



Rule Book

General Rules

- ★ **Have fun! This is a must. Leave your egos at the door as this is a short track racing league and we can all expect a little rubbing and contact at some point throughout the season.**
- ★ **A one time season entry fee is due upon sign up per division**
 - **\$15 for non loyalty/new league members**
 - **\$10 for loyalty members**
 - **All entry fees are non-refundable after race 1**
 - **League fees help with broadcasts, awards, race sessions**
- ★ **<https://upstateracingleague.com/turn-3-driver-information-app/>**
 - **Please read and fill this out to display your team name and driver photo**
 - **If you use profanity or anything detrimental to the league, broadcast partner, or sponsors you will be removed from the league**
- ★ **MANDATORY banner logo will be provided. (asphalt only)**
 - **This will be in a PNG format**
- ★ **Drivers with 3 or less asphalt starts prior to the season will be considered in the rookie class**
- ★ **Sponsors on cars are welcomed, but please no vulgarity or advertising of other leagues in any form on the cars, on URL social media pages, or in interviews unless approved by admins. If it is seen you will be asked to remove it or be kicked from the server. If it is hidden, penalties for violations will start at 25 points and can result in suspensions and/or a lifetime ban**

Loyalty Program

- ★ The loyalty program gets you a \$5 discount. To be eligible for this you must meet a minimum race criteria from the previous season, having attempted the last race of the season and at least three other races in the chase.

Race Day Procedures (All times ET)

Asphalt

- ★ Practice begins at 9:00 PM.
 - Track state will start no lower than 10% usage
- ★ A mandatory Driver's Meeting will be held at 9:20 PM. No cars are allowed on track.
- ★ Drivers may be allowed an extra set of tires at select events (feature only). The tire limit will be discussed in the Driver's Meeting.
- ★ Setups are fixed, however, changes may be made to adjust fuel load and/or gear. Changes will be announced early in the week preceding the event.
- ★ Qualifying will consist of time trials and B Feature(s)
 - Time Trials - Coach's Corner Events Only
 - 2 Min Lone - 2 Lap
 - Top 20 will lock in from time trials
 - Top 5 Rows will have random invert
 - Handicapping - Three race windows
 - Top 14 in previous race will receive their handicapping
 - 15-34 will be lined up based on points standings
 - Race winners in a three race window will not start better than 11th.
 - Handicap will be used to determine the grid. A driver's handicap is their 3 race rolling average finish. 1 lap must be completed for a finish to count towards the handicap. A missed race will be counted the same as a 1st place finish.

★ Starts and Restarts

- Initial start is on green flag
- On restarts the leader controls the start in the given restart zone. Leader may fire anytime in the restart zone and **MUST** be the first car to fire.
- Lane changes before the start/finish line are discouraged
- No lane choice
- Hanging back/jumping start will not be tolerated and will result in a pass through penalty under green flag conditions.
 - Drivers will have 3 laps after rule infraction to do the pass through
 - Failure to adhere to the pass through will result in a DQ and removal from the server
- Black Flags will not be cleared. Drivers will have to do what iRacing is asking of them.
 - An unwarranted black flag could be one of but not limited to:
 - Passing on a restart to avoid a wreck
 - If cars are wrecked and unable to get where they are supposed to and you get a black for passing them under yellow
 - Driving down pit road to avoid a wreck
- Green White Checkers
 - We will have 1 attempt to finish the race under green. Asphalt only
 - Wrecking someone for a position on the last attempt of the race will result in caution point and EOL

Dirt

- ★ Practice begins at 8:00 PM.
 - Track state will start at 0% and carry forward, **NO FARMING**
- ★ A mandatory Driver's Meeting will be held at 8:10 PM. No cars are allowed on track.
- ★ Setups are fixed iRacing sets
- ★ Qualifying will consist of heats and B Feature(s)
- ★ Caution Laps Do Not Count
 - Random Heats
 - 4 Heats is our goal
 - ½ mile or bigger 8 laps
 - Smaller than ½ mile 10 laps
 - B-Feature:
 - 12 laps at tracks more than a half mile
 - 15 laps at tracks smaller than a half mile

- Caution laps will not count - Time Limit in place
- Caution claim rules will be in effect
- Drivers who fail to qualify on time will be awarded the same points as finishing 25th in the main event.
- 2 drop races allowed in the first 11 races. Season finale is not droppable
- 16 incident limit per race - can be instituted if admins see fit
- All starts are on leader in start zone that will be designated during the pre-race driver's meeting

Point Structure

2021-2022 Points

1.	150	16.	114
2.	146	17	112
3.	142	18	110
4.	138	19	108
5.	136	20	106
6	134	21	104
7.	132	22	102
8.	130	23	100
9.	128	24	100
10.	126	25	100
11.	124	26	100
12.	122	27	100
13.	120	28	100
14.	118	29	100
15.	116	30+	100

Caution Fault Rules

★ In Race Caution Point Procedures:

- **Claim rule. If you cause a caution claim it**
 - **1st caused yellow will result in an EOL penalty**
 - **2nd caused yellow: EOL**
 - **3rd caused yellow: DQ at point of wreck**
 - **If a caution goes unclaimed and a driver is found at fault it will count at 2 caution claims and will result in an EOL in next weeks race. EOL will be enforced in Heat/B-Main/Feature**

★ Overall / Post Race Caution Point Procedures:

- **If a caution is deemed your fault by the Race Director it will be tallied to your total.**
- **Cautions found at fault will count as 1 caution point.**
- **If you hit a total of 4 caution points at any point, you will be removed from the server and will receive a one week suspension from racing. Upon return you will have 3 caution points.**
- **If a driver hits 4 caution points for a 2nd time that driver will be removed from the series.**
- **Drivers who have a clean race with 0 cautions deemed their fault will have a caution point subtracted from their total**
 - **Drivers can not go lower than 0 caution points**

Driver Conduct Rules

★ **Verbal bashing of your fellow competitors, the league, race officials, or race outcome in any way will not be tolerated.**

- **If this occurs the following actions could be enforced:**
 - **A one race suspension with no points/provisionals allowed or acknowledged**
 - **Removal from the league for the rest of season**
 - **Removal from the league for 1 complete year, includes any URL sanctioned events.**
- **This includes teamspeak, in server sessions and any forms of social media**

★ **Rough driving will also not be tolerated**

- **1st offense will result in verbal and written warning**
- **2nd offense will result in 1 week suspension**
- **3rd offense will result in removal from the league**
 - **Driver required to run Approval Series to be reinstated to URL**

★ **Retaliation**

- **1st offense will result in a 1 week suspension**
- **2nd offense will result in removal from the league**
 - **Driver required to run Approval Series to be reinstated to URL**