

UARC League Rules

1. Registering

- Drivers can register at anytime before the playoffs begin, afterwards it is a case by case basis
- Drivers must register on discord before receiving an invite to the iRacing league
- Drivers must submit league entry fee by the start time of the 2nd race (Daytona 300)
- Drivers must have a safety rating of C class or higher throughout the season to participate in any race

2. Season Structure

- Drivers must complete 12 regular season races, or 4 of the last 5 races regular season races to be eligible for playoff contention
- UARC operates on a 'Win & Your In' playoff format, so long as the above qualification is met, more than 12 winners would resort to points as tie breaker.
- Race 1 (Duels) and race 7 (All-Star) are non-points paying races
- Race 16 is the final non-playoff race
- Race 17 starts a 8 week playoff format where the top 12 point finishers in the regular season reset points, with bonus points carrying over.
- Race 23 is a playoff cutoff race, eliminating 6 of the 12 bottom point finishers in the playoffs
- Race 24 is the championship race, best finish among the 6 remaining drivers wins
- Ties for drivers points will use the following priority: best average finish; best overall finish
- Ties for team points will use the following priority: best finish of any driver; total driver wins
- Ties for race win will go based on iRacing's results

3. Series Rules & Procedures

- Drivers are granted 2 provisionals per season. A provisional is where a driver who is unable to attend will receive last place points for the race, and qualify as a race attended
- Tires will be limited to 5 per race, engine power will be at 100%, and fuel will be 75% for every race unless otherwise announced or adjusted
- Drivers will receive 1 fast repair each race, except for short tracks, where they will receive 0
- Stage cautions will be thrown once the leader crosses the start/finish line at the end of the stated lap on the schedule. The stage order of the following 9 cars is determined by when the line is crossed. Pit road will not be closed before stage breaks.

4. Teams

- Teams are limited to 3 drivers, and 1 team captain, totaling 4 drivers per team, minimum of 2 drivers per team.
- Team points are calculated by combining the top 2 team's driver's points earned and dividing it by 2. If only one driver participated, it is just their team points. Any decimals will be rounded to the nearest whole number before being added to the total.
- A discord voice channel will be created for each team. All drivers are required to be in a discord voice channel at all times during the race.

5. Pre-Race

- Race sessions will be scheduled for 8pm EST on Wednesdays for the scheduled dates
- Practice will be 60 minutes long, followed by a 10 minute, 2 lap qualifying session
- Horseplay is allowed during practice as long as drivers who are taking practice seriously are not affected. The racing surface is expected to be kept clear at all times.
- Drivers who qualify are not eligible to receive an EOL before the green flag
- If a driver has been assigned a penalty at the start of a race, they are not allowed to qualify

6. Race Review

- All cautions and protested incidents will be reviewed by league admins after the race is complete. All incidents that involve 2 or more cars will have a driver assigned fault. Drivers assigned fault are subject to a penalty depending on the severity.
- Fault is determined by the maneuvers, or lack of, taken to result in an incident.
- All penalties will be determined based on the severity of the wreck, and avoidability. The more damage to other drivers, the harsher the penalty.
- Drivers who receive 2 or more at fault incidents in a single race will serve a 10 point penalty, in addition to at fault penalties.
- Drivers can avoid a penalty by verbally claiming the incident, and serving an EOL on the following restart.
- Drivers deemed to be intentionally causing out a caution, will receive an automatic league ban
- Contact deemed to be intentional is subject to a 1 race suspension. 3 intentional contact penalties at any point within one season is an instant league removal.
- Incidents where an obviously skilled driver makes a "rookie mistake" or similar, are subject to penalty for race manipulation/intentional wrecking
- All drivers are responsible for serving their own penalties. Reminders may be given but are not required by the league to provide. Failing to serve a penalty results in an increase of that penalty.
- Last lap incidents are reviewable and penalties can be assigned the following race

7. Flags

- iRacing controls all flags with the exception of stage flags unless...
- If an active race control is present, they will control all flags
- United throws "SHOULD HAVE BEEN" cautions, which is where 2 or more cars are involved in a collision on the racing surface, but iRacing does not throw a caution. If this happens, please call it out on the radio and admins will throw caution once the leader crosses the start finish line.
- Falsely claiming a "SHOULD HAVE BEEN" caution is subject to penalty
- If a caution occurs 5 laps or later before a planned stage, the stage will be ended early, and the running order at the time of the caution will claim the points
- If you are fighting to stay on the lead lap, **do not comply** with blue flags on road courses
- Black flags will not be cleared unless you are wrecked into pits, receive a meatball (flag indicating you have too much damage to continue), or passed a wrecked car before you entered pit road
- Drivers will receive a **1 race suspension**, without possibility of provisional, for requesting a rightful black flag to be cleared
- All penalty clears are subject to further investigation by league admins and penalties may be assigned on a case by case basis

8. Starts/Restarts

- All Starts are on the green flag, all following restarts are on the leader within the restart zone
- On restarts, the race leader has lane choice. 2nd place cannot pass the leader until after the start/finish line. Leaders must claim their line before 1 to green. Failure to do so, puts them on the inside.
- No driver is allowed to change lanes or make any racing maneuver before they cross the start/finish line. Everyone must remain in their line before the start/finish. This includes if there is a check-up.
- A driver who starts a check-up on a start/restart is subject to a EOL penalty, worse penalties can be assessed if it is a recurring issue
- The leader cannot be passed until the start finish line. The only exception is if the leader is wrecking, blew their engine, or spun out
- Cars with damage that is limiting their speed are expected to request an EOL on starts/restarts
- Drivers must maintain a 1 car length gap or less between the car in front of them, when entering the final turn before a restart.

9. Lapped Car Etiquette

- Lapped cars cannot block a leader. However, they do not have to yield their lane or position. With the exception of superspeedways.
- On super speedways, leaders of the pack must verbally tell lapped cars they are approaching and how many lanes wide they are. If 2 wide, lapped cars must move to the high lane. If 3 wide, lapped cars must move to the apron. Lapped cars must not merge behind faster cars unless there is no other car behind them.
- A lapped car that causes damage to a lead car will be judged the same as it would if it was a position battle, unless the above rules apply.
- A car being lapped on a road course does not have to yield.

10. Race Etiquette

- Drivers racing side by side are required to leave at least 1 full car width to whichever side the car is on, until they are clear.
- Announcing pits are required if there is a car within 5 seconds or less on your relative box.
- Race admins will wave cars around who lost laps due to network failure until they are 1 lap down.
- If you blink due to network errors, continue racing as normal for the next half lap. In the event you do return, or blinks happen continuously, you are required to distance yourself as much as reasonably possible from other drivers. Drivers who cause a wreck due to netcode will receive an EOL. If it is a recurring issue, drivers may be subject to worse penalties.
- Track limits are handled by iRacing except at Superspeedways. At these tracks, all 4 wheels must be kept above the apron line. Failure to do so is an automatic last place penalty if the positions gained are not yielded within the full next lap.
- A driver who pushes a car in front of them off center is at fault if a wreck occurs.
- Wall riding at any time is subject to a 1 race suspension.
- Contact determined to be intentional is subject to a league ban.
- Contact before or after the race starts/finishes, or during pacing laps are not allowed under any circumstance.
- Break checking or bump and runs, that result in a wreck, are subject to a 1 race suspension

11. Pit Road

- All drivers must stay to the far right side of pit road when driving down the lane.
- All drivers must enter pit road in a single file line under yellow flag conditions.
- Drivers going 3 or less mph below the speed limit are subject to an EOL.
- Side by side incidents during green flag pit stops are judged on a case by case basis. Contact can best be avoided by communicating, and leaving room for each other.
- You are only allowed to drive through 3 pit boxes before entering your box, and 3 boxes after exiting your box.

12. ARCA Breaking

- All drivers who are coming up to a wreck on track are expected to slow down to avoid the wreck. Drivers who do not break enough or in time and wreck another driver are subject to a start from pits the following race. If it is a recurring issue, drivers can be penalized with a **1 race suspension**.
- Drivers who make it through a wreck without damage or contact will not receive any penalty. However in the event a wreck like this occurs, most likely there will be a caution so there is no point in rushing to get past.
- ARCA breaking rules still apply on the final lap, after the white flag is out.

13. Incidents/Wrecks

- Incidents that occur due to 'equipment or connection issues' will be penalized and treated as if no issue occurred. Drivers must safely yield and move out of the racing line when clear, and reset your car to the pits. Situational awareness still applies.
- Drivers are able to avoid a penalty if they claim fault for the incidents during the race, and accept an EOL for the next restart. You must claim it for that caution, it cannot be later in the race
- Drivers who claim 3 incidents will be parked for the race

14. Voice Chat

- Radio chatter must be kept to a minimum during green flag conditions

15. Protests

- All drivers have the right to protest any incident or penalty at any time. Protests are not visible to other users, other than league admins and are kept 100% anonymous.

16. Car Decals

- Profanity on cars that are not censored are prohibited. Sponsors of items that are not family friendly are subject to penalty.
- Degrading, disrespectful, or insulting graphics/decals towards another driver, community member, or league(s) are subject to penalty.

League rules subject to change at any time