

**Racing Promotions LLC.**  
**iRACING RULES & REGULATION**

**I. REGISTRATION**

- a. All drivers wishing to compete in this race must complete the Race Registration Form.
- b. The **Race Registration Form** will close at 12pm Eastern Time on Race Day.
- c. If the **Number of Entries** exceed the Maximum entries stated for the event, those registered after the maximum number of entries will be put on a wait list. If a driver who was slated to race, drops out, the first person on the wait list will fill their spot. All entries are taken First come, first serve.
- d. Drivers selected to run in the event must join the League Discord. If you don't you will not be allowed to race.
- e. The race Room Names, Setups and Passwords will be sent to your email by 5pm on RACE DAY. PLEASE MAKE SURE YOUR EMAIL IS TYPED CORRECTLY!!!
- f. **IF YOU DO NOT PLAN ON RUNNING AFTER REGISTER, PLEASE CONTACT ALEX ASAP.** This will allow for other drivers on the waitlist to be selected to race.

**II. CAR NUMBERS**

- a. PLEASE MAKE SURE YOUR CAR NUMBER MATCHES THE NUMBER ASSIGNED TO YOU BY THE RACE DIRECTOR. If duplicate numbers occur, your second and third choice numbers will be used. In an instance that all 3 numbers are reserved, you will be assigned a number by the race director. Driver and number list will be posted up periodically before closing of the entry form.

**III. OFFICIALS**

- a. **Promotor/Race Director- Alex Greenzweig**
- b. **Race Administrators** will be named by the Race Director. They will be announced at the drivers meeting for that week.
- c. Race Administrators are OFFICIALS and may recommend calls to the Race Director during race events or call cautions (when applicable).
- d. You must respect all official. Disrespect will be grounds for disqualification or banishment.
- e. **The Race Director has the final call!** All incidents will be reviewed by the Director and Administrators.

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**IV. RACING RULES & PROCEDURES**

**a. League Chat/Voice Chat**

- i. Drivers who join the event must join the league Discord server. Drivers who are not members of the discord server will be disqualified until they join the Discord server.
- ii. Attendance at the **Drivers Meeting in the Discord is mandatory**. Drivers not in attendance at the drivers meeting will start at the tail of the field in their heat or will not be permitted to qualify. Drivers meeting is held in the Pit Area Channel and attendance is taken.
- iii. The Discord channel is for official league communications only.
- iv. No conversation is considered private in the Racing Promotions Discord.
  1. Conversations occurring in the Discord are subject to the iRacing Code of Conduct.
- v. Drivers not racing in the class must stay in the Pit Area Chat Channel.
- vi. Drivers Racing in the class must be in the Race Control Chat.

**b. Joining the Race Event**

- i. All drivers must be in the server before qualifications begin (unless an issue is known by the race director.)
- ii. Any driver who joins during qualifications will not be allowed to qualify.

**c. Racing Procedure/Expectations**

- i. All Races will be conducted with a **Fixed Setup** as determined by the Promotor. The setup will be sent to you on race day with the room name and password!
- ii. **Rough Riding, Deliberate Wrecking/Spinning, or Unsportsman Like Conduct** will not be **TOLERATED!** If you are going to act or drive stupid, you will be kicked from the room.
- iii. Any further incidents or issues pertaining to iRacing's Code of Conduct, will be submitted to iRacing for review and punishment.
- iv. **Let's Act and Drive Professionally (Like you would in the real world)!**
- v. **LET'S HAVE FUN!!!**

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d. **Starts/Restarts/Jump Starts**

- i. The Leader starts the race in the designated start zone set by The Race Director.
- ii. All Starts/Restarts will be Double File Starts (\*).
- iii. (\*) The race director reserves the right to set the field Double or Single File.
- iv. The leader must stay within 7 car lengths of the Pace Vehicle (unless other issues are known or occurred). Failure to do so will result in a penalty for Sandbagging.
- v. Stay in your lane on Double File starts. Stay nose-to-tail on Single File Starts.
- vi. No passing until the Green flag waves.
- vii. Jump Starts
  1. If the start/restart is called back due to jump start, we will go off the iRacing lineup. Two jumps by the same driver will result in an End-Of-Line Penalty.
  2. If you pass under caution to gain a position(s) before the green flag waves, you will receive a Stop & Go Penalty that you must serve. We will not clear the black flag.
- viii. Lapped Cars will go to the tail of field behind all Lead Lap and Caution cars.
- ix. Wave arounds will be given based on rules set in Weekly Event Schedule.
- x. Lucky Dogs will be given in long distant events (70+ Laps).

e. **Cautions**

- i. When the yellow flag is displayed and/or caution lights illuminated no passing is permitted unless instructed to do so by the Race Director or iRacing.
- ii. When a caution is called, fall into single file at the top of the racing surface.
- iii. Do not slam on your brakes or stop after catching the pace car or when the yellow is shown.
- iv. Caution Cars are those that are initially involved in or helped bring out the yellow.
- v. If a driver causes the accident to occur, they will also go to the rear.
- vi. **ALL** caution cars will go to the rear of the field (in front of lapped cars).

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- vii. Any car which causes the caution three times will be disqualified (that includes spinning on your own or the intentional spinning of another car).
- viii. Cautions Laps- Laps may or may not count during a session. This will be specified on the Weekly Event Schedule.
- ix. Contact with another car under yellow is prohibited. The degree of the penalty will be determined based on the severity of the situation
- x. *Any car that intentionally brings out a caution period will incur a penalty.*
- xi. Any cars that stop, either on the racing surface while under green or in the pit/designated work area, will be required to restart from the rear of the field.

**f. Race Night Format**

i. Track Conditions

1. Track conditions will be established by the Promoter during the server creation process. Officials reserve the right to edit track conditions as needed throughout the event.

ii. Race Format

1. Race format for each event will be decided by the Promoter.
2. Qualifications, Heats, Consolation Races, and Qualifier Races maybe used to determine the start field of the Feature.
3. Caution Periods will be determined each week for the event.
4. A green-white-checkered procedure will be attempted three times on the caution laps counting mode.
5. Race event results shall be considered unofficial until the Race Director posts a message on the Discord text chat declaring the session closed and results official.

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**V. *PROTESTING A CALL***

- a. **Judgement calls of the Race Officials are not subject to protest. These include, but are not limited to:**
- i. The decision to call, or not to call, a yellow caution period.
  - ii. The decision to order, or not to order, a car to pass the pace car (wave-by).
  - iii. The matter of whether a penalty could have, or should be, applied during or after the race.
  - iv. The decision to call, or not to call, a false start.
  - v. The decision by iRacing that a vehicle is too damaged to continue racing.

**VI. *TERMS AND CONDITIONS***

a. **Connection Issues**

- i. Racing events will not be delayed or restarted due to connection issues on the part of drivers.
- ii. Race events shall be considered postponed and to be rescheduled if the iRacing service is unavailable.

b. **Broadcast Availability**

- i. Racing Promotions reserves the right to postpone and reschedule an event if any issue or problem prevents the National Racing Network from broadcasting the race event.