

Chaz Draycott MEDIA



Season 1 Rulebook

Overview

As with a lot of leagues under the **Chaz Draycott Media** umbrella, this championship has been devised mainly for fun and entertainment, but to also strive in creating new formats and ideas that haven't been tried before, hoping to provide a niche corner of the iRacing and sim racing world with a new format to go racing with.

The **Speedway Superleague** is no different - it's a format derived from the very popular Speedway motorbike racing championships, just watered down to fit with iRacing's own Heat Racing systems.

Please read through this rulebook in its entirety and take in the information to ensure a smooth and enjoyable experience if you join us on the race track.

Cars

The cars used in the championship will be identical **Dirt Legends '34 Coupes** in their Dirt Racing guise. Everyone will run on baseline setups for the purposes of fair competition and identical machinery.

Format

The format follows the style of a typical individuals match seen in Speedway motorbike racing - a very popular sport all over the world, and the national sport of Poland.

In a round, eight teams of two will face off against one another, with eight 4-lap Heats and a single 5-lap Final. Technically, due to iRacing's Heat Racing format, this will be displayed as four Heats, four Consolation races, and a Final.

The grids will be determined by a short Lone Qualifying session. The drivers that progress into the Final are determined by [what will be] the Consolation races, with the top driver from each, going through. This adds extra importance to the results of the Consolations, as the Final gives an extra chance to put points on the board.

The series will imply a rolling start, where drivers are expected to go in a fair manner from around 80km/h once the green lights show.

Below is a timetable for each race meeting. Please note that times are approximate and the opening of the Practice Sessions will be scheduled as conveniently as possible for a smooth evening and broadcast. Once all drivers are into the second session of the night, Practice will be finished and we will advance straight to Qualifying.

Time (GMT)	Session	Length
19:30	Practice 1	30 Mins
19:45	Broadcast Starts	-
20:00	Qualifying 1	5 Mins
20:05	Heats A1-A4	~12 Mins
20:20	Heats B1-B4	~12 Mins
20:30	Practice 2 Opens	30 Mins*
20:35	Feature 1	~4 Mins
20:45	Qualifying 2	5 Mins
20:50	Heats A5-A8	~12 Mins

21:05	Heats B5-B8	~12 Mins
21:20	Feature 2	~4 Mins

*Practice will be advance to Qualifying once all drivers are in the server.

On-The-Night Point Scoring

As in speedway, each heat has the following scoring system;

Pos.	Points
1st	3
2nd	2
3rd	1
4th	0

However, in the Final, 4 points will be awarded to the driver who finishes in 1st place, adding a higher reward for those that come out on top at the end of the evening.

The emphasis will be on the Teams Championship, with those that win Finals making the most of the aforementioned extra point but over the course of the League, drivers will also be scored individually on their performance with a separate prize for the one who scores the highest all season.

Teams

Drivers can team up in pairs for this league, with replacements permitted and no limit on how many drivers can drive for a Team in a season, so long as only two race during each round. There is no major limitation on who can drive for a Team, and for how long, apart from if they've already raced for another Team in the current season. There is a limit of 16 entrants per season.

For example though, if somebody can't make a round of the League, a replacement driver can be drafted in as a one-off, so long as at least 24 hours notice is given to organise it.

Teams must submit one livery, or a set of identical liveries for all of their drivers and race with identically coloured wheels/wheel covers.

The only permitted variables are small driver names above doors (no huge names on the back, front or sides of the cars) and driver-specific frame bar colours. This does not extend to the style and colour of their car number, which can be changed in the iRacing UI, although similar styles across a team are encouraged.

Calendar and Fixtures

The season's calendar will take place over six weeks. As rounds won't take very long to complete, there is ample opportunity to cover two rounds in one evening, so two entire run-throughs of the format will take place - from Qualifying through to the Final - giving entrants more track time for their money.

This short initial Calendar has been set to only use free iRacing content. Future seasons may introduce one or two paid venues.

Date	Circuit	In-Sim Start Time
1st Feb	USA International Speedway	Late Afternoon
8th Feb	Lanier National Speedway	Night
15th Feb	Limaland Motorsports Park	Afternoon
22nd Feb	USA International Speedway	Night
29th Feb	Lanier National Speedway	Late Afternoon
7th Mar	Limaland Motorsports Park	Night

The Weather will be set to iRacing Default - Partly Cloudy - with 4 degrees F taken off (resulting in 74F).

The track will start at 0% usage in the first "Round" of the night and be carried over from session to session. For the second "Round" the track will start at 10% usage and be carried over.

How To Enter

Entries can be submitted via the Chaz Draycott Media website, at the usual Page; <https://chazdraycott.com/enter-a-championship>

Entry to the League for Season 1 is £10 per driver, which covers running costs, admin time taken to organise the series and broadcast each event.

Entry fees are to be sent to paypal@chazdraycott.com only once requested!

Entry fees are non-refundable once the League begins, and must be paid at least 48 Hours before the first rounds are set to start.

Any drivers recognised to have helped with the testing and development of the format ahead of the creation of this League have access to 50% off their entry fee.

Please join the [Series Discord Server](#) once you've signed up to keep up-to-date with goings on. This is where 90% of communication will take place.

Driving Standards

Unfortunately, due to the nature of dirt racing, contact is almost inevitable, so, much like in the popular Japanese Touge Racing rules, the car behind is deemed responsible for avoiding contact with the car ahead, unless in special circumstances where the car in front has already lost control, or made an unreasonable effort to cut from a high line to a low line, or vice versa.

This same stance applies to a car diving down the inside to a low line - they are deemed responsible for being able to get the car slowed down appropriately to avoid a car on their outside, within reason. If said outside car has ample chance to remain on a wider line and steer clear of contact, they are expected to do so. If they are maintaining a line up high or in the middle of the track, and the inside car simply washes up into them, blame will be apportioned to the latter.

Drivers that cause contact twice in a round will receive a public warning via Discord, and on a third offence will be Disqualified with their points for that round, removed.

Broadcasting

All rounds will be broadcasted on the **Chaz Draycott Media YouTube Channel** and **Facebook Page**. Links are below for those looking to find the broadcasts or share them.

<https://youtube.com/c/chazdraycott>

<https://facebook.com/chazdraycottmedia>