



Season 1 Rules & Regulations

Every round of the series will be broadcast live on [iRacing Esports Network](#), www.facebook.com/ApexRacingTV and www.twitch.tv/ApexRacingTV. Live Timing, Track Map and Events list are all available at [Live Timing - Apex Racing TV](#)

All items in RED are alterations or additions to the rules from previous seasons, please ensure you read them carefully.

Contents

- 1.0 - [Entry](#)
- 2.0 - [Showdown](#)
- 3.0 - [Championship Format](#)
- 4.0 - [Timing](#)
- 5.0 - [Prize Money](#)
- 6.0 - [Trophies](#)
- 7.0 - [Points](#)
- 8.0 - [ARL Driving Standards, Appeals, Penalties and License](#)
- 9.0 - [Calendar](#)
- 10.0 - [Paints](#)
- 11.0 - [Refunds](#)

1.0 - Entry

1.0.1 - Teams of maximum **3** drivers, minimum of **2**. (best **2** drivers score points per round).

1.0.2 - AM teams can have a maximum of **1** PRO driver (admins may evaluate PRO and AM status, changes will not happen after the start of the showdown).

1.0.3 - **£4.17 Ex VAT (£5 Inc VAT)** per driver per week entry fee must be paid before **19:00GMT** every Race day. Drivers who are not paid up to date will not receive points for that meeting.

1.0.4 - **£58.33 Ex VAT (£70 Inc VAT)** for full season entry fee. This includes the non-refundable deposit.

1.0.5 - **£16.67 Ex VAT (£20 Inc VAT)** Deposit to be paid by the **5th of March**. If this isn't paid we will allocate your seat to another driver. This is to finalise the grid and paints in time for Round 1.

The Deposit is non-refundable. Please see section 11.0 for more information on refunds.

1.0.6 - The Deposit pays for the Showdown Championship Meetings only.

1.1 - Entry Procedure

1.1.1 - To enter the championship, drivers must complete both the series entry form AND purchase an entry through the Apex Racing League shop.

1.1.2 - Purchasing an entry can only be done via the Apex Racing League website <http://apexracingleague.com/shop> Please choose the correct league "ARLTC 2020 Season 1" and option "Deposit, 1 Week Entry or Full Season" in the online shop.

1.1.3 - To confirm entry to the championship you must have purchased either the "Deposit" or "Full Season" products.

1.1.4 - You must also have entered your details into the following form to confirm the required competition information that we need from you:

[ARLTC Season 1 - Entry Form](#)

2.0 - The Showdown

2.0.1 - The Showdown format was introduced in 2015 to prevent a driver or team from making a runaway victory in the championship. The showdown event covers the last **4** rounds of the **14** round season.

2.1 - The Showdown Rules

2.1.1 - At the start of the Showdown all PRO Showdown drivers will be set to 10000 + Showdown bonus starting points. All AM Showdown drivers will be set to 5000 + Showdown bonus starting points.

2.1.2 - At the start of the Showdown all PRO Showdown Teams scores will be set to 10000 + Showdown starting bonus points. All AM Showdown Teams will be set to 5000 + Showdown bonus starting points.

2.1.3 - Bonus Showdown starting points for PRO drivers can be gained by podium finishes in the regular season: **4** points per win, **2** points per 2nd, and **1** point per 3rd.

2.1.4 - Bonus Showdown starting points for AM drivers are awarded during the regular season relative to the finishing position of the rest of the AM driver: **4** points per top AM driver, **2** points per 2nd placed AM driver, and **1** point per 3rd placed AM driver per race.

2.1.5 - Bonus Showdown starting points for PRO Teams can be gained by overall standings per race meeting in the regular season: **12** points per overall 1st place, **6** points per overall 2nd place, and **3** points per overall 3rd place.

2.1.6 - Bonus Showdown starting points for AM Teams can be gained relative to the teams weekly finishing position against the other AM Teams. **12** points per AM Team 1st place, **6** points per AM Team 2nd place, and **3** points per AM Team 3rd place.

2.1.7 - Drivers must start at least one race in **7** different meetings to qualify for a Drivers Showdown entry. **If a meeting is cancelled, the required number of meetings will decrease by 1**

2.1.8 - Drivers and Teams who make the Showdown based on a wildcard entry will not get their bonus starting points and will start the showdown at 10000 points for PRO Drivers/Teams and 5000 for AM Drivers/Teams.

2.1.9 - All other Drivers and Teams will have their respective scores reset to **0** points.

2.1.10 - Drivers and Teams can only compete for the championship of their assigned class (PRO or AM).

2.2 - The Showdown Entry

2.2.1 - PRO Driver's Championship

- The top **10** Pro drivers in the main season overall points will qualify for the driver's Showdown.
- The **2** drivers with the most wins and not already qualified for The Showdown will be entered as Wildcards.
- If drivers are tied on amount of wins, the tie will be broken based on the number of overall 2nd places, then overall 3rd places and so on.

2.2.2 - AM Driver's Championship

- The top **8** AM drivers in the main season AM points will qualify for the AM driver's Showdown.
- The top **2** drivers with the most AM wins and not already qualified for The AM Showdown will be entered as Wildcards.

- If drivers are tied on amount of AM wins, the tie will be broken based on the number of AM 2nd places, then AM 3rd places and so on.

2.2.3 - PRO Team's Championship

- The top **4** PRO teams in the main season points will qualify for the team's Showdown.
- The PRO team with the highest amount of overall "week wins" (not already in the showdown) will qualify for the PRO Team Showdown as a Wildcard.
- An overall "week win" is earned when a team scores the most amount of points for that week.

2.2.4 - AM Team's Championship

- The top **4** teams in the main season points will qualify for the AM Team Showdown.
- The team with the highest amount of "AM week wins" (not already in the showdown) will qualify for the AM team's Showdown as a Wildcard.
- An "AM week win" is earned when an AM team scores the most amount of points for that week against the other AM teams only.

3.0 - Championship Format

3.1 - Qualifying Format

- 3.1.1 - 15 minute open qualifying
- 3.1.2 - iRacing time of day setting set to morning.
- 3.1.3 - You are only allowed one car during the session.
- 3.1.4 - If you crash or damage your car you cannot replace it.
- 3.1.5 - If you exit your car for any reason having left your pit-box for the first time, you may not rejoin the qualifying session
- 3.1.6 - You can change tyres & refuel.

3.2 - Race Format

- 3.2.1 - Three (3) Rounds/Races per race meeting.
- 3.2.2 - Races will be 20 minutes in length.
- 3.2.3 - First race of each meeting will be a morning ToD, second race will be afternoon and the third will be late afternoon
- 3.2.4 - 1st race grid ordered by qualifying time.
- 3.2.5 - 2nd and 3rd race grid ordered by previous race result using the random grid generator wheel to determine the number of drivers reversed. The wheel is numbered 15 20 25 30 35 40 45 + Full -1(driver) Full -2, Full -3, Full -4 (to prevent drivers hanging back for a full reverse pole spin).
- 3.2.6 - Reverse is only for drivers that finish no more than one lap down.
- 3.2.7 - The in sim weather will be set to dynamic however, depending on the Audi RS3 LMS's characteristics, the organisers may set specific conditions in order to avoid weather where the car becomes far from realistic. The ruleset will be updated if this occurs.

3.3 - General Meeting Rules

- 3.3.1 - Open setup.
- 3.3.2 - There are no 'Fast Repairs'.
- 3.3.3 - **17x incident points will yield a stop/go penalty. Every 5x beyond this will yield another stop/go .**
- 3.3.4 - **If the incident limit is for some reason not set then the results will stand as is.**
- 3.3.5 - Full course cautions where a significant amount of cars are involved in a single wreck (Safety Car).

3.4 - General Championship Rules

- 3.4.1 - 14 Meetings
- 3.4.2 - 42 Races (three per night)
- 3.4.3 - Thursday Night
- 3.4.4 - You are allowed to drop your two lowest scoring meetings during the regular season.
- 3.4.5 - Meetings during which drivers have been awarded any penalties cannot be dropped.
- 3.4.6 - Drop Scores only affect a Drivers score not the Teams Score.

4.0 - Timing

(All times are UK current time GMT or BST)

4.0.1 - Wednesday's Practice Races

- 19:00 Practice
- 20:30 10 minute qualifying
- 20:40 20 minute test race

4.0.2 - Thursday Official Races

- 17:00 Practice
- 20:00 Qualifying
- 20:15 – 22:15 Race 1, Race 2, Race 3

5.0 - Prize Money

Based on a representative prize fund of £1,000 total

5.0.1 - PRO Driver's Championship

- 1st £350 (35%)
- 2nd £150 (15%)
- 3rd £75 (7.5%)

5.0.2 - AM Driver's Championship

- 1st £250 (25%)
- 2nd £125 (12.5%)
- 3rd £50 (5%)

The prize fund is based on a total £1,000 driver entry, and prizes are awarded as a percentage of this. All entry fees are awarded in the prize fund after trophies, league admin/coordinator, broadcast, hosted session, VAT & PayPal fees. If the accrued entry fees reach a larger total than this, the prize fund will be increased accordingly.

6.0 - Trophies

6.0.1 - Trophy for PRO Team Championship winners.

6.0.2 - Trophy for AM Team Championship winners.

6.0.3 - Trophy for 1st, 2nd, and 3rd in PRO Drivers Championship.

6.0.4 - Trophy for 1st, 2nd and 3rd in AM Drivers Championship.

7.0 - Points

7.0.1 - Championship Points per race based upon finishing position (post protests)

7.0.2 - Where a driver is awarded a post race disqualification they shall lose their finishing position in the standings. All drivers below shall be adjusted upwards accordingly and obtain the points (and showdown points) for their new position - subject to them still being classified ie not more than one lap down.

Points Structure Per Race

1st 100	21st 67	41st 47
2nd 95	22nd 66	42nd 46
3rd 90	23rd 65	43rd 45
4th 88	24th 64	44th 44
5th 86	25th 63	45th 43
6th 84	26th 62	46th 42
7th 82	27th 61	47th 41
8th 80	28th 60	48th 40
9th 79	29th 59	49th 39
10th 78	30th 58	50th 38
11th 77	31st 57	51st 37
12th 76	32nd 56	52nd 36
13th 75	33rd 55	53rd 35
14th 74	34th 54	54th 34
15th 73	35th 53	55th 33
16th 72	36th 52	56th 32
17th 71	37th 51	57th 31
18th 70	38th 50	58th 30
19th 69	39th 49	59th 29
20th 68	40th 48	60th 28

7.1 - Team Points

7.1.1 Team points are the cumulative points of the drivers registered for that race

7.1.2 **Top 2 drivers scores** (per race, post penalties) contribute to the team score each meeting.

7.1.3 If a driver receives a post race penalty the team will then receive a points deduction as laid out in the penalties regulations document.

7.1.4 Team driver changes are allowed, If a driver that has raced moves team they are locked in for **5** meetings. New drivers to the series may replace locked in drivers before the 5 meetings are up. **Teams' driver lineups can't be adjusted during the showdown.**

7.1.5 If driver changes exceed the PRO driver limit of 1 PRO driver in an AM team, then the team will change class to PRO.

7.1.6 If a driver retires from a team, and doesn't move to a different team, then any outstanding penalties to serve eg an EXQ or EXQ + PS2 will have the minimum number of license points required to achieve that penalty multiplied by **10** and deducted from the driver (and hence teams) score - added as additional deductions in the Driver PP column of the Licensing Spreadsheet (Penalty option P7.0 in the penalty table)

7.2 - Driver Points

7.2.1 - Points per race as described in Table in section 7.1

7.2.2 - Bonus Showdown points as described in section 2.1

7.2.3 - Zero points for cars 2 or more laps down

7.2.4 - DNS/DNF = 0 points

7.2.5 - DSQ = 0 points

7.2.6 Post Race DSQ = 0 or negative points*

**a driver can also get penalty points deduction*

8.0 - ARL Driving Standards, Appeals, Penalties and License

8.1 - Championship Licence

8.1.1 - Each driver has a licence for the season, points will be added to this for each penalty received.

8.1.2 - Points are awarded after being reviewed by the stewards panel as per table in Section 8.2.4.

8.1.3 - **6** license points (single inc or accumulated) = No Quali (ExQ)

8.1.4 - Reach **7-11** license points (after already sitting on 6 or above) = No Quali (ExQ)

8.1.5 - **12** license points (single inc or accumulated) = ExQ + Pit Start Race 2

8.1.6 - Each **6** license points over 12 = another Pit Start

8.1.7 - If a driver is awarded more pit starts than they are capable of serving in a single meeting, they will be directed to serve the remainder at the next meeting they attend.

8.1.8 - Pit Starts can only be served in Races 2 and 3

8.1.9 - Each Pit Start Served = 6 licence points removed (only if when instructed to serve a pit lane start)

8.1.10 - Each license point a team driver receives = multiplied by **10** and applied as a team point penalty.

8.1.11 - A driver can have all of their license points reset to zero if they are able to attend **2** race meetings without obtaining any intervening penalties provided they have no outstanding penalties to serve.

8.1.12 - Failure to serve a penalty will result in the driver being handed a post-race disqualification and the team being given a **50** point penalty. No License points will be deducted however provided no more are gained in the meeting the driver will not have to serve the original penalties again at the next meeting they attend.

8.2 - Penalties, Protests and Appeals

8.2.1 - Do I have a penalty? It is the driver's responsibility to check whether they have a penalty via the weekly Discord post or the official ARL TC Website. If unsure PM an admin of the league or post on Discord and ask.

8.2.2 - Unserved Penalties - Penalties must be served at the next meeting attended. Failure to serve a penalty will result in a DSQ for the race in which it should have been served plus a further 50 point penalty for both driver and team. This applies to both ExQ's and Pit Starts.

8.2.3 - All penalties given to drivers affect their team points, regardless of finishing or scoring position.

8.2.4 - Penalties available to stewards are as per the table listed and guidance below

Ref	Regulation	Penalty/ Driver Points*	License Point Spreadsheet	Provided via
P 1.0	Protest is invalid - submitted protest is of wrong race, wrong lap	-	Invalid	Post Race Protest
P 1.1	No Further Action - Used when incident being assessed has already been addressed as part of another protest. Eg several drivers protesting the same incident.	-	NFA	Post Race Protest
P 1.2	Racing Incident - Used when incident being assessed is judged to be a racing incident.	-	RI	Post Race Protest
P 1.3	Netcode - Used when incident is judged to be caused by netcode that mistakenly causes an incident.	-	Netcode	Post Race Protest
P 2.0	Minor infringements, avoidable heavy contact, Impeding in qualifying, deliberate/joke crashes/incidents during Wednesday practice, warm up sessions & after race..	2 License Points	2LP	Post Race Protest
P 2.1	Cause a driver to lose multiple positions	3 License Points + 20 points + 1 point per position lost by the driver	PP + 3LP	Post Race Protest

		impacted the most.		
P 2.2	Cause a driver to retire and not score from a race (inc limit dsq not applicable)	DSQ + 6 license points	DSQ + 6LP	Admin Review/Post Race Protest
P 2.3	Cause multiple drivers to (inc limit dsq not applicable) retire and not score	DSQ + 12 license points	DSQ + 12LP	Admin Review/Post Race Protest
P 3.0	Cause a single or multiple drivers to retire from qualifying	6 License Points	6 LP	Admin Review/Post Race Protest
P3.1	Using new/repared car in Qualifying	12 License Points	12 LP	Admin Review / Post Race Protest
P 4.0	Non Serve of Penalty - eg failure to serve EXQ or Pit Start	DSQ from race and -50 point deduction to Team	Non Serve PP	Admin Review
P 5.0	Appeal Failure - Select this if a driver appeals a stewards decision but the decision is upheld. Steward should add this as an additional penalty to the originating meeting	3 License Points	Appeal Fail + 3LP	Admin Review
P 5.1	Appeal Successful - Select this if the original penalty is overturned. Amend the original protest outcome	-	Appeal Successful	Admin Review
P 6.0	Abusive behavior/language depending on severity	1 race meeting ban		Report to Admins
P 6.1	Abusive behavior/language depending on severity <i>*Repeated</i>	Referral to admins		Report to Admins
P 7.0	Driver Finishing/Retiring from Series with Penalties	See rule 7.1.6 for points to enter in driver PP column	Driver Finishing/Retiring from Series with Penalties	Admin Review

P7.1	Final Season Race - Additional Driver PP	See penalty rule 2.0.6 part 1 for number of driver points to apply (only driver points applied)	Final Season Race - Additional Driver PP	Admin Review
P8.0	Drivers racing without paying race entry fee	DSQ from the meeting	Missing Payment DSQ	Admin Review

**** Note any license points received by a driver are multiplied by 10 and applied as a deduction to the team score as in section 8.1.10 unless otherwise stated.***

It is expected that each member will treat other drivers, ARL officials, employees and the community with respect and class on and off the race track and will not bring the league or ARL into disrepute via their actions including but not limited to those that ARL seem prejudice the integrity of fair competition in any series or special events within ARL sanctioned events.

8.2.5 - Last Meeting of the Season

- For every license point a driver receives in the final round, this is to be multiplied by **10** and deducted from their own driver points - added as additional deductions in the Driver PP column of the Licensing Spreadsheet (Penalty option P7.1 in the penalty table).
- For drivers with outstanding penalties to serve eg an EXQ or EXQ + PS2 the minimum number of license points required to achieve that penalty shall be multiplied by **10** and deducted from the driver (and hence teams) score - added as additional deductions in the Driver PP column of the Licensing Spreadsheet (Penalty option P7.0 in the penalty table).

8.2.6 - Team Incidents

- If a "Meatball Review" incident involves the members of only one team, then there will be no team or individual penalty points applied. Submitted protests will be reviewed as normal.

8.2.7 - Protest Process

- Protests must be submitted by midnight on the Friday following the race meeting.
- Protest submission forms: [Here](#)
- Protests will only be accepted via the submission form.
- Once a protest has been submitted it cannot be withdrawn.
- Incorrect information on the application will result in a void protest submission. Naming the wrong driver is not incorrect information. It is the incident protested not the driver.
- Protests submitted using a different competitors name will be rejected if discovered.
- Any incident that causes a competitor to receive a "meatball" flag during a race or qualifying session will be reviewed by the stewards. These are added by using the iRacing race results page and looking for "penalty repairs needed" in the events.
- Stewards team consists of an impartial panel not affiliated to **ANY** Team.

8.2.8 - Appeals Process

- Drivers may appeal a penalty or an incident deemed as a Racing Incident.
- To appeal simply comment on the Discord race control decisions thread within 24hrs of the penalties being posted stating "I APPEAL", (**in capital letters**) listing the race and lap where the penalty was awarded (**Nothing will happen until this is done**) This activates the process and the **3** licence points for a failed appeal are awarded if the process is not completed by the person appealing or if the vote goes against them) PM a league admin or coordinator providing your written POV explaining your side of the incident. Replay showing inputs is useful but not mandatory.
- A post will go to an external & independent ARL admin with, the drivers explanation of why they would like the penalty overturned, an explanation of why the penalty was given and a replay of the incident.
- The external league admin will post his response to the appeal in the Discord race control decisions thread.

8.3 - Deliberate Wrecking

There are 3 levels associated with deliberate wrecking. These 'strikes' do not carry for 1 season; these strikes carry for as long as an individual takes part in an ARL league. These strikes carry from league to league. If deemed necessary dependent on the individual incident ARL admins may apply any strike as the first.

- **Level 1**, Driver may attend the next series meeting, but will have to sit out of the first race and serve 2 pit starts in the following 2 races, these pit starts will not carry a deduction of points on your current license points
- **Level 2**, Driver will be banned from the following series meeting. The drivers total points scored for the previous week will also be deducted from their score, as well as their teams.
- **Level 3**, Banned for the rest of the season. The stewards and a panel of drivers will meet to discuss if that driver is welcome back to any ARL races/leagues

8.4 - Other Racing Guidelines/Rules

- **Admin Errors** - If there is an admin error in procedure and you exceed the parameters written in the stated rules you will still receive the appropriate penalty. E.g. if the incident limit is not set, the amount written in the rules still applies.
- **iRacing Penalties** - No iRacing penalties will be cleared. It is the driver's responsibility to manage the situation. 'iRacing Bug' penalties are just bad luck.
- **Track Limits** - The circuit is defined by the painted lines at the edge of the track. If you leave the track you are responsible for rejoining in a safe manner. If you are knocked off the track and have time to regain control or slow the car before rejoining you are still responsible for any accidents if you rejoin unsafely.
- **Slow Downs** - If serving a slowdown, move as far off the racing line as possible (to the white line if required) to avoid impeding cars that are at full speed (If in a sequence of corners wait until the next straight section of the track if you are going to impede other drivers). You will receive 2 LP for (non contact) impeding of cars at full speed and will be held liable for any accident that happens if you serve a slow-down carelessly.
- **Pre-Race WarmUp** - Please avoid inconsiderate joke crashes during pre-race warm up sessions, as it can cause equipment calibration issues, computer crashes etc. This also looks unprofessional on the broadcast and is protestable
- **In-Lap driving back to pits** - We encourage all drivers to drive back to the pits after the race as it gives the broadcast a more professional look, crashing after the Chequered flag may result in a penalty and is protestable
- **Treat others with respect** - We expect members to treat each other in a reasonable manner and help promote the series in public, undermining it is unhelpful in every way"
- **The overlapping rule** - if there is a car that has any part alongside your car, room must be given to allow fair racing.
- **Dive Bombing rule** - 'Dive Bombing' is a move that is widely frowned upon, but if a driver is able to get the car to the apex and complete the overtake, as well as the corner, without causing any damaging contact this is a fair move. If the driver has not got full control of the car and the car's speed, misses the Apex, causes contact etc this will result in that driver being responsible for any resulting accident and may even be in receipt of a penalty for dangerous driving, if it is protested.
- **Corner** Both drivers (when driving side by side / 2 wide) must ensure that they leave at least a car's width for the other driver not to be forced off the road, if not this will result in that driver being responsible for any resulting accident and may be in receipt of a penalty. When overlap is established and racing room has to be given by all parties the lead car dictates the line through corners but cannot run the following car off the circuit at

any point, while the following car actively avoids contact by using the whole circuit.

- **Driving on a straight**, Drivers must be aware that driving their car at an angle across the track is fine, unless there is a car next to them. If the car next to you is in the middle of the track and you want to get across to their side of the track, it is at their discretion as to whether they move or not. You may drift up close to them but any contact, if they have not moved themselves, will be on the driver who approached the other. (If each driver has left enough room, there is no problem).

Successive corners i.e. chicanes - Each driver must leave enough room for the other driver when going side by side. Each driver must also hold their line and succumb to the fact that this will result in a loss of speed in this corner type. Taking the corner as if there is no driver next to you, when there is, will result in that driver being responsible for any resulting accident and they may receive a penalty for dangerous driving.

- **Driving with a meatball** - If you are found not to be in complete control of your car, or if there is doubt in your car being controllable. You are advised to stay well clear from other cars. If you continue and you cause an accident you may be found liable.
- **Impeding during qualifying** - Impeding is considered in qualifying starting from the last 2 corners of the outlap. You will receive 2 LP for any incident which is deemed to have impeded a drivers qualifying attempt (eg non-contact actions such as blocking or contact that results in loss of the lap-time). 6 LP will be awarded for causing a driver to retire at any time from qualifying time. If you are not at full speed on (any) out lap or have aborted the lap, stay **off the racing line** so as not to impede the cars that are at full speed.

9.0 - Calendar

9.0.1 - Regular Season Calendar

(Subject to change, the schedule will be fixed on the 3rd of March)

Round	Date	Track	Config
1	19/3	Mid Ohio	Full
2	26/3	Silverstone	National
	2/4	VIR	Full
	9/4		
4	16/4	Imola	GP
5	23/4	Road America	Full
6	30/4	Brands Hatch	GP
	7/5		
7	14/5	Nurburgring	GP
8	21/5	Sonoma	Cup
9	28/5	Lime Rock	Classic
	4/6		
10	11/6	Watkins Glen	Classic

9.0.2 - Showdown Calendar

Round	Date	Track	Config
1	18/6	Interlagos	GP
2	25/6	Suzuka	East
3	2/7	Bathurst	
4	9/7	Daytona	Road

9.0.3 - Should the league be forced to cancel a meeting due to issues outside of their control (iRacing updates as an example) the meeting will be scrapped and not rescheduled and entry fees will be carried over to the next week (if not last round) or refunded as appropriate

10.0 - Paints

10.0.1 - All paints submitted to ARL for use in the broadcasts must comply with the rules and regulations as set out by iRacing for the use of paints on the iRacing e-sports network broadcasts. This is irrespective of whether the ARL race is to be broadcast on the iRacing e-sports network or not.

10.0.2 - The paints requirements from iRacing are as follows: "All races should utilize the iRacing Custom Paint Policy. In essence, this means that drivers should not utilize commercial logos on their car unless they are; 1. Readily available on the iRacing Paint Shop or 2. Granted permission, in writing from the company in question. Cars should also maintain their own manufacturer logos. For example, it is not acceptable for a driver to replace a Chevrolet logo with a Ford logo."

10.0.3 - Failure to comply with this could place Apex Racing TV's access to iESN in jeopardy.

10.0.4 - Any paints that do not comply with Section 10.0.2 shall be removed from ARL and the drivers shall be requested to submit a revised paint.

10.0.5 - Failure to submit an eligible paint will result in the affected cars showing their default iRacing paint scheme.

10.0.6 - Paint schemes are submitted via this link <https://forms.gle/prND7krAv2rZXTrWA>

11.0 - Refunds

11.0.1 - The Deposit is non-refundable. This applies whether the season has started or not.

11.0.2 - The “Full Season” product available in the shop includes the above Deposit. 11.0.1 applies to this product.

11.0.3 - If after Meetings 1-4, you decide the series is not for you we will provide a full refund for all remaining rounds you have paid for (minus the non-refundable deposit).

11.0.4 - If after Meetings 5-9, you decide the series is not for you we will provide a refund equating to 50% value for all remaining rounds you have paid for (minus the non-refundable deposit).

11.0.5 - Any overpaid entry fees will not be carried on to future seasons. The paid entry fees will be added to the prize pool.

11.0.6 - To claim a refund please use the “Contact an Admin” channel in Discord.

11.0.7 - In the unlikely event that you want a refund, then as of the 3rd March 2020, PayPal no longer refunds us the fee we are charged from your original transaction. Unfortunately this means we will need to deduct the value of this fee (or percentage equivalent in the case of a partial refund) from your refund. You can find out more about their change of policy in Section 2 here:

[PayPal Policy Updates](#)

Rules are subject to change.

Thanks,

ARL Staff and Stewards