



2022 RealSimRacing Cup Series Official Rules & Regulations

Section 1 - Participation

- 1-1 Registration (page 2)
- 1-2 Wait-List
- 1-3 Amendments
- 1-4 Official Communications
- 1-5 Official Record Keeping

Section 2 - Competition

- 2-1 Event Timeline (page 3)
- 2-2 Weather & Track State
- 2-3 Qualifying
- 2-4 Tire Set Limits (page 4)
- 2-5 Flags
- 2-6 Overtime (page 5)
- 2-7 Pit Road
- 2-8 Lucky Dogs
- 2-9 Cause Caution System
- 2-10 Avoidable Contact (page 6)
- 2-11 Intentional Wrecking (page 7)
- 2-12 Race Manipulation
- 2-13 Supplemental Discipline (page 8)
- 2-14 Abuse of Chat
- 2-15 Miscellaneous

Section 3 - Points System & The Playoffs

- 3-1 Race Points (page 10)
- 3-2 Regular Season
- 3-3 Playoffs (page 11)
- 3-4 Team Championship (page 12)
- 3-5 Tiebreakers

Section 4 - Race Session

- 4-1 Server Change (page 12)
- 4-2 Server Crash
- 4-3 Ejection

Section 1 - Participation

1-1: Registration

2022 Registration will be divided into 3 groups. Priority Group 1 will consist of drivers who were on the 2022 Winter Series active roster as of November 22, 2021. Those drivers can register beginning on Friday, January 21, 2022, at 9 pm ET. Priority Group 2 will consist of drivers who competed in the 2022 Winter Series after initially being placed on the Wait-List and all drivers who competed in the 2022 Cup Series. Those drivers can register beginning on Thursday, January 27, 2022. Finally, Public Registration will open to all drivers on Wednesday, February 2, 2022.

- The 2021 RealSimRacing License will cost \$40 for all full-time competitors.
- Part-time competitors (those who can't compete in more than 10 Regular Season races) will pay only \$30.
- RealSimRacing will accept a maximum of 50 registrations to start the year.
- Suspensions and probations will carry over from the 2022 Winter Series.

1-2: Wait-List

- If more than 50 drivers register for the series while registration is open, drivers 51st in line and later will be placed on a Wait-List.
- Drivers will be moved from the Wait-List to the active roster every time a grid position is left open (e.g. If only 41 cars attempt to qualify for a race with a max grid size of 43 cars, then 2 waitlist drivers will be moved to the active roster).
- There is no maximum capacity to the Wait-List.
- The Wait-List will stop accepting new applicants on Monday, August 29, 2022.
- No new drivers will be moved from the Wait-List to the active roster once the Regular Season has concluded.

1-3: Amendments

- Rules may be added, amended, or removed throughout the season.

1-4: Official Communications

- The RealSimRacing Discord server will be the only outlet of official league communications this season. Drivers Briefings, Post Race Reports, and other news will be posted in the server's Announcements channel weekly. To join the server, click the following link: <https://discord.gg/Cc9VTVMnE>.

1-5: 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=14769

Section 2 - Competition

2-1: Event Timeline

- Race sessions will be hosted as League Sessions
- Race sessions will open for 30 minutes of open practice at 8:30 pm ET.
- Qualifying will begin at 9:00 pm 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. For road races, qualifying will consist of a 10-minute, 2-lap, single-car qualifying session.
- 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. In most cases, the maximum of cars allowed to race will be set to 43.
- 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.

2-3a 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, February 7, 2022. The session will open at 8:30 pm ET with single car qualifying starting at 9:00 pm 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 3rd-43rd in the Daytona 250. These races will also be hosted on Monday, February 7, 2022, following the conclusion of the individual time trials. 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 ~9:15 pm ET with the race gridding at 9:30 pm 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 10:00 pm ET with the race gridding at 10:30 pm 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

- 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, unless otherwise noted.
- 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 can include 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. If the violating driver cannot yield the advantage gained, they may be given a pass-through penalty.

- 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 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 races, there will a maximum of 3 attempts at an overtime finish.
- For all road races, there will be no 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	Unclaimed
1st Caused Caution	1 Penalty Point	EOL Penalty	2 Penalty Points
2nd Caused Caution	2 Penalty Points	-1 Lap Black Flag	4 Penalty Points
3rd Caused Caution	3 Penalty Points	Disqualification	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 lieu 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 Supplemental Discipline

2-13a 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 driver's probationary period.

2-13b 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 from which they were suspended. Suspensions are not league-wide unless otherwise noted in the penalty report.

2-14 Abuse of Chat

- Using voice or text chat to harass, intimidate, or otherwise threaten another competitor will result in chat privileges being revoked.

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 an 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 & 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 led: 1 Point

Consolation Points

Failed to advance through knock-out qualifying: 5 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 race 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 race 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 race 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 awarded to the highest finishing driver of the Championship 4 competitors in the season finale. This means no bonus points will be awarded to the Championship 4 competitors (e.g. a car that score 34 race points and would typically receive 2 bonus points will not win the championship over a car that score 35 race points and 0 bonus points)
- The only scenario in which the highest finishing driver of the Championship 4 would not win the championship is if a driver receives a point penalty (e.g from an unclaimed caution) during the championship race that lowers their race points scored to below that of a fellow championship 4 competitor.

3-4 Team Championship

- In the Team Championship, the top 3 finishers from each team in a race will earn points towards their team points total.
- Teams competing for the Team Championship can consist of no more than 5 drivers per team.
- Drivers who are on the active roster as of Monday, February 21, 2022, may not change their team affiliation at any point in the season unless an exception is granted from Race Control.
- Drivers who are added to the active roster before Monday, April 25, 2022, will be allowed to join a team with less than 5 current drivers and score points throughout the season that count towards their team points total.
- Drivers who are added to the active roster after Tuesday, April 26, 2022, will not be allowed to join a team in any official capacity.

3-5 Tiebreakers

- In the event that 2 drivers are tied for a points position at the end 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.
- The 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 the 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:
 - Poor connection (e.g. blinking, lagging, etc.)
 - Ignoring race control instructions
 - Other infractions as deemed unacceptable