Elite Series Race Procedures & Rulebook

Revised 12/30/2022

1. Race Settings

a. Key information for each event will be posted on the Drivers' Meeting page on the league website (www.americansimracingleague.com). The Drivers' Meeting page can be found on the series schedule page by clicking the "Race Info" button next to each future event on the schedule.

b. Unless communicated otherwise, all events will take place within the "Leagues" portal in the iRacing user interface. Drivers must join the "American SimRacing League" group in the iRacing Leagues portal in order to access event servers.

c. Admission to the race server will be controlled by iRacing. Drivers will be admitted to the server on a first come, first serve basis.

d. Unless otherwise communicated, iRacing realistic weather will be used with dynamic sky.

e. Fixed setups will be used for all Elite Series events. On the "Drivers' Meeting" page for the event, league administrators will specify if the default fixed setup (used in fixed series races) or an alternate setup (such as the iRacing "competitive" setups available for open series races) will be used. In the event that an iRacing setup is not available or appropriate for an event, an alternate setup will be provided by the league.

f. The server will open with an iRacing-generated track surface, with accumulated rubber carrying over through qualifying and warmup into the race. Marbles will be cleared between sessions.

g. A 100% capacity fuel cell will be used by default for all events. Any variations to the fuel cell for specific events will be posted on the Drivers' Meeting page for the event on the league website.

h. A specified number of tire sets will be established each race and posted on the Drivers' Meeting page for the event on the league website.

i. Realistic damage will be used for all Elite Series events. No fast repairs will be provided.

2. Practice

a. Most event servers will open with a 45 minute open practice session.

b. Drivers are free to use the iRacing @DRIVERS channel for general chat if they wish. During the final two minutes of the practice session, drivers are asked to stay off the radio while the admins make any pertinent pre-race announcements.

3. Qualifying

a. The iRacing Qualifying Scrutiny System will be set to "Strict" to ensure that exploits aren't used during qualifying.

b. At paved oval tracks under 1 mile in length (in addition to Dover), a single-car qualifying session will be used to set the starting grid. Drivers will have five minutes to complete two timed laps.

c. At paved oval tracks 1 mile in length or longer (excluding Dover), a single-car qualifying session will be used to set the starting grid. Drivers will have five minutes to complete one timed lap.

d. At road courses, an open qualifying session will be used to set the starting grid. Drivers will have 15 minutes to post their fastest timed lap, and may complete as many laps as they wish during the session.

e. At dirt tracks, a closed qualifying session will be used to set the starting grid for the heat races. Drivers will have two minutes to complete two timed laps. Subsequent heat race and LCQ formats, will be detailed in the "Drivers' Meeting" page on the league website.

f. New drivers who join with seven or fewer races remaining in the season must start their first race at the rear of the field.

g. ASL uses a prioritization system to ensure dues-paying full-time drivers in good standing get first priority for starting positions when the number of drivers in attendance exceed the grid capacity listed on the drivers' meeting page. In the event that there are too many drivers in attendance, league staff will send home the necessary number of drivers to trim the field to the specified size.

Drivers will be protected from being sent home according to the following criteria, unless otherwise posted on the drivers' meeting page:

(1) Status as a paid, full-time driver
(2) Top 30 positioning in current points standings (or previous season's, if fewer than two races have been completed in the current season)
(3) Qualifying position assigned by iRacing.

4. Warmup

a. Except at road courses, dirt tracks and the Fall season opener at Daytona, a 10 minute warmup session will occur between qualifying and the race.

b. The primary purpose of the warmup session is to provide an opportunity to practice race starts and green flag pit stops in simulated race conditions, also known as "pit parties." Race control will coordinate these group simulated restarts. Drivers who do not wish to participate in the "pit parties" must avoid the group while on track, especially while the cars are at pace speed.

5. Race Control

a. The restart zone feature will be enabled when equipped by iRacing. Drivers are responsible for following procedures dictated by the sim.

b. The initial race start will be controlled by the iRacing green flag. Drivers must wait to accelerate until the green flag is displayed on screen.

c. All restarts are controlled by the race leader. The leader must maintain constant pace speed until "launching" to the green flag inside the specified restart zone.

d. All races will use iRacing-thrown full course cautions, except road course events, which will be run with local cautions.

e. An admin-thrown stage break caution will be used at all events.

i. The exact lap of the stage break will be specified before the race on the drivers meeting page.

ii. If an unscheduled caution is triggered within five laps of the scheduled stage break, it will serve as the stage break. Scoring for stage points will be reviewed by the admin board to reflect running position when the caution occurs; any cars involved in an incident will be scored where they blend back into traffic, not necessarily where iRacing scores them when the yellow flies.

iii. Pit road will close when the leader crosses the start finish line two laps prior to the scheduled stage break under green.

f. Events will run to the completion of the specified number of laps (with possible extra laps for green-white-checker finishes) or minutes, whichever comes first.

g. In the event that a connectivity issue causes five or more drivers to simultaneously disconnect from the server, the following red flag procedure will be used.

i. A caution will be thrown, and drivers will be directed to come down pit road, maintaining the current running order on track. Drivers are not permitted to enter their pit stall to take tires, fuel or repair damage, and must remain in line in the pit road travel lane and await further direction.

ii. Disconnected drivers will be permitted to rejoin the session and will be directed back on track to make up any laps lost relative to the leader due to the disconnect. Rejoining drivers will then line up behind the field on pit road.

iii. After rejoining drivers are back on the proper lap relative to the leader, the field will be released from pit road and will be allowed to pit for service the next time by.

iv. Any rejoining drivers will be given an EOL and must start at the tail end of the field before the subsequent restart.

6. Racecraft

a. American SimRacing League expects all drivers to race courteously and with respect for other competitors on track. League membership includes drivers of varied skill levels and experience; drivers are expected to reasonably accomodate other drivers to help prevent incidents and promote as much green-flag racing as possible.

b. All drivers are recommended to use the F3 "Relative" black box at all times. Drivers are responsible for being aware of other drivers around them, including faster or slower cars that may be on different pit strategies. drivers that are off the pace are advised to

maintain a consistent and predictable line. At superspeedways, lapped cars are expected to maintain a predictable line as the leaders approach and overtake them. Communication among drivers about the positioning of lapped cars about to be overtaken is recommended to avoid incidents.

c.   While on pit road, you must travel in the outermost lane when not entering or exiting your pit stall. Driving through more than three pit stalls on pit entry and pit exit is not permitted. Warnings will be issued as necessary, and repeated occurrences may result in post-race penalty assessments at the discretion of the admin board.

7. In-Race Penalties

a.   American SimRacing League does not provide live race control during events. iRacing automated race control will serve as the primary system for administering penalties on track.

b.   Blatant intentional wrecking or retaliatory measures that are taken without consideration for other uninvolved drivers is not permitted. Actions deemed excessively retaliatory or reckless by league administrators may result in black flags, removal from the server or post-race assessed penalties. Do not put admins in the position to take such an action; settle any frustrations or disagreements after the race.

c.   The iRacing incidents tracking system will not be used to issue in-race penalties.

d.   If a driver believes he has been issued an unwarranted black flag by the sim, he must key up in the @DRIVERS channel to request the penalty to be cleared by an admin. If an admin clears the penalty, it will be reviewed after the race. If a driver provides false information regarding a black flag, they will face a points penalty and/or one-race suspension at the admin board's discretion. Black flags may ONLY be cleared due to the following reasons:

- an iRacing scoring error

- any driver avoiding or being involved in an incident, which forces an unsafe pit road entry/exit or inadvertent passing under yellow.

- passing under yellow due to another driver failing to maintain pace speed or catch the field prior to a restart.

e. Due to the lack of live race control, ASL relies on drivers to self-police restarts. If a driver believes another driver gained an unfair competitive advantage during a restart, the protesting driver must immediately use the @DRIVERS chat to call out the concern in order for penalties to be assessed. The driver in question will have the choice of either voluntarily serving a drive-through black flag penalty or will be scored at the end of their completed lap post-race if a violation is found.

8. Post-Race Penalties

a. After each race, the Admin Board will review all incidents which trigger cautions. Incidents which don't trigger cautions may not necessarily be reviewed, unless a protest is received by another driver within 24 hours of the event.

b. Incidents will be judged to determine fault. All incidents will receive a ruling of "at-fault" or "no-fault". Strikes will be assessed as described below:

i. At-fault incidents include, but are not limited to the following: loss of control while passing or being passed; not maintaining a proper line when around other cars, and poor judgment around other cars. **All at-fault incidents will result in the responsible driver receiving one strike.**

ii. Multiple cautions caused during single event will result in multiple strikes being assessed.

iii. Apparent hardware failure will not exempt drivers from potential penalties for at-fault incidents. Drivers are responsible for the condition of their equipment and general reliability of their connection, and any impacts to other drivers that may result. Such situations will be reviewed on a case-by-case basis.

c. Strikes will not be assessed in the following scenarios:

i. Unintentional incidents due to loss of control or driver error that do not result in damage to other vehicles will not result in assessed penalties.

ii. Incidents that the admin board determines were unavoidable or not the fault of the drivers involved in the collision.

iii. Incidents that were the result of egregious netcode, where the incident would not have occured otherwise.

d. Strikes for at-fault incidents will be tracked and posted on the league website, and result in the following actions:

i. Once a driver has **one** strike, they will start their next race at the rear of the field.

ii. Once a driver has **two** strikes, they will start their next race from the pits.

iii. Once a driver has **three** strikes, they will be issued a 30-second hold penalty to be served under green flag conditions at the start of the race.

iv. If a driver reaches **four** strikes**,** additional penalties will be leveed by the admin board, in consultation with the appeals board. Additional penalties may consist of suspensions and removal from American SimRacing League.

v. One strike will be removed from a driver's record after completing four consecutive races without accumulating one full strike.

vi. Drivers may elect to sit out the next race rather than serving an issued pre-race penalty. Such penalties will not carry over to the following event.

vii. One strike will be removed from all drivers' records prior to the beginning of each season. Penalties assessed from an incident during a driver's final race of the season will still be enforced at the first race of the next season.

e. All incidents reviewed by the admin board will be posted on Discord in the #drivers-meeting text channel within 24 hours of the race.

f. If a driver wishes to appeal a ruling issued by the admin board, he must notify a member of the admin board within 72 hours of the next event. The Appeals Board will review the incident and will make a final ruling based on their majority opinion.

9. Driver Championship Points

a. Race points are awarded by finishing position, with the winner receiving 40 points. Remaining finishing positions will start at 35 points for 2nd place, and descend by one

point per position. This follows the same system as modern-day NASCAR.

b. At events with an LCQ, the drivers not qualifying for the main event will receive points after the last-place finisher of the main event, in order based on LCQ finishing position.

c. Heat races and stage breaks will award stage points, based on finishing position at the end of the heat or stage. Stage points will be awarded as follows:
1st = 10, 2nd = 9, 3rd = 8 . . . 10th = 1.

d. In the event a driver is unable to attend a race, they may take a provisional (equivalent to 15 points or last-place finishing points, whichever is fewer). Provisional points will automatically be applied when a full-time driver misses their first race; if a driver wishes to save their provisional for a future race, they may notify an admin prior to the following race. Provisional points may only be claimed once during the regular season, and once during the playoffs.

10. Team Championship Points

a. A team may consist of up to four active drivers. A driver may not be replaced until the following season.

b. Other drivers may be unofficially affiliated with a team and use team Discord channels for communication, but will not be scored towards the team championship.

c. Each race, the average points accumulated across all participating team drivers will count towards the team championship. The team championship will be determined by adding the total points earned across all races.

11. Playoffs

a. Eligibility

i. The ASL Elite Series playoffs consist of 12 drivers.

ii. The regular season points leader qualifies for the playoffs, even if they don't have a win.

iii. Additional drivers automatically qualify for the playoffs with a win, as long as they finish among the Top 25 in regular season points and compete in at least 70% of regular season races.

iv. Any playoff positions not claimed by a race winner are filled based on point standings.

b. Playoff Structure

i. At the start of the playoffs, there will be 12 drivers. After the third playoff race, the field will drop to eight drivers, and following the sixth playoff race, only four drivers will remain in championship contention.

ii. Round of 12: If a playoff driver wins a race in this round, the driver automatically advances to the next round (Round of 8). The remaining available positions 1-8 that have not been filled based upon wins will be based on points. Each will then have their points reset to 1,000, with any awarded playoff points added.

iii. Round of 8: If a driver in the top eight in points wins a race in this round, the driver automatically advances to the next round (Championship 4). The remaining available positions 1-4 that have not been filled based upon wins will be based on points. Each will then have their points reset to 2,000.

c. Playoff Points

i. At the end of the regular season, the points leader is awarded 10 playoff points. Second place receives 5 playoff points; 3rd place receives 3 playoff points; 4th place received 2 playoff points, 5th place receives 1 playoff point.

ii. In addition to points awarded for regular season points position, additional playoff points are awarded for wins (3 points) and heat/stage wins (1 point).

iii. At the start of each round of the playoffs, the points are reset (1,000 for the Round of 12; 2,000 for Round of 8; 3,000 for Championsip Race) among eligible drivers. Accumulated playoff points at that point of the season are added to that amount, with the exception of the Championship Race. For the championship race, the final four drivers start with 3,000 points, earn no bonus points, and the highest finisher is the Champion.

12. Awards

a. The champion at the conclusion of each season's playoffs will be awarded a trophy.

League admins will reach out to the champion at the end of each season to coordinate delivery of the trophy.

b. Pole winners from any Elite Series events will be eligible for the following season's Clash event, which will be held prior to the Spring season opener. The winner of the Clash will win a grand prize to be announced.

c. An annual All-Star race will be held to recognize race winners and top playoff finishers over the prior 12-month period. Eligibility and qualifying criteria will be announced prior to the event each year. The winner of the all-star race will win a grand prize to be announced.

d. The Safe Driver Award will be presented at the end of each season. Drivers that compete in all points races in a season, minus any allowances for drop weeks and provisionals, will be eligible for the award. Limited to one award per member, past award winners are not eligible. Of the eligible drivers, the one with the fewest incident points will receive formal recognition and a $10 iRacing Credit.

e. The Top Rookie award will be determined using the total accumulated points at the conclusion of each season, excluding transfer bonuses into playoff rounds. Drop weeks from the regular season will continue to be excluded from the points calculation.

f. The Dash for Cash will be a cash prize for non-playoff-eligible drivers that will take place during the first two rounds of the playoffs. The first race of both the Round 12 and Round of 8 will serve as the qualifying race for the first cash prize, which will be contested among the top four finishing drivers from the qualifying race. The highest finisher among those four drivers will win a $10 prize. The top four non-playoff-eligible finishers from that race will be eligible for another $10 prize the following race.