

Rubbin' is (i)Racin'

Presented by: The Scrubbin' Tires Podcast

- **Format**

- **The RIR STP League will use a format similar to the World of Outlaws 3 Heats iRacing formatting**
- **Races will be held under the STP iRacing League**
- **Please request to join the STP iRacing League prior to the season starting**
- **Please fill out Google Sheets RIR STP Weekly Entry List Form prior to each race or you will not race**
- **Entry list form:**
<https://docs.google.com/spreadsheets/d/1Ff2a3q37tSzyrTNOVTcx-OXIHtdB0tfwFi6Uvp-ads/edit?usp=sharing>
- **A maximum of 30 entries per race**
- **Races will be held weekly on Monday nights at 7:00 PM MST.**
- **We are trying to limit this to the tri-state area (CO, WY, NE) if possible**
- **(3), 8 lap Heat Races, top (7) advance to Feature
*(21) drivers advance to the feature from Heat Races***
- **(1), 10 lap LCQ, top (4) advance to Feature *(5) drivers will not make the Feature***
- **(1) 50 lap Feature for (25) drivers**

*** if (30) entries are not present, a minimum of (20) entries are needed to host the race. For a (20) entry race the above format will be followed except for removal of the LCQ and all (20) drivers make the Feature.**

- **Time Schedule**

- **(30) minute practice session starts at 7:00 PM MST.**
- **(10) minute qualifying session starts at 7:30 PM MST.**
- **Heat races commence at 7:40 PM MST.**
- **Last Chance Qualifier (LCQ) commences at ~8:00 PM MST.**
- **(5) minute driver meeting (iRacing warmup) starts at ~8:15 PM MST. No cars on track, just meeting**
- **Feature commences around ~8:20 PM MST.**

- **In Race Format**

- **(1) set of tires per driver**
- **(1) fast repair per driver**
- **16x incident points per separate race (Heat, LCQ, Feature) will result in a green flag drive through penalty**
- **24x incident points per separate race (Heat, LCQ, Feature) will result in a disqualification**
- **Spotters are allowed**
- **All starts and restarts are on the green flag**
- **iRacing full course cautions will be on**
- **Lucky Dog rule will be in affect**
- **No free wave arounds, if you go a lap down it's part of racing**
- **(3) in race administrators will try and be in each race**

- **Car & Track Schedule**

- **Car: Street Stock & Dirt Street Stock**
- **(8) different tracks**
 - **1st Race: North Wilkesboro Speedway (31 miles)**
 - **2nd Race: Myrtle Beach Speedway (27 Miles)**
 - **3rd Race: South Boston Speedway (20 miles)**
 - **4th Race: Irwindale Figure 8 (Heat Races, LCQ, Features shortened to half of standard races, incident points doubled, 2 fast repairs, no cautions, not a demo derby!) (~13 miles)**
 - **5th Race: 5 Flags Speedway (25 miles)**
 - **6th Race: Charlotte Oval (shortened to 25 laps) (~38 miles)**
 - **7th Race: Eldora (Dirt Street Stock) (25 miles)**
 - **8th Race: Southern National (20 miles)**

- **Setups**

- **All track setups will be modified iRacing fixed setups (only fuel modified to reduce weight). Week (4) race will be a modified baseline fixed setup**

*** continue reading for rules and points structure***

• **Rules & Consequences**

- 1.) **Absolutley no drama**
 - a.) **This league is for everyone to have fun and to promote yourself and the STP**
- 2.) **No reckless driving will be tolerated**
 - a.) **You will automatically be disqualified for any and all reckless driving in any event and kicked out of the league entirely**
 - b.) **Rubbing is racing**
 - c.) **We all know the difference between bumping and wrecking someone**
- 3.) **If you spin out or spin another driver out, call it out as soon as you're safely able to do so without causing further damage**
 - a.) **If you spin someone out and do not call it out immediately, you and the driver you spun out with both receive EOL penalties or green flag pass through penalties (whichever comes first) to resolve the issue and get back to racing**
- 4.) **After (2) self spins or spinning someone else out (2) times in one night of racing (Qualifying, Heat Races, LCQ and Feature combined) you will kindly be asked to park it for the night and become a spectator**
- 5.) **There will be no favoritism shown**
 - a.) **Last names, friendships, family ties etc. will not be considered when dishing out penalties or disqualifications to keep it fair for everyone**
- 6.) **No arguing/bickering over iRacing race chat or Teamspeak so we can concentrate on racing and not who is mad at who**
 - a.) **You can kindly switch channels and talk amongst yourselves if you feel the need**
 - b.) **If you initiate an argument you will be disqualified from the event, yes this is strict but refer back to rule #1**
- 7.) **No retaliation of any kind on the track**
 - a.) **If you are caught retaliating on the track in any way, you will be disqualified for the event and also kicked out of the league as a whole**
- 8.) **Net Code issues need to be called out immediately**
 - a.) **If you caused a wreck either yourself or to someone else based off of net code, you will receive an EOL penalty or green flag pass through (whichever comes first) just to ensure this is not abused**
- 9.) **Be mindful of your internet connection/strength**
 - a.) **You will be given a warning for a blinking car/high ping level at any time during the event**
 - b.) **The second warning for this will be EOL penalty or green flag pass through (whichever comes first)**
 - c.) **If you are warned for a third time about a blinking car/high ping level, you will be asked to leave the event to prevent someone wrecking because of your blinking car**
 - d.) **Let's make sure internet connections are suitable before joining to avoid this issue**
- 10.) **If you jump a start or restart, you will be given a pass through penalty or EOL penalty (whichever comes first)**
 - a.) **If you jump a restart twice throughout the night (combination of Heat Races, LCQ and Feature) you will be disqualified**

- **Post Race**

- **These races are hard to win, let the winner celebrate on the front stretch for a bit**
- **The top 5 Feature winners (in order) will line up at the start finish line for a photo**
- **The top 5 Feature winners will be announced on the next STP episode**

- **Points**

- **Feature points will be as follows:**

- **1st Place: 180 points**
- **2nd Place: 170 Points**
- **3rd Place: 165 Points**
- **4th Place: 160 Points**
- **5th Place: 155 points**
- **6th Place: 150 Points**
- **7th Place: 146 Points**
- **8th Place: 142 Points**
- **9th Place: 138 Points**
- **10th Place: 134 Points**
- **11th Place: 130 Points**
- **12th Place: 127 Points**
- **13th Place: 124 points**
- **14th Place: 121 Points**
- **15th Place: 118 Points**
- **16th Place: 115 Points**
- **17th Place: 112 Points**
- **18th Place: 109 Points**
- **19th Place: 106 Points**
- **20th Place: 103 Points**
- **21st Place: 100 points**
- **22nd Place: 97 Points**
- **23rd Place: 94 Points**
- **24th Place: 91 Points**
- **25th Place: 88 points**
- **26th Place: 85 Points**
- **27th Place: 82 Points**
- **28th Place: 79 Points**
- **29th Place: 76 Points**
- **30th Place: 73 Points**

- **Championship**

- **The driver who accrues the most points at the end of (8) total races will be crowned the RIR STP Champion**