2021 RealSimRacing IROC Series
Official Rules & Regulations
v1.01 1/23/21

Glossary:

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Section 1 - Sign Ups

1-1: Registration
Entry to this series is free for all 2021 RealSimRacing license holders.
Early-Bird Registration Opens: January 12
Public Registration Opens: January 19

- The 2021 RealSimRacing License will cost $35 or $40 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 at the start of the season. Any sign ups beyond this number will be placed on a waitlist and contacted later in the season as part-time opportunities become available.
- There is no maximum capacity to the waitlist.

1-2: Requirements

- Required License: Class B or Higher.
- No suspensions or penalties will carry over from the 2020 season.

1-3: Consent
By signing up for the IROC Series, RealSimRacing will assume the entrant has read, understood, and accepted the rules in this document.

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: 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=12839

Section 2 - Competition

2-1: Event Procedure

- All times in Eastern Time (UTC-4 or UTC-5)
- The Super Late Model will be the only car used in this series.

2-1a Event Timeline

8:30PM-9:00PM   Open Practice
9:00PM-9:10PM   Open Qualifying
9:10PM-9:25PM   Last Chance Qualifier (If Necessary)
9:25PM   Feature Event
Post-Race   Top 3 finishers for post-race interviews for broadcast.

2-1b Drivers Briefing

- A drivers briefing will be sent via league communication on the day of each event outlining track, distance, weather and any other applicable information.

2-2 Weather and Track State

- Type of Weather: Dynamic.
- Time of day: Varies week by week. Check drivers briefing for details.
- Track Condition: Track state will start at 0% and will carry over from practice to the race. Marbles will not be automatically cleared in between sessions.

2-3 Qualifying

- Qualifying will be a 10 minute, open qualifying session featuring all the cars on track at the same time.
- In open qualifying, cars may complete as many laps as they want.
- The top 20 cars in open qualifying will automatically advance.
- Should more than 25 cars attempt to qualify, 21st-50th in open qualifying will race in a 5 lap LCQ sprint in which the Top 5 will advance to the feature race.
- Should less than 25 cars attempt to qualify, all cars will advance from group qualifying and the LCQ will be skipped.
- No more than 25 cars can qualify for the feature race.

2-4 Starts and Restarts

- 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.

- 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.
- All restarts 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.

2-5 Overtime

- For all events there will be up to 3 attempts at a Green White Checkered finish.

2-6 Flags

- **Green Flag:** Starts and Restarts the race.
- **Yellow Flag:** Waves during unsafe conditions on the track. Drivers must slow to Pace speed.
- **Black Flag:** Penalty has been issued and must be served.
- White Flag: Last lap.
- Checkered Flag: Ends the race.

2-6a

- Drivers who fail to yield to a caution flag may be penalized post-race.
- This may include, but is not limited to, driving through wrecks at an unsafe speed, contact with another driver under the yellow, or passing the pace car.

2-6b

- Incidents that do not trigger a caution flag (automatic or manual) will not be reviewed for penalty points unless deemed a violation of sec 2-10 unless on the white flag lap unless a race-ending caution or on the white flag.*
- *During the white flag lap, if an on track incident occurs, officials will look at the incident and give a penalty equal to that of a caused caution post-race, if needed. The same will apply for a race-ending caution flag on the final GWC overtime attempt.

2-7 Probations and Suspensions

2-7a What is Probation?

- 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 2 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.

2-7b What is a Suspension?

- 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 may result in an extension of said suspension.
- A detailed penalty point system is located in Section 2-12.

2-8 Abuse of Chat

- Using disruptive chat can potentially have chat privileges revoked.
- There are no warnings given.
- The next race the driver will start with their chat muted.
- Extended abuse of chat will result in a permanent mute on their chat for races to come and/or race suspensions.

2-9 Intentional Contact

- 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.

2-10 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 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.

2-12 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

2-12a 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.

2-12b Post-Race Penalties

- Admins may determine that a caution was a "racing incident," and that no penalty points or cause caution will be assessed during a post-race review.
- Any unclaimed cautions that, in which a driver is assigned blame in a post-race review, will be worth 2x the penalty points as a claimed incident. For example, an unclaimed cause caution will be a 2 point penalty. If you claim your first caused caution (1 point) but not the second, the second will be worth 4 points (would only have been 2 if it was claimed) for a total of 5 points in that event, and so on.
- 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.
- 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.

- Drivers are required to run a series-provided paint scheme for this series. You canyour paint scheme for this series in the RSR dropbox at https://www.dropbox.com/sh/v77367rloa1noxx/AADDJ0ub8k2U1z-c6bUdfT1ja?dl=0

2-13 Pit Road

- Drivers are not allowed to drive through more than 3 pit stalls on either side of their own pit stall location.
- Using the pit road to avoid an accident is acceptable pending an admin review.
- Race control will attempt to review any black flags during the event, but can not guarantee it will be reviewed in time. It is best to avoid iRacing black flags as much as possible and assume that you will have to serve the penalty.

2-14 Lucky Dog Rule

- Lucky dogs will be operated by iRacing.

2-15 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. There is no penalty for a failed appeal.
- Driver crew members (e.g. spotters and crew chiefs) are held to the same standards as their driver is. Drivers, in turn, are responsible for all members of their crew.
- At Daytona and Talladega, drivers may not put their left side tires below the yellow line to complete a pass. Drivers may exceed this track limit while attempting to make a pass if they were forced into that position to avoid contact.

Section 3 - Points System

3-1 Race Points

Place	Points	Place	Points	Place	Points	Place	Points
1st:	34	16th:	12	31st:		46th:	
2nd:	30	17th:	11	32nd:		47th:	
3rd:	27	18th:	10	33rd:		48th:	
4th:	25	19th:	9	34th:		49th:	
5th:	23	20th:	8	35th:		50th:	
6th:	22	21st:	7	36th:		51st:	
7th:	21	22nd:	6	37th:		52nd:	
8th:	20	23rd:	5	38th:		53rd:	
9th:	19	24th:	4	39th:		54th:	
10th:	18	25th:	3	40th:		55th:	
11th:	17	26th:		41st:		56th:	
12th:	16	27th:		42nd:		57th:	
13th:	15	28th:		43rd:		58th:	
14th:	14	29th:		44th:		59th:	
15th:	13	30th:		45th:		60th:	

Bonus Points
Most laps lead: 5 points
2nd most laps led: 3 points
3rd most laps led: 2 points

3-2 Season Points

- All rounds of the 2020 IROC Series will count towards the season points (no drop weeks)

Section 4 - Race Servers

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 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