

**Racing Promotions LLC.**  
**2021 – 2022 iRACING RULES & REGULATION**

**I. REGISTRATION**

- A. All drivers wishing to compete in the Tear It Up Tuesday iRacing Series must complete the Driver Registration Form.
- B. The Weekly **Race Registration Form** will be posted on Monday at 12 pm and will remain open until 5 pm EST on Tuesday (aka Race Day).
- C. **The maximum number of entries per race is 60.** If the Number of Entries exceeds the Maximum thresholds stated, those registered after the maximum number of entries will be put on a waitlist. If a driver who was slated to race drops out, the first person on the waitlist will fill their spot. All entries are taken First come, first serve.
- D. All Drivers must join the League Discord Server, or you will not be permitted to race. A link to the server can be sent upon request.
- E. The race Room Names and Passwords will be sent to your email by 6 pm on RACE DAY. **PLEASE MAKE SURE YOUR EMAIL IS TYPED CORRECTLY!!!**
- F. **IF YOU DO NOT PLAN ON RUNNING AFTER REGISTERING, PLEASE CONTACT ALEX ASAP.** This will allow for other drivers on the waitlist to be selected to race.
- G. **APPROXIMATE TIME SCHEDULE (Subject to Change)**
  - 1. 6:30pm EST- Drivers Meeting on Discord
  - 2. 6:40pm EST- 1 Round Group Practice Starts (20 Minutes)
  - 3. 7:00pm EST- Qualifying (2 Laps/3 minutes)
  - 4. 7:05pm EST- Heats, Consi/B-Mains, Feature
  - 5. RACE FORMAT FOR EACH WEEK WILL BE POSTED IN THE ENTRY FORM

**II. FEES**

- A. All participants will pay a \$5 entry fee for each weekly series event.
- B. All Fees for the event are due by 6 pm on Tuesday, or you will not be allowed to participate.
- C. All Fees paid are non-refundable. Refunds may be given at the discretion of Racing Promotions LLC for extreme cases.

**III. PAYOUT/POINT FUND**

- A. Payout structure will vary based on the number of cars entered each week's race.
- B. Payout will be 50% of the entry taken each week; the other 50% will go towards the SERIES POINT FUND!
- C. Payout Structure and Point Fund Structure can be found in Appendix A of the Rulebook.

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**IV. CAR NUMBERS**

- A. All Car Numbers are first come, first serve. Please complete the Number Registration form providing three numbers in the case of a number being reserved.
- B. The number selected will be your number for the series!
- C. 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 three numbers are reserved, you will be assigned a number by the race director.

**V. OFFICIALS**

- A. **Promotor/Race Director- Alex Greenzweig**
- B. **Race Administrators-** Andrew Acerra (Assistant Race Director), Dylan Friebe (Official), Chris Graham (NRN Media Partner). Additional Officials may be announced.
- C. Race Administrators are OFFICIALS and may recommend calls to the Race Director during race events or call cautions (when applicable).
- D. It would be best if you respected all officials. Disrespect will be grounds for disqualification or banishment.
- E. **The Race Director has the final call!** The Director and Administrators will review all incidents.

**VI. RACING RULES & PROCEDURES**

**A. League Chat/Voice Chat**

- 1. Drivers who join the series/event must join the league Discord server. Drivers who are not members of the discord server will be disqualified until they enter the Discord server.
- 2. 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. Driver's meetings are held in the Drivers Meeting Channel, and attendance is taken.
- 3. The Discord channel is for official league communications only.
- 4. No conversation is considered private in the Racing Promotions Discord.
  - a. Conversations occurring in the Discord are subject to the iRacing Code of Conduct.
- 5. Drivers are not permitted to go to another Discord Server during the event. Private channels are available upon request inside the Official Discord. Racing Promotions reserves the right to create, modify, or remove private race team channels for any or no reason.
- 6. No Personal Messaging or Direct Messaging to another driver to "try" to resolve a problem. If you have an issue, please contact the Admin Team and let the officials

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take care of it. If you take it upon yourself, you may be subject to disciplinary actions by the series and their associated platforms.

**B. Joining the Race Event**

1. All drivers must be on the server before qualifications begin (unless the race director knows of an issue.)
2. Any driver who joins during qualifications will have to start at the tail of their Heat or Feature.

**C. Racing Procedure/Expectations**

1. All Races will be conducted with a **Fixed Setup** as determined by the Promotor. The setup will be the stock iRacing track setup unless specified differently!
2. **Rough Riding, Deliberate Wrecking/Spinning, or Unsportsman Like Conduct** will not be **TOLERATED!** If you are going to act or drive stupidly, you will be removed from the server and face possible suspensions.
3. **ALL CAR PAINTS MUST BE APPROPRIATE PER IRACING'S CODE OF CONDUCT!** Anyone breaching this will be subject to severe penalties.
4. Any further incidents or issues pertaining to iRacing's Code of Conduct will be submitted to iRacing for review and punishment.
5. **ALL DRIVERS WILL BE TREATED AS ADULTS! Any Childish Behavior will result in suspension from the series! Let's Act and Drive Professionally (Like you would race in the real world)!**
6. **LET'S HAVE FUN!!!**

**D. Starts/Restarts/Jump Starts**

1. The leader starts the race in the designated start zone set by The Race Director.
2. All Starts/Restarts will be Double File Starts (\*).
3. (\*) The race director reserves the right to set the field Double or Single File.
4. The leader must stay within five car lengths of the Pace Vehicle (unless other issues are known or occurred). Failure to do so will result in a penalty for Sandbagging.
5. Stay in your lane on Double File starts. Stay nose-to-tail on Single File Starts.
6. No passing until the Green flag waves.
7. Jump Starts
  - a. If the start/restart is called back due to a jump-start, we will go off the iRacing lineup. Two jumps by the same driver will result in the offending driver being placed back one row.

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b. If you pass under caution to gain a position(s) before the green flag waves, you will receive a Drive-Thru Penalty that you must serve. We will not clear the black flag.

8. Lapped cars will go to the tail of the field behind all Lead Lap and Caution cars.
9. Wave Arounds and Free Pass will be announced in the Weekly Event Schedule.

**E. Cautions**

1. When the yellow flag is displayed and/or caution lights illuminated, no passing is permitted unless instructed by the Race Director or iRacing.
2. When the caution is called, all drivers must form into a single file line at the top of the racing surface.
3. Do not slam on your brakes or stop after catching the pace car or when the yellow is shown.
4. Caution Cars are those that are initially involved in or helped bring out the yellow.
5. If a driver causes the accident, they will go to the rear.
6. **ALL** caution cars will go to the rear of the field.
7. Any car which causes the caution three times in a session will be disqualified (that includes spinning on your own or the intentional spinning of another car).
8. Cautions Laps- Laps may or may not count during a session. This will be specified on the Weekly Event Schedule.
9. Contact with another car under yellow is prohibited. The degree of the penalty will be determined based on the severity of the situation
10. *Any car that intentionally brings out a caution period will incur a penalty.*
11. Any cars that stop 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. On Track Penalties / Meatball (Damage) Flag**

1. If you receive a penalty for an on-track incident or in the pits during the race, you will be required to serve it.
2. **There will be no clearing of penalties for any damage (aka Meatball Flag) or penalties** unless specified by an official.

**G. Race Night Format**

1. Track Conditions
  - a. The Promoter will establish track conditions during the server creation process. Officials reserve the right to edit track conditions as needed throughout the event.

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**2. Race Format**

- a. The race format for each event will be decided by the Promoter.
- b. Qualifications, Heats, Consolation Races, and Qualifier Races may be used to determine the Feature's start field.
- c. Caution Periods will be determined each week for the event.
- d. A green-white-checkered procedure will be attempted three times on the caution laps counting mode.
- e. Race event results shall be considered unofficial until the Race Director posts a message on the Discord text chat declaring the session closed and the results official.

**VII. POINTS**

A. Feature results will be used to accumulate points towards the series.

B. Feature Points will be issued as follows:

1 <sup>st</sup>	60	10 <sup>th</sup>	36	19 <sup>th</sup>	24
2 <sup>nd</sup>	55	11 <sup>th</sup>	34	20 <sup>th</sup>	23
3 <sup>rd</sup>	50	12 <sup>th</sup>	32	21 <sup>st</sup>	22
4 <sup>th</sup>	48	13 <sup>th</sup>	30	22 <sup>nd</sup>	21
5 <sup>th</sup>	46	14 <sup>th</sup>	29	23 <sup>rd</sup>	20
6 <sup>th</sup>	44	15 <sup>th</sup>	28	24 <sup>th</sup>	19
7 <sup>th</sup>	42	16 <sup>th</sup>	27	25 <sup>th</sup>	18
8 <sup>th</sup>	40	17 <sup>th</sup>	26	26 <sup>th</sup>	17
9 <sup>th</sup>	38	18 <sup>th</sup>	25	DNS/DNQs	15

C. Anyone who gets disqualified will receive 0 points on the evening.

**VIII. PROTESTING A CALL**

A. **Judgment calls of the Race Officials are not subject to protest. These include, but are not limited to:**

- 1. The decision to call, or not to call, a yellow caution period.
- 2. The decision to order, or not to order, a car to pass the pace car (wave-by).
- 3. The matter of whether a penalty could have, or should be, applied during or after the race.
- 4. The decision to call, or not to call, a false start.
- 5. The decision by iRacing that a vehicle is too damaged to continue racing.

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**IX. TERMS AND CONDITIONS**

**A. Connection Issues**

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

**B. Broadcast Availability**

1. 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.

**X. APPENDIX A**

**A. Weekly Payout**

Cars	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
20	25	15	10							
25	25	15	10	10						
30	30	20	10	10	5					
35	30	20	15	10	5	5				
40	35	25	15	10	5	5	5			
45	35	25	15	10	10	5	5	5		
50	40	25	15	15	10	10	5	5		
55	45	25	20	15	10	10	5	5	5	
60	50	25	20	15	15	10	10	5	5	5

**B. Series Point Fund**

Car Average	Total Point Fund	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th
20	\$ 600	200	125	100	75	50	25	15	10												
25	\$ 750	225	125	100	75	50	25	25	25	25	25										
30	\$ 900	250	150	125	100	75	50	25	25	25	25	25	25								
35	\$ 1,050	275	175	125	100	75	50	50	25	25	25	25	25	20	20						
40	\$ 1,200	300	200	135	110	85	60	50	50	25	25	25	25	20	20	20					
45	\$ 1,350	350	200	145	120	95	70	60	55	30	25	25	25	20	20	20	20	20			
50	\$ 1,500	400	225	155	130	105	80	70	60	40	30	30	25	20	20	20	20	20	20		
55	\$ 1,650	450	255	165	140	115	90	75	65	50	40	25	30	25	20	20	20	20	20	20	
60	\$ 1,800	500	250	175	150	125	100	80	75	60	50	40	30	25	20	20	20	20	20	20	20