2021/22 RealSimRacing Sim Speed Shop Winter Series Official Rules & Regulations

Section 1 - Participation

1-1: Registration

Priority Group 1 Registration: Opens October 13, 2021
Priority Group 2 Registration: Opens October 20, 2021
Priority Group 3 Registration: Opens October 27, 2021
General Public Registration: Opens November 3, 2021

- The 2021/22 RealSimRacing Winter Series will have a $15 entry fee for all competitors, regardless of previous participation.
- RealSimRacing will accept a maximum of 45 registrations to start the year.
- Suspensions and probations will carry over from the 2020/21 season.

1-2: Requirements

- All drivers must have a valid iRacing account that is in good standing and not currently under discipline (e.g. suspended accounts).

1-3: Wait List

- If more than 45 drivers register, drivers 46th in line and later will be placed on a waitlist and contacted later in the season.
- Drivers will be moved from the waitlist to the active roster every time a grid position is left open in the first 5 races of the season (e.g. If only 38 cars attempt to qualify for a race, leaving 2 grid positions open, then 2 waitlist drivers will be moved to the active roster).

1-4: Amendments

- To ensure the best quality of racing, *rules may be changed or amended throughout the season.* Notice will be given to drivers multiple days before the beginning of the next event and at the next drivers meeting

1-5: Consent

By signing up for the 2021/22 Winter Series, RealSimRacing will assume the entrant has read, understood, and accepted the rules in this document.

1-6: Official Record Keeping

The official schedule, results, and record keeping for this season can be accessed at
https://www.simracerhub.com/scoring/season_schedule.php?season_id=14501

Section 2 - Competition

2-1: Event Timeline

- Race sessions will be hosted as a league session.
- Race sessions will open for 30 minutes of open practice at 8:30pm ET.
- Qualifying will begin at 9:00pm ET.

2-2 Weather & Track State

- Set Weather: Generate weather
- Sky: Dynamic Sky
- Sun Acceleration Multiplier: 2x
- Time of day: Day races will start at noon, night races will start at sunset.
- Date of race: All races will take place on the default iRacing day.
- Track State: Track usage state will start at 0% and will carry over from practice to the race. Marbles will not be cleared in between sessions.

2-3 Qualifying

- For oval races, qualifying will consist of a 5 minute, 2-lap, single-car qualifying session.
- For road races, qualifying will consist of a 10-minute, 2-lap, single-car qualifying session.
- Drivers may not reverse from their initial load-in position on pit road prior to starting a qualifying lap.
- Qualifying scrutiny will be set to moderate.
- No more than 40 cars can participate in an oval race. In the event that more than the maximum number of cars allowed to race attempt to qualify an event, knok-out qualifying will determine which drivers will advance to race.
- Drivers who fail to qualify in knock-out qualifying will be given a 5 point consolation at the completion of their next event unless they fail to qualify for a round or season-ending race. In that event, they will immediately receive their 5 point consolation.

2-4 Tire Set Limits

- For all oval races, 4 additional sets of tires will be made available (5 total sets)
- For all road races, 3 additional sets of tires will be made available (4 total sets)

2-5 Flags

2-5a Green Flags

- The initial start of the race will be on the iRacing green flag. If the leader is beaten to the start/finish line, the 2nd placed car may be given a pass through penalty if they fail to yield the position immediately.
- All restarts thereafter will be initiated by the control car. The restart zone begins once the pace car has cleared the racing surface - at most tracks, this means the white apron line. RealSimRacing reserves the right to modify the restart zone at certain tracks.
- The control car can select the inside or outside lane for a restart at 1 to go.
- Drivers may not change lanes before the start/finish line - this includes cars on the inside line transitioning to the apron or making a significant deviation from their position on the track when the pace car cleared the racing surface.
- Race control may switch to single-file restarts if deemed necessary.

2-5b Yellow Flags

- Automatic full course cautions will be enabled for all oval races and will be disabled for all road races.
- Incidents that do not trigger a yellow flag but involve 3 or more cars in an oval race will trigger a manual caution flag unless on the white flag lap.
- Drivers who fail to yield to a yellow flag may be penalized post-race. This includes, but is not limited to, driving through wrecks at an unsafe speed, an unsafe rejoin, contact with another driver under yellow, or passing the pace car.

2-5c Black Flags

- In most instances, drivers will be required to serve any black flags the sim assigns to them. Race control will attempt to review and clear any black flags that may not be deserved, but in some instances may be unable to conduct such a review in time.
- Examples of instances where a black flag may be cleared include, but are not limited to, the following situations:
    - Speeding on pit road to avoid an incident
    - Entering Pit Road ahead of a car that although scored ahead of them is unable to maintain reasonable speed due to crash damage.

2-6 Overtime

- All oval races will have 3 attempts at an overtime finish.

2-7 Pit Road

- Drivers are not allowed to drive through more than 3 pit stalls on either side of their own pit stall location.
- Drivers are expected to drive on the outside lane on pit road until approaching their pit stall.

2-8 Lucky Dogs

- Lucky dogs will be automatically operated by iRacing.

2-9 Cause Caution System

Incident #	Claimed	In-Race Penalty	Un-Claimed
1st Cause Caution	1 point	EOL	2 points
2nd Cause Caution	2 points	-1 Lap	4 points
3rd Cause Caution	3 points	DSQ	1 race Suspension

2-9a In-Race Penalties

- The first claimed caution penalty will be 1 point and an end of the longest line penalty (EOL).
- The second claimed caution penalty will be 2 points and a 1-lap black flag penalty.
- The third claimed caution penalty will be 3 points and a DSQ from the race. The driver will score points for their actual finishing position, as opposed to being removed from the race results. This will also trigger an automatic 1-race suspension.
- Drivers who are not on the lead lap and cause a caution flag will be penalized more severely. A first cause caution will be penalized like a second cause caution would be. A second cause caution will be penalized like a third cause caution would be.
- Race control will assign blame for unclaimed cautions during the race. This means if a driver was previously involved in an incident that they didn't claim and race control has assigned them as the at fault car, if they were to claim a separate incident later in the race they will be given the in race penalty equivalent to that of a second caused caution - even if they have only claimed 1 to that point in the race. The same applies for a 3rd caution.

2-9b Post-Race Penalties

- If a driver is determined to be the cause of an unclaimed caution in a post race review they will be given the unclaimed caution penalty total which is 2x the number if they had claimed it during the race.
- An unclaimed caution will be accompanied by a 5 point penalty in the championship standings.
- Any incidents on the white flag lap will be reviewed by race control and penalty points equivalent to that of an unclaimed caution will be awarded to the driver determined to be at fault if necessary.
- Admins may determine that a caution was a "Racing Incident" if they believe both/all cars involved were equally at fault and no penalty points will be assigned.
- Admins may determine that a caution was the result of "Netcode" if they believe none of the cars involved were at fault and no penalty points will be awarded.
- If a driver accumulates 6 penalty points at any given time, they will be suspended for 1 race.
- A suspension for a penalty points violation will be accompanied by a 15 point penalty in the championship standings.
- When a suspended driver returns to competition they will be reset to 3 penalty points, regardless of their previous tally.
- For road course racing events where cautions are disabled, drivers will receive 1 penalty point post-race for every 15 incidents (as tallied by iRacing) they accrue over the course of the event. If a driver doesn't accrue at least 10 penalty points, they won't receive any penalty points.
- Penalty points will be removed from a driver's record at the rate of 1 point per race in which they don't accrue any additional penalty points.
- A driver must compete in events to lose penalty points. A DNS or DNQ will not remove any points from their penalty point tally.
- Any driver who exceeds the penalty point threshold in the final race of the season will have their most recent race results DQ'd in lue of serving a suspension in the next race.

2-10 Avoidable Contact

- If, in the opinion of race control or the review panel a driver initiates contact with another driver that was otherwise avoidable, they may be penalized. This can include contact under a yellow flag, pulling onto the track in front of oncoming traffic, not holding the brake when spinning out, etc.
- Race control has broad discretion when penalizing drivers who violate this rule and can penalize the driver with points penalties or supplemental discipline.

- An incident does not need to trigger a caution flag for it to be a violation of this rule and this includes contact under the caution flag.

2-11 Intentional Wrecking

- If in the opinion of race control or the review panel a driver intentionally tries to wreck another driver, they may be penalized. This can include any act that race control sees as the intentional contact between 2 or more cars.
- Race control has broad discretion when penalizing drivers who violate this rule and can penalize the driver with points penalties or supplemental discipline.
- An incident does not need to trigger a caution flag for it to be a violation of this rule and this includes contact under the caution flag.

2-12 Race Manipulation

- If in the opinion of race control or the review panel a driver intentionally tries to change the outcome of a race by fundamentally changing the natural progression of the race, they may be penalized. This can include intentionally bringing out a caution flag, intentionally crashing an opponent, and other acts that disrupt the natural progression of the race.
- Race control has broad discretion when penalizing drivers who violate this rule and can penalize the driver with points penalties or supplemental discipline.
- An incident does not need to trigger a caution flag for it to be a violation of this rule and this includes contact under the caution flag.

2-13 Probations

- If in the opinion of race control or the review panel a driver has violated rules 2-10, 2-11 or 2-12, they may be placed on probation depending on the severity.
- Drivers on probation will have all penalty points count as 2x the normal amount.
- Drivers will be notified they have been placed on probation in the race day briefings and the post race briefings. The length of their probation will also be clearly stated.
- For a driver to serve their probationary period, they must compete in the number of races they have been placed on probation for. Not competing for a race does not remove a race from a drivers probationary period.

2-14 Suspensions

- If in the opinion of race control or the review panel a driver has violated rules 2-10, 2-11 or 2-12, they may be suspended from competition depending on the severity.

- Suspended drivers may not participate in any events for the specific Series in which they were suspended from. Suspensions are not league wide unless otherwise noted in the penalty report.
- Drivers will also be suspended for accumulating 6 penalty points at any given time. Refer to Rule 2-8 for a detailed cause caution system breakdown.

2-15 Abuse of Chat

- Using voice or text chat to harass, intimidate, or otherwise threaten another competitor will result in chat privileges being revoked.
- Extended abuse of chat will result in a permanent mute on their chat for races to come and/or race suspensions.

2-16 Miscellaneous

- Supplemental discipline (such as intentional contact, race manipulation, etc.) will be reviewed by anonymous admins. For appeals of unclaimed cautions, 1 anonymous admin will review the appeal and decide to uphold or change the penalty. For appeals of supplemental discipline, 3 admins will review the appeal and submit their recommendations on whether to increase, uphold or change the penalty.
- Drivers may appeal a penalty decision by emailing realsimracingonline@gmail.com. There is no penalty for a failed appeal.
- At Daytona and Talladega, drivers may not put their left side tires below the yellow line to gain a position. Drivers may exceed this track limit while attempting to make a pass if they were forced into that position to avoid contact.
- The RealSimRacing Contingency set is **mandatory** for this series. If you do not have the proper decals on your car, you will receive a 1 point penalty for each week of infraction. It is your responsibility to make sure that the correct version of your paint scheme has been uploaded to Trading Paints.

Section 3 - Points System

3-1 Race Points
1st: 40 Points
2nd: 35 Points
3rd: 34 Points
4th: 33 Points
5th: 32 Points
...
35th: 2 Points
36th on back: 1 Point

Bonus Points
Lap lead: 1 Point
Most laps lead: 1 Point

Consolation Points
Failed to advance through knock-out qualifying: 5 points

3-2 Tiebreakers

- In the event that 2 drivers are tied for a points position at the send of a segment when a tie cannot be accepted (e.g. end of the regular season, end of Playoff round, etc.) the tie will be broken in the following order from the segment in question: More 1st place finishes, more 2nd-place finishes, more 3rd place finishes, etc. If the drivers in question have the exact same finishes for all the races in the segment in question, the tiebreaker then goes to the driver who scored the best finish first.

Section 4 - Race Session

4-1 Server Change

- If the scheduled race server is identified to contain some sort of error a new session will be hosted in League Sessions.
- Any new sessions must include a minimum of a 15 minute practice session to allow for drivers to load into the session in time.
- A new server will also include a new qualifying session, regardless of whether or not qualifying had already started or been completed in the error session.

4-2 Server Crash

- If a server begins to demonstrate widespread connection irregularities, the race will be stopped with a manual red flag.
- Manual red flag procedure is as follows:
    - Race control will record the running order at the completion of the most recent clean lap.
    - Drivers will be instructed to drive down pit road and park in their pit stalls. Divers will be permitted to change tires and fuel.
    - Drivers will wait in their pit stalls after any service is completed and await further instruction.
- If the race server does not return to a stable condition, the race may be either postponed or called.
- If the race has passed 50% distance (at the time of scoring pause) the race will be deemed official and the race will be over. Full points will be awarded.
- If the race has not passed 50% distance (at the time of scoring pause) the race will be rescheduled for a later date.
- Any rescheduled races will be restarted from the start. The running order for the rescheduled event will be determined based on the running order at the time of the race stoppage. Only drivers who participated in the initial race will be permitted to participate in the rescheduled race.

4-3 Ejection

- Race control may remove a driver from the race server for any of the following:
    - Poor connection (e.g. blinking, lagging, etc.)
    - Ignoring race control instructions
    - Other infractions as deemed unacceptable