



Universal Rulebook

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League Requirements

- Pretend Racing Online does not have a minimum License Class of Safety Requirement to join. Membership eligibility is at the sole discretion of league administrators.
- All members must join both the league page on iRacing, as well as the league Discord Server.
- Drivers are required to use a wheel and pedals when racing. Other peripherals will not be permitted, with the lone exception of a physical impairment that prevents the use of a wheel or pedals.
- Drivers are required to have a working microphone to ensure communications with league officials and other drivers before, during, and after events.

1.0 Driver Conduct

1.1 Sportsmanship

1.1.1

All members are required to show good sportsmanship and be respectful of their fellow drivers at all times. This includes before or after races, via iRacing messaging or voice chat, Discord and social media.

1.1.2

The Pretend Racing Online League is a like-minded community here to have fun, just as much as it is a competitive iRacing league. Drivers who are continually showing poor sportsmanship will be removed.

1.2 On Track

1.2.1

Drivers exhibiting erratic driving and continually causing on track incidents are subject to league removal.

1.2.2

If a driver is found to be intoxicated during a race, they are subject to immediate removal from both the iRacing series and Discord Server.

2.0 Vehicles

2.1 Pavement - Gen 4 Chevrolet Monte Carlo and Gen 4 Ford Taurus

2.2 Dirt - Dirt Late Model - Super

3.0 Race Night Schedule

3.1 Wednesday Night Showdown Series

- Showdown Series Warm Up ~7:00 pm EST / 6:30 pm CST
 - Drivers Meeting ~8:45 pm EST / 7:45 pm CST
- Showdown Qualifying ~8:55 pm EST / 7:55 pm CST

- Short Track = 3 minutes
- Speedway = 5 minutes
- Road Courses = 8 minutes
- Showdown Heat Races Begin ~9:05 pm EST / 7:05 pm CST
- Showdown Warmup - Inverts ~9:30 pm EST / 8:30 pm CST
- Showdown Feature Race ~9:40 pm EST / 8:40 pm CST

3.2 Disclaimer

- 3.3.1 Race schedules are subject to change.
 - Any changes will be communicated to the league via the PRO Discord.
 - In the event of scheduling changes, free tracks will be given priority when applicable.
- 3.3.2 In the event that the iRacing servers fail, one of the two following scenarios will take place:
 - If over 50% of the race has been completed, the race results become official (rain out), or
 - If the race is less than 50% completed, a new session with the remaining laps will be created and the race will be continued with a set grid that matches the last lap prior to server failure.

4.0 Series Specific Procedures

4.1 Showdown Series

4.1.1 Server Setup

- The first 40 drivers in the server will be allowed to participate. 40 drivers will advance to the feature

4.1.2 Practice

- Practice will be 60 minutes
- Drivers meeting will be conducted in the last 5 minutes of Practice
- Track state will be set to
 - 25% for asphalt
 - 0% for dirt, with admin discretion for other sessions

4.1.3 Qualifying

- Best of 2 laps determines each drivers starting position in their Heats
- Qualifying Scrutiny
 - Set to none. However the league reserves the right to increase the level of scrutiny if drivers are discovered to be manipulating the game's physics
- Track state
 - Asphalt track state will carryover (Marbles will not be cleaned)
 - Dirt track state will be set to an appropriate number based on car count
- Time limit
 - > 1 mile = 3 minutes
 - < 1 mile = 5 minutes
 - Road Course = 8 minutes

4.1.4 Heats

- 4 Heats with 10 cars each

- Inversion of 4
- No cautions for Heat races
- Top 3 advance directly to the Feature. All other drivers will move on to the Consolation race.
- Track state will carry over from Qualifying. (Marbles will not be cleaned)

4.1.5 Consolation

- Consolation Race race will be set to 28 cars
- Inversion of 6
- No cautions in Consolation race
- 15 cars advance to the feature
 - More cars can advance if fewer heats are ran
- Track state carries over from the Heats

4.1.6 Warmup

- Warmup will be 15 minutes
- The first portion of warmup the track will be closed as admins randomly select the invert type and number of drivers
- Once the invert is determined the track will be opened for all drivers.

4.1.7 Feature Invert

- Invert and invert numbers will be determined by the “God of Chaos” wheel in discord.
- One of 3 invert types will be drawn at random, with a random number of drivers between 4 and 10 participating
 - Dash - All invert cars race heads up in a heat length race to determine their feature starting order
 - Invert - Cars will be lined up in reverse order of the number drawn/
 - ReDraw - All invert drivers are randomly assigned a new starting position

4.3.8 Feature

- Depending on track size. One extra pace lap may be run in order to get all invert drivers in their correct starting position.
- Black flags from iRacing will be cleared after all drivers have taken the green flag.
- Caution laps will be counted on paved tracks and will not count on dirt tracks
- Track state will carry over from the Consolation race (Marbles will not be cleaned)
 - Admins reserve the right to reset track state in the event iRacing incorrectly generates an incorrect track in warmup or if car count dictates a different track state to promote better racing
 - Admins can dictate a high or low line only practice or warmup in order to burn a track in. This can normally only applies happen at short tracks or dirt tracks
- Green-White-Checker Finishes
 - 1 Green-White-Checker attempts
 - In the event the race is running up against its time limit. The race will be completed based on session stop time, regardless of on track conditions

4.1.9 Starts and Restarts

- Initial start in heats, consolation, and feature will be on the flag man.

- Leader has lane choice on initial starts
- Restarts will be single file with lap cars to the inside
 - All starts and restarts are on the leader as long as the pace car has left the racing surface.
- The leader must maintain pace speed from turn 3 until the restart zone.
 - If the leader would like to back off the pace vehicle. They may do so, but must be within 2 seconds of the pace vehicle.
 - This rule is intended to ensure the leader maintains their advantage at tracks where the pace car leaves the surface and the flag man waves the green flag at the same time.
 - Once the leader has begun accelerating they can not slow or stop accelerating.
 - If the leader is deemed to have slowed intentionally. They will first be given a warning. If they fail to restart in a proper manner in any following restarts they will be given a drive through penalty.
- All drivers must maintain their lane until after the start finish line. This includes going to the apron.
- If lap 1 is not completed a total rerack will occur with the cars involved in the caution going to the rear.

4.1.10 Caused Caution - "Tap Rule"

- In the event of a caution. The driver(s) responsible for the incident are expected to claim the yellow. In the event that no driver claims the yellow, the incident will be reviewed by admin staff post race and post race penalties will be assessed.
 - Post race reviews will be added to any additional claims a driver may have had.
 - Ex.) One claim and one no claim is deemed a 2nd incident in post race review. Regardless of whether the No claim occurred before their first in race claim.
- In Race Claims
 - 1st Incident - No Penalty
 - 2nd Incident - End of Longest Line Penalty (EOL)
 - 3rd Incident - Driver will be parked for the remainder of the race.
- Post Race Reviews
 - 1st Incident - Driver will be assessed a 3 point penalty
 - 2nd Incident - Driver will be assessed a 5 point penalty and given an EOL at the beginning of their next race
 - 3rd Incident - Driver will be assessed a 10 point penalty and given a drive through penalty at the beginning of their next event.
 - 4th Incident - Driver will be given a 20 point penalty and suspended one race.

4.1.11 Tire Limits

- Limited Tire sets
 - Tracks < 1mi will have 2 sets in the pits
 - Tracks > 1 mi will have 3 sets in the pits
- **Please Note:** iRacing does not offer the ability to remount used tires. This means drivers will have to be careful when picking when to pit. If a driver blows a tire with none left in reserve they will be scored with a DNF.

5.0 Universal Procedures

5.1 Setups

- All drivers will use the iRacing fixed setup predefined in the league schedule
 - In most cases these will be iRacing setups. However in rare instances there may be a small change from the default setup. This normally consists of additional fuel load or different gearing to better suit our racing

5.2 Lapped Cars

- Lapped cars are not expected to yield immediately, if they are able to maintain pace. However, if one car is noticeably quicker than the other, common courtesy is expected.
- Lapped cars are encouraged to simply run the lane they are most comfortable in. Faster cars will find a way around them.

5.3 Pitting

- Pit entry
 - Under green flag conditions drivers are not expected to announce when pitting. However, it is encouraged when running in a group of other cars.
- Pit Road
 - Drivers must stay in the outside line while maintaining pit road speed, only using the blend lane for entry and exit of their pit stall
- Pit Exit
 - Drivers are expected to blend to the outside line in a safe manner, only staying in the blend lane if side by side with another car.
 - Drivers are not allowed to merge onto the racing surface until after the blend line (Blue cone). Usually located out of turn 2.
 - Penalties for pit road speed or blend line infractions will not be cleared
 - Merging drivers are expected to yield to at speed cars. Only merging with traffic when it is safe to do so
 - **In dirt events:** Drivers may only exit pit road under a caution period

5.4 Yellow Flags

- All yellow flags and caution periods will be handled by iRacing
- All drivers are expected to slow down in a safe manner
- Lucky Dog
 - iRacing will assign the first driver one lap down that was not involved in the incident a wave around in pavement races. Admins will assign it manually on dirt tracks as iRacing does not assign wave arounds when caution laps are not counted.
 - All drivers are expected to maintain pace speed along the bottom groove as the Lucky Dog driver passes along the high line
- Hanging back or attempting a flying restart is not allowed

5.5 Black Flags

- Black flags are assigned by iRacing
- It's the driver's responsibility to follow iRacing directions and serve the appropriate penalty
- In rare instances Black Flags can be cleared by an Admin.
 - Ex.) Unsafe pit entry while involved in or avoiding an accident

5.6 Blinking Cars

- If a car is reported as blinking or warping, the driver in question is expected to move to the apron and let other cars around them pass
- If said car is reported to continually blink or warp, they must bring their car to their pit stall and can not reenter until the issue has been resolved

5.7 Wall Riding

- Intentionally riding the wall in an attempt to gain a competitive advantage is not allowed
- If noticed during a race, the driver will be warned by an admin to stop
 - If caught again they will be parked
- If found in post race review. The driver in question will be given an EOL penalty and finish last of the cars on their completed lap.

5.8 Intentional Wrecking

5.8.1 First Offense

- Driver will be assessed a 20 point penalty and suspended for the following race

5.8.2 Second Offense

- Driver will be assessed a 50 point penalty and suspended for the following 3 races

5.8.3 Third Offense

- Driver will be removed from all Pretend Racing Online series for at least the rest of the season. Length and duration of the suspension will be at the series admin discretion

5.8.4 "Gael" Rule

- Post race wrecking after heats, Consolation, and feature races will be treated in the same manner as a 2nd Incident Claim.
 - 5 point penalty and EOL at the beginning of their next race.
- If a driver continues to intentionally wreck others they will be subject to further penalties at admin discretion.

6.0 Point Systems

6.1 Showdown Points

6.1.1 Race Points

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

6.1.2 Bonus Points

Bonus	Points
Quick Time	1
Heat Winner	1
Consolation Winner	2
Lead A Lap	1
Hot Shoe Winner	1

- Hot Shoe - If a driver wins 2 races in a row, they will be given and EOL at the beginning of the next feature. If the Hot Shoe driver wins, they will receive 1 additional bonus point

6.1.3 Drop Weeks

- Each driver is allowed to drop their worst finish of the regular season.
- If a driver misses a race, that will count as their only drop

6.1.4 Playoffs

- With 4 races remaining the top 5 in driver points will enter the playoffs. As well as the driver who wins the regular season wildcard race.
 - Only drivers with a minimum of 9 starts are eligible for the playoff
 - If a driver already in the top 4 wins the wildcard race. The 5th place driver in points will be added as the final playoff driver.
- Each driver will be set to 2000 points at the start of the playoff
- After each round the lowest finishing driver, will be eliminated from the playoffs
 - At which point they are locked into whatever their last points position was
- Highest finishing driver after 4 rounds will be declared the Showdown Champion