



Official Season 2 Competition Rulebook

The League is Foxxtecca's official iRacing championship platform, created to blend high-level virtual motorsport competition with culture, creativity, and community. Designed to spotlight talent from all backgrounds, The League offers racers the chance to compete on a global stage while celebrating style, storytelling, and skill both on and off the track.

Run in partnership with [Apex Racing TV](#), The League is broadcast live with professional commentary, production, and global reach, bringing each race to life with the energy and visibility it deserves. From weekly prize money to creative end-of-season awards, The League is more than a competition, it's a movement that highlights drivers and their stories while celebrating individuality and creativity.

Race recaps and highlights will be shared across the social media channels of [Foxxtecca](#), and [Apex Racing TV](#), amplifying driver visibility and expanding audience engagement across motorsports and cultural communities.

Whether you're racing for the podium or making your mark as a content creator, team leader, or ambassador, The League is where speed meets expression. This is the future of sim racing.

Live Timing, Track Map and Events list are all available at [Live Timing – Apex Racing TV](#)

Join The Leagues discord at <https://discord.gg/MpEGZahW>

1. Entry

- Purchasing an entry can only be done via the Apex Racing League website <http://apexracingleague.com/shop> - please choose the correct league "The League by Foxxtecca Season 2"
- The League is a multi-car series. Drivers can use any active iRacing GT3 car, however they must use the same car throughout the season. A 100 point penalty is given to drivers who swap their car mid season. Only 1 swap can be made
- Registration is capped at 120 entries
- Entry is £30.00+VAT (if your country charges VAT)
- All entrants must hold an iRacing Sportscars or Formula D license or better to be eligible to race.

- Drivers may compete under a team name or as a privateer.
- Drivers are divided into one of two divisions at the starts of the season based on their iRatings as well as other factors the admins deem relevant

2. Format

The following format applies to each individual division within The League.

Practice:

- Duration: 60 minutes
- Track Usage: 30%

Qualifying:

- Duration: 10 minutes
- Format: iRacing open qualifying (all cars on track simultaneously)
- Scrutiny: Strict

Format A:

Race:

- Duration: 60 minutes
- Starting Grid: Determined by qualifying times
- A points system

Format B:

Race 1:

- Duration: 25 minutes
- Starting Grid: Determined by qualifying times
- B points system

Race 2:

- Duration: 30 minutes
- Starting Grid: Determined by the finishing results of race 1 but with the top 8 positions inverted
- B points system

General Session Rules:

- Fixed Setup: iRacing fixed.sto setups with potential fuel modifications
- Fast Repairs: One (1) fast repair allowed per race
- Incident Penalties: Drive-through penalty awarded at 20 incidents, and at every additional 10 incidents thereafter
- Track Usage: Carried over from session to session

Time of Day:

- Practice session has a preset time that is stated in the calendar
- Qualifying and race sessions inherit the time of day from the previous session

- The weather forecast is communicated to the drivers in the days leading up to each event
- Format Adjustments: Admins reserve the right to adjust race formats if deemed necessary

3. Timing

All times listed in Eastern Standard Time (EST)

- Am Practice: 18:00 – 19:00
- Broadcast Start: 19:00
- Am Qualifying: 19:00 – 19:10
- Am Race(s): 19:10 – 20:10
- Pro Practice: 19:30 – 20:30
- Pro Qualifying: 20:30 – 20:40
- Pro Race(s): 20:40 – 21:40
- Broadcast End: 22:00

4. Prize Money

Weekly Race Payouts (1 class)

Each event will award prize money to the top three scorers:

- 1st Place: \$250
- 2nd Place: \$150
- 3rd Place: \$50

Prizes will be distributed within 5 business days after race results are finalized and verified.

End-of-Season Championship Payouts (1 class)

At the conclusion of the season, the top three drivers in total championship points will receive the following payouts:

- 1st Overall: \$500
- 2nd Overall: \$250
- 3rd Overall: \$175

Championship prizes will be distributed after the final event and post-season review.

End-of-Season Creative & Community Awards (all classes)

In addition to performance-based rewards, *The League* will recognize standout contributions to creativity and community. Each category winner will receive **\$50 and an official certificate/award**:

- **Best Paint Scheme** – Awarded to the driver or team with the most creative and impactful livery design.
- **Content Creator of the Year** – For the individual or team producing the most engaging social or behind-the-scenes content.
- **Ambassador of the Year** – Recognizes a driver who represents *The League* with excellence and actively engages the community on and off the track.

All end of season classes, the top 3 in points will receive awards.

Payouts if there are 2 classes

Weekly Race Payouts (Top class)

Each event in the top class will award prize money to the top three scorers:

- 1st Place: \$200
- 2nd Place: \$100
- 3rd Place: \$50

Weekly Race Payouts (2nd class)

Each event in the 2nd class will award prize money to the top three scorers:

- 1st Place: \$150
- 2nd Place: \$75
- 3rd Place: \$50

Prizes will be distributed within 5 business days after race results are finalized and verified.

End-of-Season Championship Payouts (Both Classes)

At the conclusion of the season, the top three drivers in total championship points in the each class will receive the following payouts:

- 1st Overall: \$500
- 2nd Overall: \$250
- 3rd Overall: \$175

Championship prizes will be distributed after the final event and post-season review.

5 – Points

Point Eligibility

- Must complete at least 1 lap to be eligible for points

A Format							
1st	100	11th	55	21st	30	31st	10
2nd	90	12th	52	22nd	28	32nd	9
3rd	84	13th	49	23rd	26	33rd	8
4th	80	14th	46	24th	24	34th	7
5th	76	15th	43	25th	22	35th	6
6th	72	16th	40	26th	20	36th	5
7th	68	17th	38	27th	18	37th	4
8th	64	18th	36	28th	16	38th	3
9th	61	19th	34	29th	14	39th	2
10th	58	20th	32	30th	12	40th	1

B Format							
1st	50	11th	30	21st	20	31st	10
2nd	46	12th	29	22nd	19	32nd	9
3rd	43	13th	28	23rd	18	33rd	8
4th	41	14th	27	24th	17	34th	7
5th	39	15th	26	25th	16	35th	6
6th	37	16th	25	26th	15	36th	5
7th	35	17th	24	27th	14	37th	4
8th	33	18th	23	28th	13	38th	3
9th	32	19th	22	29th	12	39th	2
10th	31	20th	21	30th	11	40th	1

Drop Scores:

- Only a driver's 7 highest scoring meetings contribute to their points total

Tiebreak System:

- If drivers are tied on points at the end of the season, the driver who scored more points at their best meeting is placed ahead. If it is tied after that, the second best meetings are compared. This continues until the tie is broken
- If drivers are tied on points across a B format race meeting and are eligible for prize money, the driver with the better race 1 result is positioned ahead

6. Penalties

Protests:

- Stewards investigate incidents post-race and distribute penalties which are submitted by drivers via the penalty submission form available in Discord
- Protests must be submitted before 23:59 EST on the Wednesday after the race. Protests submitted after this will not be investigated
- Drivers must indicate their lap of the reported incident, not the other driver's
- Anyone involved in a protested incident can receive a penalty
- The stewards reserve the right to review any incident, regardless if it was protested or not
- Drivers may only protest incidents that they were directly affected by
- Drivers may have their number of available appeals for the season reduced or receive a penalty at the discretion of the stewards for submitting frivolous protests

Additional Lap 1 Rules:

- All incidents on lap 1 are reviewed by the stewards regardless of protests submitted. Drivers are still recommended to submit lap 1 protests to ensure incidents are reviewed
- Lap 1 incidents will receive larger penalties than other incidents

Driver Etiquette:

- Drivers should maintain their normal racing line when there are drivers who are approaching to lap them
- When a driver has another driver approaching, looking to put lap on them, the lead driver must facilitate the pass by lifting off the throttle on one of the next two straights before the braking zones once the driver behind moves within .5 of a second
- Drivers should not weave when there is a car within 2 car lengths behind them
- Drivers should not use track cutting exploits such as using the pitlane exit on the final lap of the race to gain an advantage. The stewards will grant a suitable penalty for the amount of time gained by the exploit

License Points:

- As well as time penalties, driver yield points on their license when they receive a penalty - the time penalty generally considers the negative impact to the affected driver, the license points consider the severity of the action of the offending driver
- If a driver has 6 or more points on their license, they will not be allowed to take part in qualifying at the next round they start a race in
- Complying with the above subtracts 6 points from the driver's license

- Drivers must not leave the pitlane during qualifying when they are serving their qualifying ban. If this is not followed, the driver will only have 5 points subtracted from their license
- If a driver is banned from qualifying but sets a qualifying lap, they will be banned from the next meeting (with no refund). They will not have 6 points subtracted from their license. If a driver realises they should not have set a qualifying lap after doing so, they should start from the pits to serve their penalty
- If a driver does not serve their qualifying ban at the final meeting of the season, they will have their points from the final round removed. They will not have 6 points subtracted from their license
- For every 6 license points a driver has at the end of the season, they receive 20 penalty points

Intentional Wrecking:

- Intentional wrecking during the race will result in a driver being banned from the season (with no refund)
- Intentional wrecking after the race will result in a driver being banned from the next race (with no refund) and potentially receive an additional penalty applied to the race the incident took place in. Intentional wrecking does not include light contact, however the stewards may deem this to be worthy of a smaller penalty

Driver Conduct:

- Drivers are susceptible to penalties should they direct abuse to other drivers on the iRacing voice or text channels or on discord. Abuse could be in the form of racism, harassment, personal insults, inappropriate language and/or anything else the admin team deems to be unacceptable
- Foxxtecca & Apex Racing League reserve the right not to allow drivers into the series who could have a negative impact on the league
- Foxxtecca & Apex Racing League reserve the right to remove drivers from the series. These drivers will not receive a refund and may be banned from future Foxxtecca & Apex Racing League seasons or events.
- The [iRacing sporting code](#) applies to anything not mentioned in this document

7. Calendar

Round	Date	Track	Configuration	Format	In-sim date	Am In-sim TOD	Pro In-sim TOD
1	13/01	Spa	Grand Prix	A	01/03/26	12:00	14:00
2	20/01	Daytona	Road Course	A	20/01/26	16:00	18:00
3	27/01	Silverstone	Grand Prix	B	01/03/26	12:00	14:00
4	03/02	Suzuka	Grand Prix	A	03/02/26	12:00	14:00
5	10/02	Barcelona	Grand Prix	B	10/02/26	14:00	16:00
6	17/02	Donington	Grand Prix	A	01/04/26	12:00	14:00
7	24/02	Imola	Grand Prix	B	24/02/26	12:00	14:00
8	03/03	Laguna Seca	Full	A	03/03/26	12:00	14:00

- Track selection may change if the admins deem appropriate
- 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

8. Refunds

- No refunds will be issued once the first round of the season has begun.
- In the unlikely event that you want a refund, then neither PayPal nor Stripe refunds us the fee we are charged from your original transaction. Unfortunately this means we will need to deduct the value of this fee from your refund. You can find out more about their policies here: [Stripe Refund Fee Policy](#) | [PayPal Refund Fee Policy](#)

9. Paints

- All custom car liveries (paints) submitted for broadcast use must follow the guidelines below and adhere to Apex Racing TV standards.
- Sponsors: Cars will be required to have “The League by Foxxtecca” logo on both sides of the rear quarter panel. In addition, any major sponsors of the league will have conspicuous placement on the vehicles, which will be announced to drivers as the sponsors on board.

Drivers may not use commercial logos unless:

- The logo is available in the iRacing Paint Shop, or
- The driver has written permission from the company in question.
- Manufacturer logos must remain accurate. For example, a Chevrolet logo may not be replaced with a Ford logo.
- All paints must be free from inappropriate content, including but not limited to:
 1. Political
 2. Racist

3. Sexist

Any content deemed unsuitable for a public YouTube broadcast. Foxxtecca will have the final say on what is allowed in the league.

Non-Compliant Paints

- Any paint scheme that does not comply with these rules will be removed from use, and the driver will be asked to submit a revised version.

Default Paint Application

- Failure to submit an eligible paint will result in the car being displayed with the default iRacing paint scheme or a custom paint scheme from Foxxtecca, during broadcasts.

Submission Deadlines

- Paints submitted within 24 hours of the next race meeting may not be included in the official paint pack for that round.

10. Media Waiver and Release of Likeness

By participating in The League, all drivers acknowledge and agree to the following:

- Drivers grant Foxxtecca, The League by Foxxtecca, Apex Racing TV, and any affiliated marketing or media partners the unrestricted, irrevocable right to use their name, image, voice, likeness, racing performance, and personal profile information for the purpose of promoting, marketing, broadcasting, and archiving The League.
- This usage includes, but is not limited to: race broadcasts, highlight videos, promotional content, social media posts, editorial content, websites, merchandise, and digital/print marketing.
- Drivers understand and agree that they will not receive compensation, financial or otherwise, for the use of their likeness in any media or promotional materials associated with The League.
- By entering the series, drivers waive all rights to inspect or approve final media materials and relinquish the right to pursue legal claims (including but not limited to defamation, invasion of privacy, or misappropriation of likeness) as long as their likeness is used for the sole purpose of promoting The League and its affiliated platforms.
- This agreement is binding in perpetuity and applies worldwide.

Any questions email info@foxxtecca.com with "The League" in the subject line.