



HIGH TIDE RACING LEAGUE OFFICIAL RULEBOOK

****Admins reserve the right to change****

****this document at any time****

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Section 1: General League Info

- A. For HTRL's 6th season, we will be racing the NASCAR Trucks on Monday nights with the session going live at 8:00pm EST. The cars will be run with 80% fuel, we'll use the iRacing fixed setups , and tires will vary based on race but each race will come with enough sets per pit stop required under green conditions.
- B. There will be 45 minutes of Practice in the session along with 5 minutes of Qualifying (10 minutes for road courses) that will start at 8:45pm EST. There will also be a 10-minute warmup period that will be used first and foremost for a mandatory driver's meeting in the league discord server.
 - a. Green flag will be at 9:00pm EST.
- C. For Season 6, we will run a 20-race season, with the first 15 races being the regular season, and the final 5 races being the Chase for the Cup. Refer to Section 4: Points System and The Chase for how The Chase will play out.
- D. No entry fee, all new league members must have a D-class oval license (no rookies) and a 1300 iRating or higher.

Section 2: Code of Conduct

1. ALL iRacing rules and Code of Conduct guidelines will apply to ANY AND ALL HTRL official sessions (including official practices throughout the week)
2. Superspeedway out of bounds line - HTRL will adhere to the NASCAR mandate of the “out of bounds line” at Superspeedways. This will be defined as two tires below the line in an effort to make a pass, assuming the driver is not “forced” below the line with no other choice. This penalty will be at RC discretion and will result in a Drivethrough penalty

Section 3: Communication

** In-sim voice chat is for Race Chat ONLY. No conversations, or arguing **

1. All drivers must have a working microphone and must be in an HTRL League Discord Voice Call. No exceptions.
2. Your Discord “nickname” must be set to exactly how it appears on iRacing and have your assigned car number preceding it. (ex. #46 John Doe)
3. There will be NO swearing and/or arguing over the in-sim iRacing chat.
 - 3.1. While we understand that on track incidents are frustrating and it is extremely tempting to just hit that button and say something, we expect all HTRL drivers to act in a professional manner. Any driver caught breaking this rule will have one warning given to them before having

their in-sim chat muted. If after that mute the driver continues, they will be parked for the remainder of the event.

4. Excessive disregard to professionalism or lack of respect to other drivers may result in dismissal from the league.

Section 4: Points System & The Chase

A. Points System

- a. We will use the 2026 Nascar points system to award points for finishing positions at the end of the race.
 - i. 1st Place 55 Points, 2nd Place 35, 3rd place 34 with points decreasing 1 point per position
 - ii. Bonus points will be awarded for:
 1. The pole sitter (+1 point)
 2. Fastest Lap of the race (+1 point)
 3. Any driver who leads a lap (+1 point)
 4. Driver who leads the most laps (+1 points)
 5. Any driver who finishes the race with 0x (+1 points)

b. Provisionals:

- i. 2 provisionals will be available to each driver throughout the season.
 - 1. Provisionals are equal to 1 point less than the final driver in the race
 - 2. If there are 36 starters, Provisional requests will be ignored and not used.
- ii. Provisionals must be requested by the end of the warmup / drivers meeting session.
- iii. These cannot be used in the chase.
- iv. Cannot be used to reach chase eligibility. Must still meet requirements of section 4.2.1.

B. The Chase

- a. The top 12 drivers in points at the end of the regular season will be eligible to run for the championship in The Chase. These drivers will have their points reset once the chase start at 2100 for the leader and each driver starts with 5 points less.

Section 5: HTRL Lobby Procedures

A. Pit Road Procedures

- a. Under green flag conditions, if a driver is in traffic and wishes to pit, it is their responsibility to communicate their pit stop. If a driver is alone on track, a call out is not required.
- b. All drivers must stay in the outside lane of pit road (right side for most tracks).

- i. If under green flag conditions and closely racing another driver, you may be side by side with another driver on pit road
 - ii. Drivers who fail to maintain pit road speed may be passed on the left.
 - iii. Drivers who do attempt to make a pass on pit road assume the risk of doing so. Whichever car has their nose in front is considered to have the “right of way” and if an incident occurs while trying to enter the pit boxes then “right of way” will be taken into consideration.
- c. Drivers are allotted 3 pit boxes for entry and 2 for exit
 - d. Any penalties received for unsafe pit road entry/exit will not be cleared, as well as any speeding penalties.
 - i. The only exception to this will be if a driver must go down pit road to avoid an accident or is spun into the pits. That penalty will be cleared.

B. Initial Start/Restarts

- a. The initial start of the race will be on the iRacing green flag. No lane choice will be permitted on the initial start.
- b. All restarts after the initial start of the race will be on the race leader once they entered the restart zone (if available). The leader will also have lane choice which must be called out over iRacing sim chat once the field receives the “2 to green” notification from iRacing. If the restart zone is NOT available, then restarts will be on the leader once all 4 tires of the pace car have left the racing surface.

- c. Passing on the left before the line is allowed if avoiding a wreck on track, a driver may ask RaceControl to review the incident if a black flag is assigned by iRacing. Otherwise, all iRacing COC and Rules apply regarding restarts
- d. Drivers must not “lay back” from the driver in front of them to attempt to get a run. “Laying back” is viewed as falling more than 1 car length behind the driver in front before a restart. Drivers caught doing so will receive 1 warning from RaceControl, and will be given a drive through penalty for any further offenses.

C. Stage Points

- a. Starting in season 6, HTRL will add stage racing to the races, BUT NO STAGE BREAK WILL OCCUR!
 - i. Top 10 finishing results on the designated lap, will receive stage points.
 - 1. This only applies to lead lap cars

D. Cautions:

- a. Cautions will be thrown by iRacing **only. The only time an admin caution will be used is if three or more cars are involved in a wreck “off track.”**
- b. Any form of trying to bring out the yellow intentionally will result in a minimum of a stop and hold under green conditions. RaceControl is given the right to increase the penalty up to a Disqualification based on severity of the situation.

- c. Post race, all cautions will be reviewed by everyone who attend the Discord VC
- d. If a caution is deemed a racing incident, no drivers will be penalized.
- e. If a caution is deemed to be at fault of a driver, they will receive
 - i. 1st incident in race: EOL next race
 - ii. 2nd incident in race: Drivethrough Penalty to be server on lap 2
 - iii. 3rd incident in race: DQ From current race and suspended from following race

E. Green/White/Checkered Restarts

- a. HTRL will allow 3 attempts at a GWC.

F. Post-Race Procedures

- a. Once drivers take the checkered flag, horseplay (door banging, playful spinning out of drivers, etc.) will only be permitted after halfway down the backstraight. **THE WINNER IS OFF LIMITS FOR HORSEPLAY!!**
- b. ONLY the top 3 drivers may head to the front stretch for photos to use on social media and broadcast purposes.
- c. ONLY the race winner is permitted to do burnouts.
 - i. Podium finishers have 2 minutes to get into the broadcast waiting room in order to be interviewed post-race.

G. Damaged Vehicle Policy

- a. If a driver is deemed to be off pace and a hindrance to green flag racing, they will receive 1 warning from RaceControl to go fix it, If the situation doesn't improve after the pit stop, they may be asked to park their vehicle.

Section 6: Penalties/Protests

- A. Penalties may be appealed, but once reviewed by the admin team, they are considered FINAL.
- B. If any driver notices something on track that doesn't bring out a caution and violates the lobby procedures, they are encouraged to file a protest through the proper channels. Once reviewed, an announcement will be put out regarding the results of the protest.
- C. There will be ZERO TOLERANCE for intentional wrecking and/or retaliation.
 - a. All reports of intentional wrecking / retaliation will be at the sole discretion of the admin team to review
 - b. Any driver who acts maliciously and/or shows full intent to wreck another driver during ANY HTRL event will be disqualified from the race and will receive a 1 race suspension
 - i. If a driver is found guilty of intentional wrecking / retaliation a 2nd time during a season, the driver will be banned from HTRL.

Section 7: Points of Contact

- A. Admin Team Members: Benjamin Lacy, Bob Berry, Derrick Watson, Johnathan Canfield and Michael Thorpe Jr.
- B. HTRL Admins have the right to rule above and beyond the rulebook in situations not outlined in the rules above or to escalate a punishment if necessary.

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