



Season 3 Rules & Regulations

Every round of the series will be broadcast live on [iRacing Esports Network](#), www.YouTube.com/ApexRacingTV and www.facebook.com/ApexRacingTV. Live Timing, Track Map and Events list are all available at [Live Timing - Apex Racing TV](#)

Join the Apex Racing League discord at <https://discord.gg/97F9kVY>

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1.0 - Entry

1.1 - To enter the championship, drivers must complete both the series entry form and purchase an entry through the Apex Racing League shop.

1.2 - Purchasing an entry can only be done via the Apex Racing League website <http://apexracingleague.com/shop> - please choose the correct league "ARL GT Season 3"

1.3 - To confirm entry to the championship you must have purchased the league entry fee

1.4 - You must also have entered your details into the following form to confirm the required competition information that we need from you:

<https://forms.gle/NpZzcAyPHUz46aEj7>

1.5 - Paid entries are capped at 44.

1.6 - **£20.00 Ex-VAT** for full season entry fee.

1.7 - Drivers can enter as part of a team or as privateers.

1.8 - Teams can have a maximum of **3** drivers, minimum of **2**. (best **2** drivers score points per round).

1.9 - Drivers will be assigned a pro or am status and entered into that respective championship, this status can be changed during the season

1.10 - Drivers can use any GTE car on iRacing and are fixed to the car they choose in round 1 (they will receive a penalty if they change cars during the season)

1.11 - Drivers can pick any nationality listed, this list includes nations and states within countries such as Scotland, New York and Macau

1.12 - Drivers can only be added to a team in the first half of the season (before round 5)

1.13 - Only 4 drivers are allowed to be registered to a team across the season

1.14 - Drivers are not allowed to swap between teams during the season

2.0 - Championship Format

2.1 - Practice

- 2.1.1 - 80 minutes.
- 2.1.2 - 30% track usage.
- 2.1.3 - Morning time of day.

2.2 - Qualifying

- 2.2.1 - 10 minute closed qualifying.
- 2.2.2 - Maximum of 4 laps.
- 2.2.3 - iRacing time of day carried over from practice.
- 2.3.4 - Track usage is carried over from practice.

2.3 - Race 1

- 2.3.1 - Race will be 25 minutes in length.
- 2.3.2 - Grid ordered by qualifying time.
- 2.3.3 - Time of day is carried over from practice.
- 2.3.4 - Track usage is carried over from qualifying.

2.4 - Race 2 Practice

- 2.1.1 - 10 minutes.
- 2.1.2 - 60% track usage.
- 2.1.3 - Late Afternoon time of day.

2.5 - Race 2

- 2.4.1 - Race will be 40 minutes in length.
- 2.4.2 - Race grid is the race 1 results reversed by a random amount.
- 2.4.3 - Time of day is carried over from race 2 practice.
- 2.4.4 - Track usage is carried over from race 2 practice.

2.6 - Endurance Event

- 2.6.1 - Will be used for the Road Atlanta round of the season
- 2.6.2 - Race will be 80 minutes in length
- 2.6.3 - Grid will be ordered by reverse championship order (points including drop score)
- 2.6.4 - Drivers must've taken part in at least 3 meetings to be eligible for the reverse, otherwise they will start from the back
- ~~2.6.5 - The first lap will be under pace car, this is so the race can launch in single file~~
- 2.6.6 - An iRacing safety car will be randomly deployed between the 10 and 60 minute marks. Additional safety cars can be deployed as per rule **2.7.3**
- 2.6.7 - Afternoon time of day

2.7 - General Meeting Rules

2.7.1 - Open setup.

2.7.2 - 1 fast repair per race.

2.7.3 - Full course cautions where a significant amount of cars are involved in a single wreck (Safety Car).

2.7.4 - Dynamic weather.

2.8 - Reverse Grid

2.8.1 - After Race 1, a reverse grid wheel will be spun on the broadcast to decide the reverse grid size for Race 2:

2.8.2 - Reverse grids positions are **14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24**. For example if the wheel is spun and lands on **14**:

- The **14th** place finisher from race 1 gets **pole** for Race 2.
- **13th** place finisher from race 1 is **2nd** on the grid and so on.
- **15th** place finisher from race 1 starts in **15th** position for Race 2.

2.8.3 - Drivers must finish on the lead lap to be eligible for the reverse grid. For example if the wheel is spun and lands on **19**, but only the top **17** cars finish on the lead lap:

- The **17th** place finisher from race 1 gets **pole** for Race 2.
- **16th** place finisher is **2nd** on the grid and so on.
- **19th** place finisher from race 1 starts in **19th** position for Race 2.

2.9 - General Championship Rules

2.9.1 - 8 Meetings.

2.9.2 - 15 Races (two per night besides the one endurance meeting).

2.9.3 - You are allowed to drop your lowest scoring meeting during the season.

2.9.4 - Drop Scores only affect a Drivers score not the Teams Score.

3.0 - Timing

(All times in GMT)

3.1 - Standard Race Format:

3.1.1 - 17:50 - 19:10 Practice

3.1.2 - 19:10 - 19:20 Qualifying

3.1.3 - 19:20 - 19:45 Race 1

3.1.4 - 19:50 - 20:00 Race 2 Practice

3.1.5 - 20:00 - 20:40 Race 2

3.2 - Endurance Race Format:

3.2.1 - 17:50 - 19:20 Practice

3.2.2 - 19:20 - 20:40 Race

4.0 - Trophies

4.1 - Trophy for PRO drivers championship winners.

4.2 - Trophy for AM drivers championship winners

5.0 - Points

5.1 - Championship Points per race based upon finishing position

5.2 - Must finish either 0 or 1 laps down to be eligible for points

5.3 - 1 bonus point is rewarded for 0 incidents in a race as recorded by iRacing (this may include incidents recorded after the finish line at the end of the race).

5.4 - 5 penalty points are yielded for every 10 incidents in a race as recorded by iRacing (this may include incidents recorded after the finish line at the end of the race).

Points Structure Per Race

1st	50	11th	30	21st	20	31st	10
2nd	44	12th	29	22nd	19	32nd	9
3rd	41	13th	28	23rd	18	33rd	8
4th	39	14th	27	24th	17	34th	7
5th	37	15th	26	25th	16	35th	6
6th	35	16th	25	26th	15	36th	5
7th	34	17th	24	27th	14	37th	4
8th	33	18th	23	28th	13	38th	3
9th	32	19th	22	29th	12	39th	2
10th	31	20th	21	30th	11	40th	1

5.5 - Team Points

5.5.1 - Team points are the cumulative points of the drivers registered for that race

5.5.2 - Top 2 drivers scores (per race, post penalties) contribute to the team score each meeting.

5.5.3 - If a driver receives a post race penalty the team will then receive that same penalty to their overall score

5.6 - Endurance Points

5.6.1 - In the endurance meeting, the points awarded are doubled

5.6.2 - Drivers must finish 0, 1 or 2 laps down to score points

6.0 - Penalties

6.1 - Drivers will receive a 50 point penalty every time they switch cars during the season.

6.2 - Post-race stewards will investigate incidents and distribute penalties which are appealed by drivers via the penalty submission form available in Discord.

6.3 - Protests must be submitted by 00:00 GMT on the Tuesday after the race

6.4 - Light contact and minor offences will yield a 10 point penalty + add 1 point to their penalty license

6.5 - Heavy contact caused by a driver's error will yield a 10 point penalty + pitlane start for the next race (20 points for final round) + add 2 points to their penalty license

6.6 - Heavy contact caused by a driver acting recklessly will yield a pitlane start for the next 2 races + get a 20 point penalty (40 points for final round) + add 4 points to their penalty license

6.7 - Intentional wrecking during the race will result in a driver being banned from the season (with no refund).

6.8 - Intentional wrecking after the race will result in a driver being banned from the next race (with no refund) + add 4 points to their penalty license. This includes crashes between teammates

6.9 - Race admins will mute the iRacing voice channels. However, if this is not done, drivers will be susceptible to penalties should they direct abuse to other drivers

6.10 - These penalty points will be applied to a driver's total season points, meaning they'll count, even if the incident was at a meeting the driver drops.

6.11 - Drivers who accrue 10 points on their penalty license during the season will be removed from the season and will not be able to take part in any of the remaining rounds. They will receive a refund based on section **8.0** of this rules document. They may also not be invited back to any future ARL seasons or events

7.0 - Calendar

Rou nd	Date	Track	Config	iRacing Date	In-Sim Practice Time	In-Sim Warm Up Time	Time Accelerat ion
1	31/01	Phillip Island		31/01	09:00	18:00	1x
2	07/02	Interlagos	Grand Prix	06/02	10:00	16:00	1x
3	14/02	Montreal		01/04	7:00	17:00	1x
4	21/02	Motegi	Grand Prix	20/02	7:00	15:00	1x
Break	28/02						
5	07/03	Zolder	Grand Prix	07/03	10:00	14:00	1x
6	14/03	Donington	National	14/03	10:00	15:00	1x
7	21/03	Sebring	International	06/03	10:00	18:00	2x
Break	28/03						
8	04/04	Indianapolis	Grand Prix	04/04	10:00	16:00	1x
9	11/04	Barber	Full	11/04	10:00	16:00	1x
10	18/04	Spa	Grand Prix	24/04	10:00	16:00	1x
Break	25/04						
11	02/05	Sonoma	Cup	02/05	9:00	16:00	1x
12	09/05	Long Beach		09/05	12:00	18:00	1x

7.1 - Should the league be forced to cancel a meeting due to issues outside of their control (iRacing updates as an example) the meeting will be scrapped, not rescheduled and refunded as appropriate.

8.0 - Refunds

8.1 - Before the 9th August 2020 you may request a full refund (minus fees, see **8.5**).

8.2 - From the 9th August 2020 you may request a full refund (minus fees, see **8.5** and a non-refundable deposit covering the final 3 rounds).

8.3 - If you decide to leave the series after the season starts we will provide a full refund for all rounds remaining in the series (excluding the non-refundable final 3 rounds) at a value of £2.50 Ex-VAT per round.

8.4 - Note that missed rounds whilst you continue to participate in the series will not be refunded.

8.5 - In the unlikely event that you want a refund, then as of the 3rd March 2020, PayPal no longer refunds us the fee we are charged from your original transaction. Unfortunately this means we will need to deduct the value of this fee (or percentage equivalent in the case of a partial refund) from your refund. You can find out more about their change of policy in Section 2 here: [PayPal Policy Updates](#)

9.0 - Paints

9.0.1 - All paints submitted to ARL for use in the broadcasts must comply with the rules and regulations as set out by iRacing for the use of paints on the iRacing Esports Network broadcasts. This is irrespective of whether the meeting is to be broadcast on the iRacing Esports Network or not.

9.0.2 - The paint requirements from iRacing are as follows: "All races should utilize the iRacing Custom Paint Policy. In essence, this means that drivers should not utilize commercial logos on their car unless they are; 1. Readily available on the iRacing Paint Shop or 2. Granted permission, in writing from the company in question. Cars should also maintain their own manufacturer logos. For example, it is not acceptable for a driver to replace a Chevrolet logo with a Ford logo."

9.0.3 - Failure to comply with this could place Apex Racing TV's access to iESN in jeopardy.

9.0.4 - Any paints that do not comply with Section 9.0.2 shall be removed from ARL and the drivers shall be requested to submit a revised paint.

9.0.5 - Failure to submit an eligible paint will result in the affected cars showing their default iRacing paint scheme.

9.0.6 - Paint schemes are submitted via this link - <https://forms.gle/Tika477mx3Msm1EG6>

Last updated:27/07/20

Rules are subject to change.

Thanks,

ARL Staff and Stewards