	Monetary penalty that can be applied to either the driver or the team.
5 OR 10 SECONDS	At the next pit stop drivers must come to a full stop and <u>wait for 5 or 10 seconds</u> before their pit crew can touch the car. If all pit of their pit stops have been completed 5 or 10 seconds will be added to their total race time.
DRIVE THROUGH	A driver must <u>drive straight through the pit lane</u> (reduced speed) without stopping within two laps of the penalty being given. If given in the last three laps 20 seconds will be added to their total race time.
STOP-AND-GO	A driver must go to their pit box, <u>stop, wait 10 seconds, then leave</u> (cannot be combined with a pit stop). The penalty must be served within two laps and if given within the last three laps 30 seconds will be added to the total race time.
GRID	After qualifying, <u>drivers will be moved further back on the starting grid</u> if they have exceeded their power unit components allocation, received five reprimands or incidents from the previous race. Typical drops are 3, 5 and 10 places, and back-of-the-grid. They can be stacked.
PIT LANE START	Driver must start the race from the pit lane due to breaking parc ferme conditions or starting procedure infringements.
BLACK FLAG	Disqualifies a driver from the race, they must return to the pits immediately. Shown with the driver's number.
PENALTY POINTS	Similar to demerits, points are given dangerous driving. They stay on a license for 12 months or until 12 points are received which results in a one-race ban and the points being removed.
SUSPENSION	Prevents a driver from participating in the next race(s).