

Xtreme Sim Racing Rulebook

By Adam Edwards

- I. Goals of our league
 - a. The goals of XSR is to create a fun and realistic league for drivers of every caliber. A place for sim racers and gamers to come and enjoy their favorite pastime. If you are not having fun then we are not doing our jobs. If you have any questions or concerns feel free to contact Adam Edwards in the iRacing forums or at adam@oroc.us or contact James Wallace at jmpw25@yahoo.com.
- II. Beginning
 - a. For new drivers first you will need to register on the website and in RPM(Race Points Manager). Drivers will not be allowed to race if they have not signed up in RPM and signed to a race team.
 - b. Once a driver has signed up on the website and in RPM their RPM account will have to be approved by an admin which will be done as quickly as possible. The driver will now be shown in the free agents list. Where they will receive contract offers from other teams
 - c. If a driver prefers to own a team they will be able to register a team. Teams are given \$1.5Mil to start out. Prices for cars numbers and repairs will be explained later.
 - d. Once the driver has been signed to a team they will need to contact their team owner to get entered into the season races. The team owner will be charged an entry fee for every car that is entered into the race.
 - e. It is recommended that drivers sign up on the website. Most league updates will be posted in the forums, along with many posts asking for drivers input. This is not mandatory but optional to drivers.
- III. Race Day
 - a. Practice begins at 7:30PM ET Practice will be opened up for drivers to join.
 - b. Qualifying begins at 9:00PM ET Qualifying will begin. Please be sure that you are here by this time if not you will not be able to race and your entry fee will not be refunded to the owner.
 - c. Race begins right after qualifying.
 - i. Lucky Dogs and Wave Around – We will be using these during the races. If you do not know how to use this it may result in a penalty or ineligibility for the award
 - ii. Procedure- when the pace car pulls off none of the drivers will go green when the green comes out everyone will continue at pace speed. Once the leaders pass the start finish line are allowed to pass the field and rejoin at the back of the field. The leader will then call the field back to green.
 - iii. Wave around drivers are eligible by not pitting during the caution. And being out in front for the green flag. Lucky Dog drivers receive eligibility by being the first car 1 lap down.

- d. Post Race- After the race is finished league admins will upload the results nothing will be official until the day after the race when the league officials have had time to go through the replay and determine penalties and take out damage fee's and award the correct amount of prize money.
- e. Penalties that are assessed may be protested by the drivers or team owners if they feel that the penalty doesn't fit the crime. To protest email the protest with the lap, the driver, and the reason why you feel the penalty doesn't fit the crime.
- f. Super Speedway Rules – Yellow line rule if a driver passes under the yellow line you must give it back within one lap. If not you will receive a lap penalty after the race is over.
- g. The yellow line rule will not apply on the last lap from the backstretch to the start finish line. No penalties will be assessed to drivers who pass under the yellow line. Please use good judgment when passing below the yellow line.
- h. Pit stops will be limited to 5 per race unless noted. Drivers who make more than 5 pits stops will be penalized. Fast tows will be counted as a pit stop. We limit pit stops in races to make strategy more of a part of the race.
- i. Post race celebrations are highly encouraged the only time incident points are counted against a driver is if they wreck too many times during a race. Drivers might be asked to park their car if they are unable to control their car in traffic.
- j. Slower cars are asked to please pull out of the way of the lead lap vehicle please be respectful.

IV. Points System/Money System

- a. Points and Payout(All virtual money)

Season Payout:								
1st	180	\$ 50,000.00	16th	115	\$ 23,000.00	31st	70	\$ 11,000.00
2nd	170	\$ 45,000.00	17th	112	\$ 22,000.00	32nd	67	\$ 10,500.00
3rd	165	\$ 41,500.00	18th	109	\$ 21,000.00	33rd	64	\$ 10,000.00
4th	160	\$ 38,500.00	19th	106	\$ 20,000.00	34th	61	\$ 9,500.00
5th	155	\$ 36,500.00	20th	103	\$ 19,000.00	35th	58	\$ 9,000.00
6th	150	\$ 35,000.00	21st	100	\$ 18,250.00	36th	55	\$ 8,500.00
7th	146	\$ 33,500.00	22nd	97	\$ 17,500.00	37th	52	\$ 8,000.00
8th	142	\$ 32,000.00	23rd	94	\$ 16,750.00	38th	49	\$ 7,500.00
9th	138	\$ 30,500.00	24th	91	\$ 16,000.00	39th	46	\$ 7,000.00
10th	134	\$ 29,000.00	25th	88	\$ 15,250.00	40th	43	\$ 6,500.00
11th	130	\$ 28,000.00	26th	85	\$ 14,500.00	41st	40	\$ 6,000.00
12th	127	\$ 27,000.00	27th	82	\$ 13,750.00	42nd	37	\$ 5,500.00
13th	124	\$ 26,000.00	28th	79	\$ 13,000.00	43rd	34	\$ 5,000.00
14th	12	\$ 25,000.00	29th	76	\$ 12,250.00			
15th	118	\$ 24,000.00	30th	73	\$ 11,500.00			

- b.

- c. How the virtual money system(VMS) works
 - i. Race Fee's – after each race fee's will be subtracted from the teams bank balance.
 - ii. Owner Fee's – fee's for the truck and for the hauler is a onetime fee.
 - iii. Maintenance – fuel, tires, fast tow, incidents will all be taken out after the race.
 - iv. Race winnings will be added into the owners account after the results are uploaded and finalized.
- d. Virtual Money Race Fee's Class B Series
 - i. \$20,000 – Entry fee per car
 - ii. \$30,000 – Late Entry Fee
 - iii. \$25,000 – Fast Tow(2 allowed for the race)
 - iv. \$4,000 – for every 4x gained in a race.
 - v. \$5,000 for Fuel per race
 - vi. \$5,000 for Tires per race
- e. Virtual Money Owner Fee's Class B Series
 - i. \$250,000 – Per Car
 - ii. \$75,000 – Hauler Price
- f. Virtual Money Race Fee's Silverado Series
 - i. \$10,000 – Entry per Truck
 - ii. \$20,000 – Late Entry
 - iii. \$25,000 – Fast Tow(2 allowed for the race)
 - iv. \$4,000 – for every 4x earned in a race
 - v. \$5,000 – Fuel per race
 - vi. \$5,000 – Tire per race
- g. Virtual Money Owner Fee's Silverado Series
 - i. \$150,000 – Per Truck
 - ii. \$75,000 – Hauler Price