



2020 Can-Am Racing Series Rulebook & Procedures

Section 1 – League Requirements

1.0 - Minimum Software and Hardware Requirements

- 1.1 – An Active iRacing.com Subscription
- 1.2 – Wheel and Pedal combination only. NO GAMEPADS/KEYBOARD/MOUSE/TILT ALLOWED!
 - 1.2.1 – While not a requirement, we do recommend a wheel with AT LEAST 900 degrees of rotation, and pedals that include a clutch.
- 1.3 - Headset with microphone, or other speaking apparatus. Drivers must be able to vocally communicate with administration and race control at all times during an event.
 - 1.3.1 - Special exception can and will be made for those with disabilities, however, all drivers must be able to communicate with the administration via text chat at all times if the microphone requirement is waived.
- 1.4 - *Technically not required* - Discord voice chat software. Administration is widely available via Discord, as well as the vast majority of the field on race nights. While you do not need to use it at all times during an event, we do require it to ease with disputes/protests, as well as communication with drivers and between drivers in the event of server or program issues.

2.0 – Suggested Additional software and Hardware:

- 2.1 - Drivers are highly encouraged to upload their custom paint schemes via TradingPaints.com and utilize their software for the loading of all custom schemes on race day. TradingPaints.com also has a steady supply of custom schemes available for use if you do not have the technical prowess to make one of your own.
- 2.2 - An external H-Pattern shifter, however, most (if not all) wheels come with paddle shifters attached that will work just fine. H-Pattern shifters are recommended for realism only.
- 2.3 - Clutch pedals. While 95% of all mid-range to high-end pedal packs include a clutch, if you do not have one, it is encouraged you upgrade. While it will not hamper your experience, for realism (and in some cases, speed), it is recommended you make the upgrade.

3.0 – iRacing License Levels

- 3.1 - All drivers are expected to maintain a license level above D 4.0, and an iRating above 1400.
 - 3.1.1 – Pro/DWC will only be allowed on a case by case basis.
 - 3.1.1.1 – Pro/DWC can only participate in the Open Setup portions of the DIRT Divisions. No Pro/DWC can participate in the Fxed Setup portion of the DIRT Division at any point without prior approval of administration.
 - 3.1.2 - Drivers with iRating above 4500 will be reviewed prior to acceptance. This is not a pre-disqualification, however. Their stats and histories are just scrutinized a little bit more thoroughly than most.
- 3.2 - Drivers are also expected to have a working, adequate knowledge of the cars they are attempting to race. Rookies will be asked to re-apply at a point and time in the future if they demonstrate a lack of knowledge of the car.
 - 3.2.1 -Any driver that shows a lack of basic knowledge of race craft or car control will be removed from the league, and given an explanation as to why they were removed along with instructions on how to reapply in the future.

- 3.2.1.1 - Examples of but not limited to the inability to exhibit basic knowledge: Inability to maintain a steady racing line. Consistent crashing. Childish behavior.

Section 2 – Memberships

4.0 – Registration Procedures

- 4.1 - New members will register for the Can-Am Racing Series via the “League” tab on iRacing. The league Facebook page, <http://www.facebook.com/CanAmRacingSeries>, will have a direct link to the desired tab. However, if you are unable to visit from the website, to register you would go to <http://members.iRacing.com>, and then click on “Leagues”. In the “Search” box under “League Directory”, you would enter “Can-Am Racing Series”. On the right, you would then select “Join” for the asphalt or Dirt portion of the league. Click that button, and an application will be formally sent to the league administration.
- 4.2 - All new members will be reviewed in some manner by league administration.
 - 4.2.1 - Drivers with iRating above 4500 prior to acceptance into CARS will be scrutinized prior to acceptance
 - 4.2.1.1 - If a driver is referred to CARS by another member, and exceeds the iRating maximum, they will be automatically accepted pending further review by administration.
 - 4.2.1.2 - If a driver is below the 4500 iRating threshold prior to membership, but at any point after exceeds that maximum, their membership will remain valid and in place until further notice.
 - 4.2.1.2.1 - If a driver becomes eligible for Pro or DWC after being a member of CARS, their membership will be immediately reviewed by administration, and administration withholds the right to terminate the drivers membership without prior notice.
 - 4.2.2 - Drivers not meeting the minimum requirements for acceptance as detailed in section 1 will be rejected.
 - 4.2.2.1 - If a driver meets or exceeds the minimum license and iRating requirements at the time of application, and at any point during their membership with CARS falls below those requirements, their membership will remain valid and in place until further notice.

5.0 - Membership Vetting

- 5.1 - All new members are placed on a 3-Week Probationary Period.
 - 5.1.1 - The 3-Week Probationary Period covers 3 “race weeks”. If a driver races for CARS on Sunday, and again on Tuesday of that week (weeks run Sunday to Saturday), that counts as 1 race week. We do not refer to the number of races in the week, only the week in its entirety

- 5.1.2 - Once a driver completes the probationary period, they will be a full-fledged member in CARS.
- 5.1.3 - If a new member on probation fails to advance out of their probationary period for any reason, administration will send the driver a note detailing the removals reasons, and whether or not driver can re-apply for membership at a later point in time.
- 5.2 - If a new member is referred to CARS by another current active, non-probationary member, the referring member is suggested to let administration know of the referral ahead of time, to ease the acceptance process.

6.0 – Membership Revocation

- 6.1 - Administration reserves the right to terminate the membership of any driver, at any point, without written explanation.
- 6.2 - Drivers who are removed from CARS at any point that reapply for membership will have their application reviewed by all members of the administration, prior to acceptance/denial.

Section 3 – Race Procedures

7.0 - Race Start and In-Race (Including Heat and Consi races)

7.1 - At the start of each race, the GREEN FLAG will begin all events. The pole position winner of each race is not to begin accelerating for the start of the event until the green flag is shown to the field.

- 7.1.1 - If the pole position winner of the event starts too early, they will receive a black flag for a stop & go penalty.
- 7.1.2 - If the outside pole winner starts too early, they MUST slow and allow the leader to pass them BEFORE the start finish line. If they do not, they will receive a black flag stop & go penalty.
- 7.1.3 - If either the outside pole, or pole position winners begin the race too early, and it is not caught until after the event during its normal event review by administration, they will receive a 1-Lap Penalty in the results prior to points being applied.

7.2 - All drivers are to remain in their particular starting lane (inside or outside) until reaching the start finish line.

- 7.2.1 - Drivers who change lanes prior to the start finish line are to receive a black flag stop & go penalty to be served immediately.
- 7.2.2 – Drivers may deviate from their required line in the interests of avoiding an accident.
- 7.2.3 – Drivers may also deviate from their required line ONLY IF they do not impede the driver behind them in the lane they are entering.

7.2.3.1 – During reviews of this in replays, it is the administrations sole discretion regarding the application of the term “Impeding”. However, it is generally meant to mean the act of blocking or forcing another driver out of their preferred line.

7.2.4 - Drivers lanes are considered to be defined as follows:

7.2.4.1 - Outside Lane – The lane from the normal pacing line up to the outside retaining wall.

7.2.4.2 - Inside Lane – The lane from the normal pacing line down to the yellow inside track surface borderline or inside wall (if applicable, re: Dover).

7.3 - All restarts of an event at the conclusion of a yellow flag period are at the discretion of the leader of the event.

7.3.1 - The leader of the event is eligible to restart the event at the moment the pace car moves from its pacing line. Any time between that point, and the green flag, the leader can begin their acceleration to restart the event.

7.3.1.1 - Once a leader begins to accelerate to restart the event, the leader must continue to accelerate. If a driver begins to accelerate, and slows or brakes, prior to accelerating once more, the driver will be considered to have “jack rabbited” the start and will be issued a black flag stop & go penalty immediately. If this is not caught until post-race review , the driver will be issued a 1-Lap Penalty prior to points being applied.

7.3.1.2 - The leader of the event has lane choice on all restarts. This must be announced to the field a the 1-To-Go warning, or sooner.

7.3.1.2.1 - If the leader does not announce their lane choice, they are to start on the INSIDE lane. Announcing their lane choice AFTER the 1-to-go warning will result in the driver being forced to start in the inside lane, regardless of their choice.

7.3.2 - If the leader of the event at its restart does not choose to begin the event prior to the green flag, the green flag will signal the restart and all drivers can begin accelerating at that point regardless of the leaders intentions.

7.4 - “Caused Caution” Rules

7.4.1 - If a driver causes a caution during the event, for any reason, they are to type “C” in the in-game chat, or state via the voice chat that the caution was caused by them.

7.4.1.1 - If the caution was the drivers 1st offense, they are to be issued an End of Longest Line Penalty at the 1-to-go warning for the end of the caution period.

7.4.1.2 - If the caution was the drivers 2nd offense, they are to be issued a 1-Lap Penalty, which can be served under yellow or green flag conditions.

7.4.1.3 - If the caution was the drivers 3rd offense, they are to be disqualified from scoring as of the lap of the offense.

7.4.2 - Failure to disclose to the administration that you were the cause of the caution period will result in the administration review of the incident post-race.

7.4.2.1 – If the administration deems a driver at fault for the caution during post-race review, the drivers penalty for the caution will be ramped up by 1 penalty level. ex: 1st offense will be a 1-Lap Penalty, 2nd offense will be DQ as of that lap. All penalties issued prior to points being applied post-race.

7.4.3 - All cautions must be claimed prior to the 2-to-go signal for the race events restart. No claims AFTER that point will be accepted, and the cautions cause will be deemed to be under administration review for after the race event.

7.5 - Multiple Consecutive Race Winner Rule – (“Butterbean Rule”)

7.5.1 - If a driver wins 2 consecutive events, at the start of the potential 3rd event, the driver will be given an End of Longest Line penalty issued prior to the start of the event during the pace lap.

7.5.2 - If a driver wins 3 consecutive evens in a row, the driver will begin the 4th event on pit road prior to the green flag being shown.

7.5.3 - The driver in question will be allowed to qualify to set their pit stall position, and the qualifying result will stand in their results. The End of Longest Line penalty will not be issued until the pace laps begin, so as not to affect their pit stall position.

7.5.4 - If the driver in question wins 4 events in a row, they will continue to start on pit road at the start of events until that streak is broken.

7.5.5 - If a driver wins multiple events, but they are not in succession (ex: Win at Daytona, then do not race again until multiple weeks have passed), no pre-event penalties will be issued and that driver will be eligible to start the race where they qualify.

8.0 – Points Structures

8.1 – DIRT Point Structures:

2020-21 DIRT Point Structure			
1st	150	11th	128
2nd	146	12th	126
3rd	144	13th	124
4th	142	14th	122
5th	140	15th	120
6th	138	16th	118
7th	136	17th	116
8th	134	18th	114
9th	132	19th	112
10th	130	20th	110
Failed to Qualify: 100 Points			

8.2 - ASPHALT Point Structures:

1st	43	23rd	21
2nd	42	24th	20
3rd	41	25th	19
4th	40	26th	18
5th	39	27th	17
6th	38	28th	16
7th	37	29th	15
8th	36	30th	14
9th	35	31st	13
10th	34	32nd	12
11th	33	33rd	11
12th	32	34th	10
13th	31	35th	9
14th	30	36th	8
15th	29	37th	7
16th	28	38th	6
17th	27	39th	5
18th	26	40th	4
19th	25	41st	3
20th	24	42nd	2
21st	23	43rd	1
22nd	22		

8.3 – Bonus Points:

- 8.3.1 – Drivers will receive 1 Bonus Point for every race/feature lap led
- 8.3.2 – Drivers will receive 1 Bonus Point for leading the MOST laps
- 8.3.3 – The driver who gains the most positions in the race/feature will receive 1 Bonus Point as the “Hard Charger”
- 8.3.4 – Drivers will receive 1 Bonus Point for every race/feature completed with not a single Incident Point accumulated (must run 51% of the race/feature to be eligible for the bonus)
- 8.3.5 – Drivers will receive 3 Bonus Points for winning the race/feature
- 8.3.6 – In the event that heat races are ran, drivers will receive points for their finishes in the following order:
 - 1st – 3 points
 - 2nd – 2 points
 - 3rd – 1 point
- 8.3.7 – Drivers will receive 1 (one) PENALTY POINT for every 8 Incident Points received during an event, to be deducted from your total at the end of an event. (i.e. if you have 16 IPs during a race/feature, you will see -2 points)

- 8.3.8 – If a driver registers for an event but is unable to partake, they will receive the lowest number of points awarded for the event, minus 1 additional point.
- 8.3.9 – CARS Administration reserves the right to remove points from a drivers total for an infraction if the infraction is severe enough to warrant it. (Wrecking, disruptive chat, scolding of administration, etc.)

9.0 – Intentional Wrecking

- 9.1 - Any driver caught intentionally wrecking another competitor for any reason what so ever, will be immediately removed from the race.
- 9.2 - Any driver caught intentionally wrecking another competitor for any reason what so ever during a post-race review or protest, will be placed on immediate administration review, the results of which can lead up to immediate removal from the league
- 9.3 - Drivers that are sanctioned due to intentionally wrecking another competitor for any reason what so ever, will not be allowed to participate in further CARS events until a thorough review has been completed by administration.

10.0 – Post Race actions

- 10.1 - Post race, all drivers are to return to their pit stalls, or safely remove themselves from the racing surface, prior to exiting their vehicles and the race server.
- 10.2 - Under no circumstances is a driver to intentionally drive their cars after passing under the checkered flag into another competitor. This infraction will be penalized under rule 9.0 and its subsequent rules.

Future Amendments and Changes

The Administration reserves all right to make changes and additions to the CARS league rule structure and contents at any point, without prior written notice. Rules in effect at the beginning event will remain the rules that are enforced for that event, regardless of changes made during the event. Changes made during an event will apply in future events only.