



## **Fresno SCCA Sim Racing League**

### **Prime Objective:**

Provide an enjoyable sim racing experience in a friendly online environment for Fresno SCCA competitors. The league is a way to keep in contact between in-person events and keep skills sharp during gaps in the autocross schedule. The league intends to be an entry point to sim racing for newcomers and a casual racing experience for seasoned sim drivers. The Fresno SCCA Sim Racing League is run in cooperation with, but independently from the Fresno Chapter of the Sports Car Club of America.

# 2025 Fresno SCCA Sim Racing League Rules

Amended January 2025

## 1. Eligibility

- a. Anyone with an iRacing subscription is permitted to enter the Fresno SCCA Sim Racing League provided that person meets one of the following criteria:
  - i. Has won a season long trophy with the Fresno SCCA or Fresno Rallycross at any time
  - ii. Has attended at least five Fresno SCCA autocross or Fresno Rallycross events or off-track events in the past 48 months
  - iii. Lives within 40 miles of a Fresno SCCA autocross or Fresno Rallycross site and will make a commitment to spectate an event with an interest in competing in the future
  - iv. Any driver let into the Fresno SCCA Sim Racing League before September 1, 2024 is eligible to continue in the league indefinitely
- b. To remain eligible to participate, members must conduct themselves in accordance with the rules set out in this rulebook, as well as the Fresno SCCA bylaws, the national SCCA rulebook, and the iRacing code of conduct.
- c. Final discretion on individual eligibility is left up to league administrators.
- d. Log in to <https://members.iracing.com/> then click this link and apply to be considered for league eligibility:  
<https://members.iracing.com/membersite/member/LeagueView.do?league=11311>

## 2. Conduct and driving standards

- a. Each member must treat every online session as if it were a real world event. This means no intentional wrecking, impeding, or erratic driving to affect the outcome of a session. This includes all practices and non-points events. Each driver's personal conduct must also remain respectful, with no spam, harassment, or disparagement of the league or club permitted using in-game text or voice functions. Failure to comply may result in event disqualification, removal from the server, and/or removal from the league.
- b. League sessions are not exempt from the iRacing code of conduct and failure to adhere to those rules may result in further penalties from iRacing.
- c. Drivers are encouraged to use the F3 Relative Window box at all times to maintain awareness of the on-track position of the closest nearby cars.

## 3. Race Control

- a. In-race officiating will be mostly left up to iRacing's automated systems. League administrators will also be competing and will have limited ability to conduct live in-race officiating duties.
- b. Conduct and rule infractions will be handled at the administrators' sole discretion.
- c. Administrators for the 2025 season include
  - i. Paul Newton
  - ii. Aaron Douglas
  - iii. Michael Bringetto

- iv. Trevor Fechner

#### 4. Content

##### a. Cars:

- i. Cars used in points events will be the Global Mazda Mx-5 Cup, Toyota GR86, and the Renault Clio. While the MX-5 and GR86 are included with an iRacing subscription, the Clio is paid content. Users are not required to purchase the Clio to compete in the league but may voluntarily do so only if they wish to drive it in competition.
- ii. Cars used in non-points events will always be free or include a free option
- iii. All cars will compete in a single class. Weight or power penalties may be utilized where necessary to keep performance relatively equal between each car. The goal is for paid cars to never have an advantage over free cars.
- iv. All cars will use fixed setups (fixed.sto when available and appropriate)
- v. Custom paint skins are highly encouraged. Go to [www.tradingpaints.com](http://www.tradingpaints.com) to make an account and download the Trading Paints software in order to see others' paint designs and upload or select your own designs. Keep all designs tasteful.
  - 1. Make sure the Trading Paints software is running and that you've checked the "Hide Car Numbers" option in the iRacing graphics settings in order to see your own and your competitors' designs on track.

##### b. Tracks:

- i. Tracks will be selected from the "free" tracks included with a base subscription.
- ii. Paid tracks may be considered on a limited basis in the future if the track has local significance and a majority of league members approve.
- iii. In the case of a "Mystery Track" on the schedule, the mystery track will be drawn at random from a selection of suitable free tracks. The drawing and track announcement will take place 15 minutes before the event begins.
  - 1. The "mystery track" format is meant to mimic autocross in that the driver will need to adapt to a layout they have not seen in advance.

#### 5. Event Format

- a. The 2025 Fresno Sim Racing season will consist of 11 events, with each event including three competitions: a **Time Trial**, a **Race**, and **Fun Runs**. A competitor can choose to participate in any one, two, or all three competitions in an event.
  - i. **Time Trial** competitions are a test to see who can set the fastest valid single lap.
    - 1. Competitors will have unlimited attempts to set fast laps within an 85-minute window. They can connect to the server to drive at any point during that window.
    - 2. Racers will share the track with other competitors.

3. Only clean laps will count. Laps in which competitors register incidents, penalties, or are under a black flag incurred on a previous lap will be invalidated.
  4. Time Trial competitions will award points in the manner described in section 6 (Season Championship).
- ii. **Race** competitions will begin five minutes after the completion of the Time Trial and are head-to-head competitions to see who can cross the finish line first.
1. Race duration at scheduled tracks will be a set number of laps with the goal of completing a race in about 20 minutes with a hard limit of 25 minutes. Race duration at random draw tracks will be set at 20 minutes.
  2. Time Trial results will be used to set the grid with the Time Trial winner taking pole position.
  3. Participants wishing to compete in the race must connect to the server before the end of the Time Trial session.
  4. Race competitions will award points in the manner described in section 6 (Season Championship).
- iii. **Fun Run** competitions will be a short additional race featuring more of iRacing's free content
1. Races will be a set number of laps with the goal of completing a race in about 12 minutes
  2. Fun Run race grids will be set by inverting the result of the night's points Race competition
  3. Fun Run competitions will not award points or count towards league statistics
- b. Time Trial and Race competitions will take place in a single server which will open at 6:30 pm the evening of each event and be labeled "2025 Championship Series."
- i. The server will use the following sessions:
    1. Practice: 5 minute session to act as a buffer to make sure all competitors have the opportunity to start the Time Trial at the same time.
    2. Qualifying: 85 minute session that acts as the **Time Trial** competition.
    3. Warmup: 5 minute session which gives competitors a break before the Race competition.
    4. Race: hard limit of 25 minutes. This is the **Race** competition portion of the event.
  - ii. The server will use the following settings:
    1. Rolling double file starts
    2. Damage enabled, unlimited fast repairs.
    3. No license restriction, no incident penalty, all driving aids permitted
    4. Simulated date and time will vary

5. Weather will use realistic forecasted with no rain chances
- c. Fun Run competitions will take place in a separate server from the Time Trial and Race server which will open at 8:35pm and be labeled "2025 Fun Runs Series." Competitors will need to exit out of the Time Trial and Race Server in order to connect to the Fun Run server.
  - i. The server will use the following sessions:
    1. Practice: 10 minute session to get acquainted with the car and track combination
    2. Race: This session is the **Fun Runs** competition portion of the event. The grid will be set by inverting the finishing order from the Championship Series Race competition immediately beforehand. Participants who did not compete in the race session will be placed at the back of the grid.
  - ii. The server will use settings consistent with the car and track combination.

## 6. Official Results and Season Championship

- a. Championship Eligibility: A competitor must compete in more than 50 percent of the competitions in the 2025 Championship Series to be eligible for placement in the championship
- b. Points will be tallied throughout the season in the following manner for both Time Trial and Race competitions.
  - i. 1st place = 9 points
  - ii. 2nd place = 6 points
  - iii. 3rd place = 4 points
  - iv. 4th place = 3 points
  - v. 5th place = 2 points
  - vi. 6th place = 1 point
  - vii. 7th place and below = 0 points
- c. Drops: each competitor's two lowest scoring competitions will be dropped from their points total. This could be two Time Trials, two Races, or one of each.
- d. The competitor with the highest points total after drops at the end of the season is the champion with each eligible subsequent points scorer placed in order behind.
  - i. Ties: If two or more competitors are tied in championship points for any position, that tie will not be broken and both competitors will be given credit for the position in question.
- e. Official Results and Championship Standings will ONLY be posted at Sim Racer Hub: [https://www.simracerhub.com/scoring/league\\_series.php?league\\_id=5336](https://www.simracerhub.com/scoring/league_series.php?league_id=5336). Results and standings visible in the iRacing service will be considered unofficial.

## 7. Discord

- a. The Fresno SCCA Discord server will be used to conduct all communication for the Fresno SCCA Sim Racing League
  - i. All off-track business will be handled through Discord text channels. This includes announcements, polls, hints, suggestions and any further necessary communication.

- ii. Drivers and Admins are encouraged to use the iRacing voice chat channel on Discord to communicate while driving in their session. Non-drivers are welcome to spectate any session in which they're not driving, and can chat about the action in the Lounge channel on Discord.
- b. The Discord channel can be accessed here: <https://discord.gg/eeXJyUpd>

**8. Rules changes**

- a. The rules contained in this document can be amended at any time in the interest of promoting healthy competition and fairness for all competitors.

Appendix 1: 2025 Championship Series and Fun Run Series schedules

All Championship Series servers open at 6:30 PM Pacific time.

All Fun Runs Series servers open at 8:35 PM Pacific time.

<b>Event</b>	<b>Date</b>	<b>Championship Series Track</b>	<b>Fun Runs Series Car/Track</b>
<b>1</b>	February 5	Lime Rock Park (Classic)	Off Road Pro2 Lite Wild West Motorsports Park
<b>2</b>	March 5	Tsukuba Circuit (2000 Full)	Street Stock Southern National
<b>3</b>	April 2	Mystery Track TBA	BMW M2 CS Rudskogen
<b>4</b>	April 30	Okayama (Full)	Rallycross Cars Phoenix Dirt Road
<b>5</b>	June 4	Mystery Track TBA	BMW M2 CS Oulton Park (Island)
<b>6</b>	July 2	Charlotte (Roval)	Legends Ford '34 (rookie) Charlotte Legends Oval
<b>7</b>	August 6	Oulton Park (International)	Mini Stock Dirt Limaland Motorsports Park
<b>8</b>	September 3	Mystery Track TBA	BMW M2 CS Ledenon
<b>9</b>	October 1	Summit Point (Short)	Formula Vee Lime Rock Park (Classic)
<b>10</b>	October 29	Mystery Track TBA	BMW M2 CS Laguna Seca Raceway
<b>11</b>	December 3	Laguna Seca Raceway	Rallycross Cars Daytona Rallycross Long

Subject to change