



# 2021 Sim Seats RealSimRacing Cup Series Official Rules & Regulations

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# Section 1 - Participation

## 1-1: Registration

Early-Bird Registration Opens: January 12

Public Registration Opens: January 19

- The 2021 RealSimRacing License will cost \$35 for Winter Series competitors or \$40 for the general public and give license holders access to the RealSimRacing Cup Series, the RealSimRacing IROC Series, and other various events and non-broadcasted series through November 2021.
- RealSimRacing will accept a maximum of 50 registrations to start the year.
- No suspensions or penalties will carry over from the 2020 season.

## 1-2: Wait List

- If more than 50 drivers register, drivers 51st in line and later will be placed on a waitlist and contacted later in the season.
- There is no maximum capacity to the waitlist.
- Drivers will be moved from the waitlist to the active roster every time a grid position is left open (e.g. If only 41 cars attempt to qualify for a race, leaving 2 grid positions open, then 2 waitlist drivers will be moved to the active roster).

## 1-3: Requirements

- All drivers must have a Class B oval racing license or higher standing at the time of registration.
- Drivers with a racing license lower than a Class B standing may apply for registration pending an admin review.

## 1-4: Consent

By signing up for a 2021 RealSimRacing license, RealSimRacing will assume the entrant has read, understood, and accepted the rules in this document.

## 1-5: 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

## 1-6: Official Record Keeping

The official schedule, results, and record keeping for this season can be accessed at [https://www.danlisa.com/scoring/season\\_schedule.php?season\\_id=12739](https://www.danlisa.com/scoring/season_schedule.php?season_id=12739)

## Section 2 - Competition

### 2-1: Event Timeline

- Race sessions will be under “League Sessions”
- 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: Determined by the NASCAR Cup Series schedule counterpart unless otherwise noted.
- 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

- Qualifying will consist of a 5 minute, 2-lap, single-car qualifying session for oval races. Qualifying for road races will be 10 minutes long.
- 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.
- In the event that more than the maximum number of cars allowed to race attempt to qualify an event, qualifying will determine which drivers get 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.
- In the event a server isn't set up with knock-out qualifying and a driver is unable to load into a full session, they will also be given a 10 point consolation.

### 2-3a Daytona Pole Qualifying & Duels

- The front row for the Daytona 250 will be set by individual time trials. This session will be hosted 2 weeks prior to the Daytona 250 on Monday, Feb 1. The session will open at 8:30pm ET with single car qualifying starting at 9:00pm ET for a 5 minute, 2 lap session.
- The top 2 cars in this single car time trial will be locked onto the front row for the Daytona 250.
- 2 Duel races will set the grid for positions 3-43 in the Daytona 250. These sessions will be hosted 1 week prior to the Daytona 250 on Monday, Feb 8.
- The starting lineup for the Duels will be set based on the qualifying order of the single car pole qualifying session.

- Odd numbered qualifiers from pole qualifying will be gridded into Duel #1. The top 21 finishers (excluding the fastest qualifier from pole qualifying who will already be locked into the Daytona 250) in Duel #1 will advance to the Daytona 250. The session for Duel #1 will open at 8:30pm ET with the race gridding at 9:00pm ET.
- Even numbered qualifiers from pole qualifying will be gridded into Duel #2. The top 20 finishers (excluding the 2nd fastest qualifier from pole qualifying who will already be locked into the Daytona 250) in Duel #1 will advance to the Daytona 250. The session for Duel #2 will open at 9:30pm ET with the race gridding at 10:00pm ET.

## **2-3b Bristol Dirt Qualifying & Race Format**

- Heat Races will be set through a normal 5 minute, 2 lap solo qualifying session.
- 4, 20-lap heat races will lock the top 5 finishers from each heat into the feature.
- 1, 25-lap LCQ will lock the top 5 finishers from the LCQ into the feature.
- Cautions will be disabled for the Heat Races and the LCQ.
- The Feature Race will be 125 laps.
- Automatic full course cautions will be enabled for the Feature Race and caution laps will count against the lap total.
- Cars who fail to qualify for the feature race but do compete in the event will be given a 10 point consolation at the completion of their next event.

## **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**

- Initial Start will be on the iRacing green flag. If the leader is beaten to the start/finish line on the initial start, 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 control car may initiate the restart once the pace car has cleared the racing surface. In most cases, this means the white apron line.
- 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.

## 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 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

- For all oval events there will be up to 3 attempts at an overtime finish.
- Road races will not have overtime.

## 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.

## 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.

## **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 2x the penalty points (e.g. first caused caution will count as 2 penalty points instead of 1, second caused caution will count as 4 penalty points instead of 2, etc.)
- Incidents that do not trigger a caution flag (automatic or manual) will not be reviewed for penalty points unless the incident took place on the white flag lap or deemed a violation of Rule 2-12 Intentional Contact.
- Any incidents on the white flag lap will be reviewed by race control and penalty points equivalent to that of an unclaimed caused 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.
- 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 10 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 will not remove anything from their penalty point tally.

## **2-10 Avoidable Contact**

- If, in the opinion of race control or the review panel, a driver initiates contact with another driver that was clearly avoidable they may be given anything from penalty points through a suspension.
- This includes anything from contact under caution, pulling onto the track in front of oncoming traffic, not holding the break when spinning out, etc.

## **2-11 Intentional Wrecking**

- Intentional wrecking is expressly prohibited.
- If the admins feel like an incident was initiated with malice, the offending driver may be given anything from penalty points through a suspension. Each incident will be looked at on a case by case basis.
- 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.
- We highly discourage drivers from contact post-race.

## **2-12 Probations**

- Drivers who, in the mind of the admins, are causing repeated problems on the track and in the race server may be placed on probation.
- 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.

## **2-13 Suspensions**

- Drivers who, in the mind of the admins, caused a suspendable offence on the track and in the race server may be suspended.
- If a driver is suspended from competition, the driver will not be able to race.
- Attempting to join a race in which a driver is suspended for will result in an extension of the suspension window.
- Drivers will be suspended for accumulating 6 penalty points at any given time. Refer to Rule 2-8 for a detailed cause caution system breakdown.

## **2-14 Race Manipulation**

- Similar to NASCAR's 100% rule, drivers are not allowed to intentionally try to manipulate the finishing results of a race.
- This includes disconnecting from the session to alter a finishing position, wrecking one's points foe, etc.

- In addition, intentionally causing a caution flag for the perceived benefit of a teammate, regardless of the amount of cars involved, will be seen as a violation of rule 2-10.

## 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.
- There will be warnings given.
- 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 an anonymous panel of 3 admins. These admin's are not members of the league and will not know the identity of the driver's involved in the incidents. This panel will submit a formal penalty recommendation, which will be taken into consideration by race admins before issuing any penalties.
- Drivers may appeal a penalty decision by emailing [realsimracingonline@gmail.com](mailto: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. You can find the contingency decals for this series in the RSR dropbox at <https://www.dropbox.com/sh/v77367rloa1noxx/AADDJ0ub8k2U1z-c6bUdfT1ja?dl=0>



## **Section 3 - Points System & The Playoffs**

### **3-1 Race Points**

1st: 40 Points

2nd: 35 Points

3rd: 34 Points

4th: 33 Points

5th: 32 Points

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35th: 2 Points

36th on back: 1 Point

Bonus Points

Leading a lap: 1 Point

Most laps lead: 1 Point

Failed to advance in knock-out qualifying: 10 points

### **3-2 Regular Season**

- Points will be accumulated throughout the first 20 points races.
- At the end of the regular season the top 16 drivers in the Playoff Standings will be inducted as the 2020 Playoff competitors.

### **3-2a Minimum Participation**

- Regular season race winners who compete in at least 15 of 20 races and maintain at least a Top 25 in the points standings are eligible for a win and you're in lock into the first round of the Playoffs.

### **3-2b Deferred Starts**

- Drivers who attempt but fail to qualify for a race will be given a deferred start.
- A deferred start will count on top of their actual race starts to determine playoff eligibility (e.g. if a driver races in 14 races but attempts to qualify for 16, for the sake of participation they will be recorded as having competed in 16 races and therefore be playoff eligible).

### **3-3 Playoffs**

- The top 16 drivers in the points after Round 20, as ranked by race wins then race points, will advance to the Playoffs if they have completed the Minimum Participation requirements set forth in Rule 3-2a.

- RealSimRacing may award a Playoff waiver and allow a driver to compete in the Playoffs even if a driver has not met the Minimum Participation requirements set forth in Rule 3-2a. There is no set procedure for this clause, and would only be invoked in extremely limited circumstances.

### **3-3a Round of 16**

- The 16 drivers will be reset to 2000 points.
- Tracks: Darlington, Richmond and Bristol.
- Each Round of 16 win by a playoff driver will count for 3 bonus points at the start of this round (e.g. 1 race win = 3003 points).
- Eligible race winners will automatically advance to the Round of 12.
- 16th-13th in points after Bristol (unless a winner from any of the races in this round) will be eliminated after the 3 races.

### **3-3b Round of 12**

- The 12 drivers will be reset to 3000 points.
- Each Round of 16 win by a playoff driver will count for 3 bonus points at the start of this round (e.g. 1 race win = 3003 points).
- Tracks: Las Vegas, Talladega and Charlotte Roval.
- Eligible race winners will automatically advance to the Round of 8.
- 12th-9th in points after Charlotte Roval (unless a winner from any of the races in this round) will be eliminated after the 3 races.

### **3-3c Round of 8**

- The 8 drivers will be reset to 4000 points.
- Each Round of 12 win by a playoff driver will count for 3 bonus points at the start of this round (e.g. 1 race win = 4003 points).
- Tracks: Kansas, Texas and Martinsville.
- Eligible race winners will automatically advance to the Championship 4.
- 8th-5th in points after Martinsville (unless a winner from any of the races in this round) will be eliminated after the 3 races.

### **3-3d Championship 4**

- The 4 drivers will be reset to 5000 points.
- Unlike the previous 3 playoff rounds, race wins by playoff drivers in the Round of 8 will not count towards any bonus points in this round.
- Track: Phoenix.
- The Championship will be determined by finishing position in the season finale and finishing position alone.

- Bonus points will be calculated towards the season-standings for all drivers except for those in the Championship 4.

### **3-4 Tiebreakers**

- In the event that 2 drivers are tied for a points position when a tie cannot be accepted (e.g. end of the regular season, end of Playoff round, etc.) the tiebreaker will be broken in the following order:
  - Race Wins
  - Top 5's
  - Top 10's
  - Pole Positions
  - Laps Led
  - Starts

## Section 4 - Race Server

### 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. Drivers 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 reasons:
  - Poor connection (e.g. blinking, lagging, etc.)
  - Ignoring race control instructions
  - Causing a 3rd caution in accordance with the points penalty system
  - Other infractions as deemed unacceptable