

SCCI Rules and Regulations

1. Registration

1.1 SCCI is open to anyone on the iRacing service.

1.2 iRating does not apply, but you must follow the iRacing FIRSTs.

1.3 To register a car, open the spreadsheet and enter the number of your car, and what car you are going to drive.

<https://docs.google.com/spreadsheets/d/10ffmg-HZPxNISLaniBJY0QyaiVTzdPy0E7GycB8tZ3A/edit?usp=sharing>

2. Practicing and Qualifying

2.1 Hosted practice session will be put up sometime during the week.

2.2 You can attend the hosted practice sessions in any car, but only in the registered car during the league sessions.

2.3 Intentional wrecking in any server hosted by the admins is prohibited.

2.4 For all series, practice and qualifying will be used by all classes at the same time.

2.5 When getting a fast lap time, try not to cheat the track, stay within the track limits.

2.6 An admin may have special rules on where you can not go on each track.

3. Racing

3.1 Only attend a race in the car you registered in.

3.2 The Saturday race will be 25 minutes in length.

3.3 The Saturday race will be followed by qualifying, therefore, your fastest lap determines your starting position.

3.4 The Sunday race will be timed by however many laps that could be done in 40, or 50 minute time limit, whichever comes first.

3.5 The Sunday race grid will be based on your **2nd fastest lap time in qualifying**.

3.6 All cars will be mixed, and not separated by class on the grid.

3.7 There will be no incident limit, however, if you exceed 30x, you will be given a warning.

3.7.1 If you then exceed 35x in a second race, you will be given a penalty which disqualifies you from the next event.

3.8 A caution will only be thrown if there is a crash that involves 2 people, which is also blocking the track.

4. Points

4.1 Points will be awarded by class.

4.2 Points are as followed; 25, 21, 18, 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1 for the remaining.

4.3 No bonus point will be awarded.

4.4 If you fail to complete at least half of the laps, you will receive half points.

5. Track Specific Rules

5.1 Sebring

5.1.1 When entering turn 16, formally known as Le Mans, don't cross the white line on the left with all four wheels, you may be penalized for it unless it is clear that you are losing control of your car.

5.2 Auto Club

5.2.1 When on the banked oval and on the start-finish line, don't cross the white line onto the apron, you may be penalized.

5.2.2 When coming out of turn 11, you must keep all four wheels on the right side of the white line on the left and the inside curb

5.3 Indianapolis

5.3.1 Between turns 9 & 10, do not cross the white line on the right side of the track with all 4 wheels.

5.3.2 On the apex of turn 16, do not cross over the cone line with all 4 wheels.

5.4 Homestead Miami Speedway

5.4.1 Do not cross the white line on the oval section of track with all 4 wheels.

5.5 Phoenix

5.5.1 Through the oval turn 3, do not go 4 wheels to the left of the yellow line.