

# Official Rulebook



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## League Requirements

### General Rules

- The Mighty Midget Series hosted by NETCODE ESPORTS does not have an iRacing License Class or Safety Rating requirement to join. However, active **Pro/WC** (aka black stripe) drivers will not be admitted into the series. League administration reserves the right to reject the application of any driver for any reason.
- To be considered 'in good standing' and allowed to participate in league events, all drivers must be present in the NETCODE ESPORTS Discord server, be part of the iRacing league, and have purchased a league membership.
- All drivers must be at least 18 years of age to compete in the Mighty Midget Series. Under rare circumstances, league administration may accept a driver under the age of 18 with a special exception. Any driver under the age of 18 who is admitted to the league will be placed on a probationary period for at least their first full season of competition. The probationary period may be extended at the discretion of the league administrators.
- With exceptions for physical disabilities, only wheel and pedal controllers are allowed for use by drivers. Joysticks and controllers are not permitted.
- All drivers must have a working microphone to communicate with race control before, during, and after the races. If a driver has had their iRacing chat privileges revoked, it is their responsibility to notify Race Control to enable their chat.
- After **50%** of a season has been completed, registration forms may be held for approval until the next season, at the discretion of league administrators.

# Driver Conduct

## Discord/iRacing Voice Chat

- The NETCODE ESPORTS Discord server is the primary source of league communication and is open to everyone. Drivers are responsible for being prepared to race by reviewing the *#race-day-information* channel in Discord.
- Under no circumstances will personal attacks, hate speech, racism, or attacks on a person's religion, sexual orientation, mental health, or similar attributes be tolerated. NETCODE ESPORTS enforces a zero-tolerance policy, and any infractions will result in disciplinary action, up to and including an indefinite suspension.
- Flaming is prohibited in iRacing voice or text chat and will result in an immediate loss of voice chat privileges. Drivers are encouraged to use the multiple voice channels in Discord to discuss matters post-race.
- Posting NSFW images, links, GIFs, or content is strictly forbidden.
- Please follow the Discord Terms of Service. (<https://discordapp.com/terms>)

## On-Track and Off-Track

- Sim racing is competitive, and tempers can flare at times, but this does not excuse a lack of sportsmanship or respect for your fellow competitors. Actions that violate the rules in private messages, iRacing forums, Discord, post-race interviews, and/or social media may result in penalties, including expulsion from the league.
- Drivers exhibiting toxic behavior or those who consistently cause issues on track may be removed from the league without warning.

# Race Night Schedule

## Schedule of Events

- Practice: 7:30 PM CT (8:30 PM ET)
- Drivers Meeting: 7:45 PM CT (8:45 PM ET)
- Heats: 7:50 PM CT (8:50 PM ET)
- Feature One: 8:00 PM CT (9:00 PM ET)
- Session Two Launch: 8:00 PM ET (9:10 PM ET)

## Important Race Night Information

- Race night schedules are subject to change. All changes will be communicated via Discord with as much advance notice as possible.
- Sim racing is an online competition, and internet failures can occur. To document such occurrences clearly and establish clear procedures for handling failures, we determine that the iRacing server has failed if two or more of the following conditions are met:
  - 50% or more of the drivers in the session are dropped within two minutes.
  - 50% or more of the drivers in the session experience a red ping and/or warp or blink numerous times per lap.
  - The iRacing service crashes.
  - Drivers in-session receive damage from other vehicles due to server instability.
- In the event of an iRacing server failure, the following process will be followed:
  - If the feature event has not started, or less than 50% of the feature event has been completed, the race results will be canceled due to server issues, and the event will not be made up.\*
  - If more than 50% of the feature event has been completed, the race results will be deemed official, and the results will be frozen at that moment, if possible. If results cannot be captured, the race will be canceled and rescheduled for the following week.
- If at any point race control is not present in the racing session, the event **will** continue to completion following all standard iRacing procedures. Manual processes, such as the dash or redraw, will not occur.

\*Note: Events canceled due to server issues will not be rescheduled unless explicitly stated otherwise.

\*\*The only exception is if the server failure occurs on Season Championship night. As long as it is logistically possible, results from the failed session will be discarded, and the session will be fully rescheduled for the following week.

## Race Night Procedures

The Mighty Midget Series hosts doubleheader races each week. The first session follows a “standard” format, including heat races, an LCQ (if needed), **a random draw to invert the top 4, 6, or 8 drivers**, and a feature race. Each session allows for a maximum of 35 drivers.

The second session uses a modified format:

- All drivers qualify, and the **six** fastest drivers lock themselves directly into the second feature. The fastest qualifier is awarded three bonus points.
- These **six** drivers will draw for their feature starting positions during the warmup session.

- All other drivers will compete in a semi-feature race to determine the remaining feature participants.

Under special circumstances, an alternate format (outlined below) will be used for the second session. Weeks with an alternate format will be noted in the finalized race schedule, released before week one.

#### Full Format Breakdown *(click to expand)*

##### Practice

- 20-minute open practice session.
- The driver's meeting will be conducted in the final five minutes of practice.

##### Qualifying

- 2-minute session.
- Session number one will not include a qualifying session. Heat races will line up using a random draw.
- Session number two will include a qualifying session, with the top **six** drivers locking directly into the feature and the rest of the field participating in the semi feature.

##### Heats

- Up to four heats with a maximum of 9 cars each. 8 laps with cautions turned off.
- Starting positions will be determined by a random draw.
- The top three finishers in each heat will transfer directly to the feature. The remaining drivers will advance to the LCQ(s) if necessary.
- **Heat race winners receive two bonus points.**
- Track state will carry over from practice.

##### Semi Feature

- 12 laps with cautions turned off.
- A semi feature will be run in the first session of the night if warranted by the car count. The starting lineup will be determined by heat race finishing positions. The number of transfers to the feature will depend on the total car count.
- The semi feature is a standard part of the format used in the second session. All drivers outside the top five in qualifying will participate.
- If more than 22 cars are entered in the session, the top 17 finishers from the semi feature will lock into the feature event. The winner of the semi feature will join the top **six** qualifiers in the feature redraw.
- Track state will carry over from the heats/qualifying.

## Warmup

- 10 minutes.
- In session one, a six-lap pole dash will take place during warmup. Once the dash is complete, the track will close, and the session will advance as soon as the feature lineup is finalized. Race control may opt to use a redraw instead of a pole dash if deemed necessary.
- The warmup session will be skipped on most nights unless additional track work is required.

## Feature Race

- Up to 22 drivers will compete in the feature, which will be 32 laps unless otherwise specified. The first two laps are reserved for locking in the redraw order through iRacing scoring.
- Cautions are enabled, but caution laps will not count toward the lap total.
- Track state will carry over for the duration of the session unless race control determines there is excessive wear.
- A maximum of two Green-White-Checkered finishes will be attempted. If a yellow flag flies during the final GWC attempt, the race will end under yellow.
- If the race reaches its time limit, it will conclude based on the session stop time, regardless of on-track conditions.

## Hot Shoe Rule

- If a driver wins two consecutive features, they will earn the "Hot Shoe" designation for the remainder of the current season.
- In their next feature race, including if it crosses over into a new season, they will receive an EOL. If they win that race, they will earn a one-time bonus of eight points. This is the only opportunity to earn bonus points for the current season.
- After racing for the bonus points, any subsequent wins by a Hot Shoe driver will continue to result in an EOL penalty for their next feature race for the rest of the current season.
- The Hot Shoe designation resets at the end of each season unless the driver sweeps the final race of the Mighty Midget Series season.

## Alternate Race Formats

- Redraw
  - The top two finishers from each heat race receive their feature starting position per a random draw.
- Pole dash
  - The top two finishers from each heat race participate in a six lap pole dash during the warmup session.

- Start heads-up in the feature based on heat race finishes.
- Random inversion for the feature using the finishing order from session one\*.
- Full invert of session one lead lap finishers using the results from feature number one.

*\*If this option is selected, drivers who were not present in session one will receive an EOL. The invert (8, 10, 12, or full field) for feature number two will be drawn at random using a Discord bot.*

*\*Session One must include three heat races to run the pole dash. Otherwise, the dash will be replaced with a redraw.*

## Starts and Restarts

- All starts and restarts are controlled by the leader with lane choice. The leader may fire once they reach the designated start zone, which will be specified each week in the *#raceday-information* channel on Discord.
- A consistent pace speed of 35–40 mph must be maintained at all times. Weaving back and forth or varying the pace speed will not be tolerated. Drivers may be penalized one position without warning for pacing and/or restart violations. Repeat violators may receive an EOL penalty or be disqualified from the event.
- All single-file restarts require drivers to remain nose-to-tail until the car in front of them accelerates. Intentionally staying out of line to gain an advantage will result in a warning, followed by an EOL penalty for subsequent violations.
  - Violations occurring on the final restart of a race may result in a post-race EOL.
  - Penalties issued by iRacing caused by pulling out of line and/or passing before the line to avoid an accident will be reviewed on a case-by-case basis.
- Passing to the right is allowed, but passing to the left is not. iRacing rules define a pass to the inside if a driver is ahead of the car in front of them at the timing line, resulting in a penalty.
  - A penalty issued by iRacing for passing to the inside will be cleared if a caution period occurs shortly thereafter. However, the driver will be issued an EOL for that specific restart, and the penalty will be considered served.

# Standard Procedures

## Setups

- All drivers will use the same fixed setup that is posted in the *#setups* Discord channel. Setups will be posted no later than 8:30 PM ET each Wednesday.

## Yellow Flags

- All yellow flags are thrown by iRacing. A yellow flag will only be thrown manually by race control under extreme circumstances. Caution periods may be extended or shortened at the discretion of race control.
- If a tow is required, or a driver ends up on an access road outside the track, they must wait to re-enter the track during a caution period for safety reasons.
- If a driver misses the initial start of the race but a yellow flag is issued before a lap is completed, they will be waved by the pace car to rejoin the lead lap.
- Entering the race track under green flag conditions is strictly prohibited. Drivers who violate this rule during the race session will be disqualified. If the violation is found in a post-race review, the driver will be disqualified post-race.
- Intentionally stopping on the track to bring out a yellow flag will result in disqualification from the race.

## Black Flags

- Due to the unique format of our race program, iRacing may issue black flags at the start of a race. As a result, most black flags issued during the session will be cleared.
- Drivers may disregard pit road closures and pit speed, but they must notify race control immediately so the black flag can be cleared during the session.
- All black flags are reviewed post-race to verify the legitimacy of the penalty. If a black flag was wrongfully cleared, the driver will be moved to last place in the results and scored with last place points. Multiple infractions may result in additional penalties.

## Intentional Wrecking/Rough Driving

- Intentional contact and intentional wrecking are strictly prohibited.
- Race control understands that incidental contact may occur, but responding to contact by intentionally wrecking a competitor will result in severe penalties including probation, suspension, or expulsion from the league at the discretion of league administration.
  - First Offense
    - Disqualification from the race
    - 35 point penalty
    - Two race suspension
    - Season-long probation
  - Second Offense
    - Disqualification from the race
    - 70 point penalty
    - Four race suspension



- Probation for one calendar year
- Third Offense
  - Expulsion from the league with no refund

### Blinking/Connection Issues

- It is your responsibility to maintain a consistent internet connection free of blinking or warping.
  - If race control or 2+ other drivers notify a driver that they are blinking, that is considered the first warning and that driver is to take note of the issue and monitor their connection bar/ping.
  - If the connection does not improve after multiple laps, race control will direct the driver to the tail of the field or into the pits safely until the connection improves. This is the second warning.
  - If the connection continues to be an issue after additional laps, the driver will be asked to safely enter the pits and end the race. Failure to comply will result in a DQ.

### Post-Race Review and Report

- A report summarizing each week's races will be shared in the *#post-race-reports* Discord channel. Reports will be posted by 8:00 PM ET on the Wednesday following the race week and will provide the league administration's view on the racing, rule infractions, and penalties. **If there is nothing to report, nothing will be posted for that respective week.**
- League administration may review races for infractions, including but not limited to:
  - Start/restart violations.
  - Intentional contact or intentional wrecking.
  - Repeatedly causing cautions due to lack of car control and/or reckless driving.
  - Intentionally causing cautions.
- Infractions identified during the post-race review by Race Control may result in penalties, including:
  - A **minimum 10**-point penalty.
  - An EOL penalty in the driver's next heat race.
  - Probation or suspension.

### Miscellaneous

- Race control will enforce the rules outlined in this document to the best of their ability. Under special circumstances, they may modify race procedures during a session if extenuating circumstances arise. Their decisions are final.
- Rule violations may result in penalties, including probation, suspension, or expulsion from the league, at the discretion of race control.
- **Josh Gerlach** is the owner of NETCODE ESPORTS and the Mighty Midget Series. Both **Josh Gerlach** and **Billy Barros** serve as league administrators.

- There is no dedicated race control spectating the race. **Josh Gerlach, Billy Barros, and Robert Lynn** act as in-car race control for all events unless otherwise specified. By registering to race with the Mighty Midget Series, you acknowledge and accept this, understanding that they will perform their duties to the best of their ability.
- This rulebook is designed to minimize the number of judgment calls required by race control. Drivers are strongly encouraged to avoid situations that require race control to make a mid-race decision.
- All decisions made by race control are final.

## Incident Tracking and Point Systems

### Caution Claim Procedure

All incidents that cause a yellow in feature events must be claimed by the driver at fault, unless it is an *obvious* “racing incident”.

- Discretion is used by league admins for all incidents that go unclaimed in-session because drivers are unsure who is at fault.
- All unclaimed cautions are reviewed post-race by Race Control and their decision is final. If fault is determined in the post-race review, the following penalties apply:
  - Ten point penalty.
  - Heat race EOL in the driver’s next heat.
  - Multiple unclaimed cautions in a single race carry a one-race suspension and four week probation, at minimum.

### Incidents per Lap (iL)

- The Mighty Midget Series requires drivers to maintain an average number of Incidents per Lap (iL) below a specific threshold to promote clean racing and minimize contact during events.
- The expectation is for drivers to strive to have fewer than 10 incident points per race. In a standard 30-lap feature, this equates to **0.333** incident points per lap. **Drivers must maintain an iL at or below 0.333 to remain eligible to race.**
- iL reviews occur every three weeks. Drivers with an iL above **0.333** will be ineligible for the next race.
- Drivers responsible for a high number of cautions may face further disciplinary action at the discretion of league administration. Intentional or reckless actions during caution periods that result in unnecessary incident points will lead to penalties, which may include point deductions and/or suspensions.

- Drivers who join the series during the final week of an iL segment will receive a one-week grace period following the originally scheduled iL review. If their iL remains above the season limit after this extra week, they will be suspended for the subsequent race week.

### Race Points

- All drivers receive 10 show-up points for each event. These points are included in the grid below.
- Drivers who do not transfer out of the LCQ will only receive the 10 show-up points for that specific event, not counting any bonus points earned.
- We do not expect perfect attendance all year, so drop races are allowed throughout the year. Races on a season Championship Night cannot be dropped.
  - Each Mighty Midget Series season allows for **two** drop races.
  - The Ironman Series allows for at least **eight** drop races. If the Ironman Series season exceeds 75 races, one additional drop race will be allowed per five additional races scheduled.

### Feature Event

| Finishing Position | Points | Finishing Position | Points |
|--------------------|--------|--------------------|--------|
| 1                  | 70     | 12                 | 39     |
| 2                  | 67     | 13                 | 37     |
| 3                  | 64     | 14                 | 35     |
| 4                  | 61     | 15                 | 33     |
| 5                  | 58     | 16                 | 31     |
| 6                  | 55     | 17                 | 29     |
| 7                  | 52     | 18                 | 27     |
| 8                  | 49     | 19                 | 25     |
| 9                  | 46     | 20                 | 23     |
| 10                 | 43     | 21                 | 23     |
| 11                 | 41     | 22                 | 23     |

### Bonus Points

| Bonus                     | Point(s) |
|---------------------------|----------|
| Quick Time                | 3        |
| Clean Race (0 inc points) | 2        |
| Hot Shoe Winner           | 8        |

### Penalty Points

| Penalty            | Point(s)                    |
|--------------------|-----------------------------|
| 9+ incident points | -1 per 9 inc points accrued |

### Tie Breakers

- In the event of a tie in the final point standings, the following tie-breakers will be used.
  - Total wins
  - Top 5 finishes
  - Top 10 finishes
  - iL
  - Average finish
  - Total incident points

### Season Awards

- Each of the four Mighty Midget Series season champions will receive a championship trophy.
- The Ironman Series champion will receive a championship trophy.
- A driver vote will be held for the Sportsman of the Year in 2025, and the winner will receive a trophy and \$50 in iRacing credits.\*

*\*Must complete at least 70% or more of races in 2024 to be eligible.*

## League Partners



### Barros Designs

[BarrosDesigns.com](http://BarrosDesigns.com)

Barros Designs has been providing architectural concepts and construction documents since 2010, specializing in designing new custom homes across the Pacific Northwest. Each project, big or small, receives the same level of attention to detail, and the same commitment to quality of design.



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