Virtual Stock Car Racing Association
League Rulebook

VSCRA
VIRTUAL STOCK CAR RACING ASSOCIATION

VSCRA NATIONAL PREMIER SERIES

PRESENTED BY: EHGDESIGN.com

National Premier Series

Dec 21st, 2020

Ver 1.0

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1. Voice Communication

1.1 In Game

VSCRA will utilize the in-game iRacing Chat feature. This will be mandatory for racers and will be the way we will cover the pre-race drivers meeting.

Overusage of chat is not allowed. Anything exceeding "passing, pitting and pace car calllouts" is considered overusage of chat.

We understand arguments may happen. These must be calmly voiced during cautions only . Any conversation continuing into a green run could have re-percussions on that user(s) chat privileges.

1.2 Third Party

VSCRA will utilize a third party Discord Server. This is only mandatory for those expecting an interview at race end (the top three). It will also include all important information for the league as well as individual team channels for team usage.

2. Respectfulness

2.1 Discrimination

All drivers within the VSCRA are expected to show a quality of respectfulness to other drivers and not use any deragatory or abusive language towards others. Any discrimination or racism is subject to league removal or penalty.

2.2 Shaming

Any shaming of drivers for any reason is strictly prohibited and could result in league removal or penalty.

3. General Series Settings

3.1 Series Name

The VSCRA National Premier Series is the ultimate series of the VSCRA and should be seen and noted as such.

The abbreviated version of the series is the VSCRA NPS.

3.2 Approved Cars

The VSCRA NPS approved cars are as follows:

The NASCAR Xfinity Chevrolet Camaro
The NASCAR Xfinity Ford Mustang
The NASCAR Xfinity Toyota Supra

3.3 Approved Setups

The VSCRA is a fixed setup league and will use the iRacing fixed setups. If changes are made to the setup, it will be mentioned in the driver's meeting.

3.4 Driver iRating Range

A Driver iRating range is implemented in the VSRCA for higher competition standards.

Any driver under a 2,500 iRating is unable to compete in the league. iRacing Coca Cola Series and Pro Series drivers are unable to compete in the league. If a Pro Series driver joins before the license change they are able to finish the existing season.

Drivers under a 2,500 are only allowed to race via a "grandfather" or "voucher" system where other drivers past probationary period in the league are able to vouch for drivers. Those drivers are required to start at the rear for their first event.

All new drivers will be put on a Probationary Period defined on page six.

4. General Race Settings

4.1 Race Length

The VSCRA National Premier Series competes with the expectation that the race length is between 1 hour and 90 minutes.

Races will emulate half distance Xfinity races with "premier" events being slightly longer than standard race distances.

4.2 Server Setup

VSCRA uses a Knockout Qualifying procedure. For this there are two servers up for any given race night. One will include a race session. The other has no race session and is just a practice with knockout qualifying.

The Knockout Q session starts at 7:50pm EST and Qualifying launches at 8:40pm EST. Drivers must put a time down in the first 5 minutes to be eligible for the feature. The top fifteen (15) drivers from the KQ session will advance. No additional drivers will be accepted.

The Race session starts at 8:10pm EST with Qualifying at 9:00pm EST and the race grid starting at 9:05pm EST. As of 2021 the top twenty-five (25) in points from 2020 are locked into the race session for the first six (6) events.

Drivers meeting is at 8:50pm EST.

4.3 Miscellaneous Settings

The VSCRA does not use fast repairs. The tire limit is introduced during the drivers meeting. Weather settings are similar to the location of the track for that specific weekend. Race state will begin at 50% and be carried through each session. Fuel is specifically run at 85% capacity. Track state begins at 50% for practice and carries over for qualifying and the race. Marbles will be cleaned prior to practice.

6. Series Roster

6.1 Probationary Period

The VSCRA uses a probationary period of four (4) races. For any new driver in the league they are watched carefully through these races to ensure we're providing the highest level of competition. During this period, any **avoidable** incident that driver directly causes results in an immediate single race suspension and a reset of the probationary period upon return to the league.

If you're here to just "mess around" you've joined the wrong league.

6.2 Team Regulations

The VSCRA allows teams to contend for the overall Team Championship. Teams are to be made up of no more than 4 drivers.

6.3 Number of Maximum Drivers

The VSCRA NPS maximum single event driver capacity is limited to 40 cars.

This is detailed via the "Server Setup" explanation on page six

7. General Rules

7.1 Rule Policing

The VSCRA will utilize the iRacing in-game system to police most rules. We have Race Director(s) ready to clear black flags and hand down penalties.

7.2 Server Issues / Restart

In the event that we have issues with the server and the server only, we will restart the race.

This is only in the instance that over 25% of the server drivers "fall out." We will give one attempt at a restart before postponing the race.

Races will not be restarted for drivers who missed the beginning of the race, or drivers who did not grid.

7.3 Chat Usage

7.3.1 In Game

In game chat usage is expected to remain at a minimum. Practice is not regulated, while qualifying will be disabled. As explained prior, any ongoing fighting or flaming in race chat could result in a chat ban for the remainder of the race.

7.3.2 Discord

Our Discord is separated into channels and will remain unreglated, but is expected to be coordial. Anyone giving another user/driver an issue within the Discord is open to a penalty.

8. Practice Procedure

8.1 Practice Rules

When in practice it is expected drivers are to race respectfully and not cause intentional and/or "dangerous" situations. Sitting on track is prohibited unless it's on pit road for pit parties specifically.

9. Qualifying Procedure

9.1 Short Track & Superspeedway Qualifying

On tracks 1.25 Miles and shorter the VSCRA will allow drivers two timed laps with the fastest of the two being used for their qualifying time.

9.2 IntermediateTrack Qualifying

On tracks 1.25 Miles and longer (except Road Courses) the VSCRA will allow drivers a single timed lap that is used for their qualifying time.

9.3 Road Course Qualifying

On all Road Course classified tracks, qualifying will be a single eight minute group session with the driver's fastest time used as their qualifying time.

9.4 Qualifying Regulations

Qualifying scrutiny is set to "Strict" to keep drivers from doing burnouts or trying to game system and get themselves a faster lap.

10. Race Procedure

10.1 Gridding

Drivers are not required, but are expected to grid in a timely fashion and not waste time. Missing the grid will not result in a restart.

10.2 Pace Laps

Drivers are expected to remain in their line, and not cause a mess on the pace laps. EOL's will not be given during this time.

10.3 Starts / Restarts

On all starts and restarts the control car is the leader. They can choose the inside or outside line. The zone for restarts will be announced during the drivers meeting. Black flags on restarts for jumping or passing cars will not be retracted.

10.4 Stage Racing

The VSCRA will use a single stage caution in each race. This will come at pre-determined points, but should be at the 25% point of the event. Stage points are explained in the "Series Point System" section of this document.

10.4 Stage Racing Continued

The yellow flag will not be thrown for these stages. If the caution was to come out to the point that the stage will end during the caution, the stage is considered finished at the point of the cautions and points will be distributed.

10.5 Caution Flags

Cautions will be controlled by iRacing and not the admins. A caution is specifically an incident between two or more drivers that creates a "dangerous" situation on track. Alternatively, a single car with a mechanical issue such as an engine expiration will result in a caution IF the car is unable to get around to the pit road via the apron. Single car accidents should not warrant a caution period.

The VSCRA only observes full track cautions at all tracks.

10.6 Black Flags

Black flags will be controlled by iRacing but cleared by admins in the following instances:

Passing a lapped car entering pit road
  • Lapped cars are expected to maintain pace and not affect the leaders, however these situations do sometimes happen. Drivers must still be aware of who they should be behind or infront of.
Speeding on pit road avoiding a wreck
  • While we don't ask drivers to go down pit road, sometimes there's no other option.

Black flags will not be cleared for ANY OTHER REASON.

10.7 Intentional Wrecking

Intentional wrecking under any circumstances (caution, race pace, or cool down) will not be tolerated. The driver will lose all points for the current race and be suspended for a minimum of one week.

10.8 Stopping on Track

Intentionally stopping on track for any reason to try to bring out a yellow is prohibited and will lead to the driver being evicted from the session.

10.9 Accidents

In the event that an accident takes place, we expect drivers to act as evasive, yet careful as possible. This means attempting to limit the damage to the already wrecking cars, as well as the cars around you. Be aware at all time.

If your car becomes out of control, it is expected that you simply "lock it down" or keep from affecting other driver's races by obviously avoiding your brakes, or simply turning back up into traffic. Admins reserve the right to penalize a driver who blatanly disregards respect for other drivers in the event that there is a wreck, or they are wrecking.

10.10 Post Race

All drivers are expected to drive back to pit road and park in their stall. They are able to "congratulate" the winner as they drive by. This is more of a pro-duction standard to mimick real life and is not required.

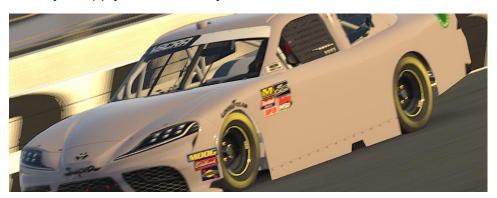Any intentional wrecking post race is prohibited and subject to penalty.

10.11 Overtime

The VSCRA will follow the same NASCAR rules of overtime and provide up to three (3) attempts at "VSCRA Overtime."

11. Series Decals

11.1 Contingency Decal Layouts

The following diagram are approved contingency layouts. Cars are not required to include the VSCRA contingencies, but for consistency purposes it is asked that you apply the decals if you can.

11.2 Playoff & Miscellaneous Decals

The VSCRA will utilize playoff specific branding to denote a playoff driver. This will be visible through the windshield layout and decal design below. This is required to recieve points.

12. Paint Scheme Rules

12.1 Branding Identity

Drivers are expected to maintain appropriate branding via their manufacturer, number and team. Any driver hindering the visibility of their branding will be asked to update their car and have it approved by admins for the next race.

13. Points System Details

13.1 Point Payouts

Driver's Points are calculated as such:

				Bonus Points	
1st	40	21st	20		
2nd	39	22nd	19	Race Win: 3 Points	
3rd	38	23rd	18	Lap Led: 1 Point	
4th	37	24th	17	Most Led: 1 Point	
5th	36	25th	16	Stage Win: 2 PPs	
6th	35	26th	15	Stage RU: 1 PP	
7th	34	27th	14	Race Win: 5 PPs	
8th	33	28th	13	Stage Points	
9th	32	29th	12	1st	15
10th	31	30th	11	2nd	12
11th	30	31st	10	3rd	10
12th	29	32nd	9	4th	9
13th	28	33rd	8	5th	8
14th	27	34th	7	6th	7
15th	26	35th	6	7th	6
16th	25	36th	5	8th	5
17th	24	37th	4	9th	4
18th	23	38th	3	10th	3
19th	22	39th	2	11th	2
20th	21	40th	1	12th	1

*Stage RU = Stage Runner Up
*PP/PPs = Playoff Point(s)

13.2 Playoff System

The VSCRA NPS Playoff System works as outlined:

Playoffs are made up of 5 Races and 12 Drivers

First Round (Contender) is 3 Races with 6 Drivers eliminated
  • Playoff Points carried over

Second Round (Eliminator) is 3 Races with 3 Drivers eliminated
  • Playoff Points carried over

Final Event resets all drivers on even level with best finishing driver winning the championship.

Playoff drivers are determined by Top 12 drivers in points, as well as drivers with a win outside of the Top 12 in points. Any winning driver outside the Top 30 in points is not eligible for playoff contention. Any driver that has missed 3 or more races throughout the regular 9 race season is not eligible for playoff contention.

Points will be reset for the Top 12 at 3,000 plus the amount of playoff points they've accumulated. Playoff points will continue to be awarded to playoff drivers throughout the playoffs. Drivers eliminated from contention will revert back to standard points, while the championship three will be reset to 3,000 each with no playoff points going into the finale.

RACE 1 RACE 2 RACE 3	RACE 4 RACE 5 RACE 6	RACE 7
CONTENDER ROUND	ELIMINATOR ROUND	CHAMPIONSHIP FINAL
DRIVER 1	DRIVER 1	DRIVER 1
DRIVER 2	DRIVER 2	DRIVER 2
DRIVER 3	DRIVER 3	DRIVER 3
DRIVER 4	DRIVER 4	
DRIVER 5	DRIVER 5	
DRIVER 6	DRIVER 6	
DRIVER 7		
DRIVER 8		
DRIVER 9		
DRIVER 10		
DRIVER 11		
DRIVER 12		

14. Penalties & Appeals

14.1 League Penalties

Penalties will be assigned and reflected in points standings within 24hrs of a completed race event.The following is the penalty system for the VSCRA:

Attempting to Draw Yellow Flag (Purposeful Self Spinning)
- First attempt is an immediate disqualification from event
- Any attempt after is a minimum one race suspension

Stopping on Track
- First attempt is a minimum one race suspension
- Any attempt after is removal from the league

Intentionally Wrecking Another Driver
- First attempt is a disqualification from the current race and removal from the league

Manipulating Race Results (Infringing on 100% Rule)
- First attempt is a disqualification from the current race
- Any attempt after is removal from the league

Disregarding Black Flag
- Car will be parked via iRacing automated system

Disregarding Administration Direction
- First attempt is a warning
- Second attempt is a Disqualification from event
- Any attempt after is a minimum one race suspension

Actions Detrimental to Stock Car Racing
- This is an open ended penalty that can applied at any maximum value, but can also be reviewed and appealed by the driver

14.2 Penalty Appeal System

Any driver appealing an assigned penalty must do so at least 24hrs after the said penalty has been given, and must appeal it via the "Penalty Appeal" form on the website. Admins will deliberate and decide prior to the next event on the schedule.

The Virtual Stock Car Racing Association will do it's best to uphold all rulings in conjunction with the above outlined rulebook. The VSCRA does not expect to be 100% accurate 100% of the time and is able to change any rule or make a judgement call if needed.

By agreeing and signing up to drive in the VSCRA the driver understands that they are subject to these rules and penalties and although they can appeal situations they may not be fulfilled with the outcome of the situation.

In Race Administration Team:
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Notes & Revisions List

This document is current to the date and version on the front facing page.

This document has been revised 0 times and all revision numbers and dates are below:
Version 1.0 - Dec. 21st, 2020

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