Dark Horse Racing Series

Rulebook

Procedures/Guidelines

2021

Season 5

Revision 1

Dark Horse Racing

AREA 51

Racing Series

DARK HORSE RACING SERIES

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Mission Statement

Treat others the way you want to be treated. Race others the way you want to be raced.

1. Participation Metrics

- 1.1 This document pertains to the Dark Horse Racing Series (DHRS) on the iRacing platform and no other entity. References to "League" or "the League" in this document means the Dark Horse Racing Series.
    - 1.1.1 This Rule Book is the overall Rule Book and all rules pertain to all series governed by the Dark Horse Racing Series
        - 1.1.1.1 Area51 IR18 Open Wheel Series
        - 1.1.1.2 Dark Horse DW12 Open Wheel Series
- 1.2 We, the administrators, may make exceptions, provide dispensations to the participation requirements, or provide sponsorship exemptions for any reason and at any time.
    - 1.2.1 Season 3 Administrators – Charles Teed, Eric Peterson, Jim Brooks, Nicholas Wnuk,
- 1.3 Applications to the league will be accepted and considered at the discretion of the Admin Team.
    - 1.3.1 Requirements for League consideration
        - 1.3.1.1Minimum Class C Oval License
            - Minimum iRating: 1,250
            - Minimum Safety Rating: 3.25
            - Admins can make exceptions to these requirements at any time.
        - 1.3.1.2 All new drivers are on Probation for the first two (2) races.
            - 1.3.1.2.1 Drivers under probation will have post-race penalties doubled for the first two races they enter (See Section 7)
                - 1.3.1.2.1.1 All drivers regardless of iRacing status will be on probation for their first two (2) races
            - 1.3.1.2.2 Any avoidable contact will leave you on probation.
            - 1.3.1.2.3 All new drivers will start where they qualify unless they decide to not qualify for a race and start at the back.
            - 1.3.1.2.4 Drivers on probation must complete 50% of the race for the race to count towards "Races on Probation"
            - 1.3.1.2.5 Admins reserve the right to keep a driver on probation regardless of Laps completed, and/or avoidable contacts.
- 1.4 DHRS is a league built on respectful driving and respectful drivers. We do not tolerate overly aggressive driving, and/or verbal abuse and will penalize or expel drivers for exhibiting that behavior.
    - 1.4.1 All League members must be a member of the DHRS discord page and be in a Discord voice channel for all races.
        - 1.4.1.1Discord Link will be provided upon League acceptance.
- 1.5 Season 4
    - 1.5.1 Races in Season 4
        - 1.5.1.1 Area51 IR18 Open Wheel Series will consist of 12 races (10 Ovals / 2 Road Courses)
            - 1.4.1.2.1 There will be 1 drop week (No drops after week 8)
        - 1.5.1.2 Dark Horse DW12 Open Wheel Series will consist of 18 races (16 Ovals / 2 Road Courses)
            - 1.5.1.2.1 There will be 1 Drop Week, the Scoring model will automatically count your 17 highest championship point races towards the season championship and team championship.
            - 1.5.1.2.2 There will be 3 races that will count as Double points
                - 1.5.1.2.2.1 Auto Club, Michigan, and Indianapolis
                - Only Race Points will be doubled, Bonus point will remain the same for all races
    - 1.5.2 Season Schedule can be found here:
        - 1.5.3.1 Dark Horse DW12 Open Wheel Series Schedule
        - 1.5.3.2 Dark Horse Area51 IR18 Open Wheel Series
- 1.6 A **non-refundable** entry fee is required for participation in the Dark Horse Racing Series.
    - 1.6.1 Area51 Open Wheel Series - $35.00
    - 1.5.2 Dark Horse DW12 Open Wheel Series - $50.00
- 1.7 This fee is due regardless of when you enter the league.

        - 1.7.1 This fee will help cover costs of broadcasting, league promotions, and iRacing sessions.

2. League Overview

- 2.1 Race sessions will have a practice session, a Qualifying session, and a Race.
    - 2.1.1 Dark Horse DW12 Open Wheel Series – Wednesday Night Races
        - 2.1.1.1 All sessions will open at 7:30pm EST.
            - 2.1.1.1.1 (35) 35 minute Practice Session, (2) Two Lap - 5 Minute Qualifying Session, Race
    - 2.1.2 Dark Horse Area51 Open Wheel Series – Tuesday Night Races
        - 2.1.2.1 All Sessions will open at 7:30 PM EST
            - 2.1.2.1.1 (60) Sixty Minute Practice Session, (2) Two-Lap 5 Minute Qualifying Session, and Race
- 2.2 Unless otherwise specified, the event starting grid will be set by in session qualifying. On ovals and Road Courses
- 2.3 If you want to start in the back, complete a slow Qualifying lap or just don't Qualify, **Absolutely NO EOL's will be given at the start of a race.**
- 2.4 All sessions will be listed under the DHRS League Sessions section of the iRacing website. Only drivers are permitted to join the race session. All non-drivers, spotters, Race Control, etc. must enter as a spotter or spectator.
    - 2.4.1 Any names in the race session that are not Drivers, except for Race Control admins will be removed from the Race session.
- 2.5 Double file Rolling starts will be used in all races, all restarts will be single file. (See Section 5)
- 2.6 All races will use custom fixed setups. These setups will be prepared and tested by the League designated setup drivers. All race sessions will have a predetermined track starting state which will then carry over to the qualifying and race sessions. All setups, information about the weather for each race week will be posted on the League Discord in the **#setups** channel respective to your series. Setups are subject to change and drivers will be notified.
- 2.7 Max Fuel loads are subject to change from default, Fuel Load percentages will be posted along with weather and setups in Discord. Qualifying fuel will be set to allow enough fuel to complete a standard qualifying run.
- 2.8 Fast Repairs
    - 2.8.1 Area51 IR18 series will have (1) one fast repair available
    - 2.8.2 Dark Horse DW12 Series will have (0) zero fast repairs available
- 2.9 All iRacing rules are in effect.
- 2.10 During the race, racing below the white / yellow line(s), and certain tracks that have "aprons" is NOT allowed on any lap of the race. If a driver goes below the white / yellow line(s) on any lap with 2 tires and advances their position, they must immediately return to their original place in line surrendering any advantage gained to avoid being penalized by Race Control. Drivers in violation will yield the right of way to cars using the proper racing surface. (See Section 7.4 for Penalties)
- 2.11 – After wrecking drivers MUST hold the brakes and maintain their position on track until it is safe to proceed to pits. When racing on ovals, if your car comes to a rest at the top of the banking, you must do all that is reasonably practical to ensure your car does not slide down the track and into the path of other on-coming cars. Not holding the brakes or failing to "ESC" the car immediately to start a virtual tow can lead to penalties being issued.
    - 2.11.1 – Wrecked cars that stop in the racing line are highly encouraged to exit the car and initiate a virtual tow to the pits as fast as possible to eliminate the possibility of damaging other cars.
    - 2.11.2 – Drivers must use their "Relative" box to ensure the track is clear, and no cars are approaching before releasing the brakes and attempting to continue.
- 2.12 An after-race review of all yellow flag incidents will be completed by DHRS Race Stewards, see the Penalty System (Section 7). DHRS Race Stewards will review all race grievances and apply appropriate penalties. After the race this can include, but not limited to overall race time penalties, lap penalties, championship point penalties, and/or race disqualification.
- 2.13 No Green, White, Checker finishes.
- 2.14 All drivers must use a Wheel and Pedal setup, absolutely no handheld controllers.

3. RACE CONTROL

- 3.1 The in race iRacing voice channel is only for Race communication. No "chit-chat" with other drivers or complaining about other drivers, setups, track conditions, etc. Only Pit-In, Pit-Out, Take Over instructions, or announcing wrecks will be allowed. This will be strictly enforced! If you violate this rule, you will be muted in the race after one warning.
    - 3.1.1 Only the Chief Stewards will communicate on the Race Control channel during the race session. Other members of Race Control and the Admin Team will not communicate through this channel. Members of Race Control may enter private team channels on Discord at their discretion.
    - 3.1.2 Should there be no League personnel available to serve in Race Control, the event will be run by members of the Admin Team who are participating in the race. All in-race officiating is handled by iRacing unless a situation arises where the Admin Team needs to make an in-race ruling. At the end of the race a post-race review will be conducted, and every attempt will be made to address any issues or incidents missed during the race.
- 3.2 All decisions made by iRacing Race Control/Admins during the race are FINAL.
    - 3.2.1 Drivers will have until 11:59:59 PM EST on the day that immediately follows a race to submit any protest or grievance against another driver for in race violations.
    - 3.2.2 All protests, and grievances will be submitted in a private message to one of the admins. DO NOT under any circumstances post any protest/grievance in any general chat, social media, or comments directly to another driver. See Rules 4.3 and 4.4 regarding comments made about other league members.
    - 3.2.3 Admins will review iRacing replays and any race violations and will be posted. After penalties are posted, drivers have until 11:59 PM EST the following day to appeal any penalty.
    - 3.2.4 All appeals/reports/protests must be filed by the driver. Please be very clear on what the issue was, Lap #, Car numbers, situation of the infraction. Please submit your protest IN WRITING, PRIVATELY to one of the admins in Discord.
- 3.3 ALL Black Flag clears requested by Drivers will be honored.
    - 3.3.1 It is up to the driver to understand what is a good clear and which clears will be penalized.
    - 3.3.2 If Admins determine that the Black Flag was issued correctly by iRacing, after race penalties are as follows.
        - 3.3.2.1 Penalties are race by race and not carried over to the following race, if you have more than one Black Flag clear during a race, additional penalties will apply.
            - 3.3.2.1.1 First Clear – 1 Lap penalty from Finishing position, you will be placed EOL of that resulting Lap.
            - 3.3.2.1.2 Second Clear – Additional 1 lap penalty from previous 1 lap penalty above and placed EOL of that resulting lap.
            - 3.3.2.1.3 Third clear – Additional 1 lap penalty from previous 1 lap penalty above for second clear, and placed EOL of that resulting lap, and so on until all Black Flag clears issued to a driver are addressed.
    - 3.3.3 Following list are examples of what we deem to be an acceptable Black Flag Clear
        - 3.3.3.1 Speeding through pits to avoid an accident
            - 3.3.3.1.1 If you enter pits above pit road speed to avoid an accident, you must slow down to pit road speed as soon as possible, if you continue through the pits at a speed above pit road speed, that is not an acceptable clear.
        - 3.3.3.2 Getting collected in an accident that is determined the driver is not at fault and getting a black flag for any reason.
        - 3.3.3.4 Passing a car that due to damage that cannot maintain Pace lap speed under yellow.
        - 3.3.3.5 If you stay on track during a yellow and it states to stay behind someone entering the pits maintain pace lap speed. If you get a Black Flag that is a good clear.
        - 3.3.3.6 If you cause an accident and end up spinning into pit road and get an unsafe pit road entry, Not a good clear.
            - 3.3.3.6.1 There are many other scenarios that would constitute good/bad black flag clears. It is up to the driver to know/understand when requesting a Black Flag to be cleared.

4. COMMUNICATION

- 4.1 All drivers must have a microphone for voice communication set for Push to talk. There are no exceptions.
- 4.2 The League uses Discord as its main communication method. On official race nights, the entire server may only be used for business pertaining to the race.
- 4.3 Obscene, abusive, threatening, bullying, harassing language, calling out drivers, or name calling via iRacing chat, Discord Chat, Live Stream, Social Media platform, or private message towards other drivers will not be tolerated and could result in penalties or expulsion from the Dark Horse Open Wheel League.
- 4.4 ***Drivers will ALWAYS conduct themselves professionally and respectfully towards one another, during the race, on any Social Media platform, on the broadcast, during interviews, and all platforms that could harm the reputation of the Dark Horse Racing Series, Dark Horse DW12 Open Wheel Series, Area51 IR18 Open Wheel Series and/or the Drivers in the league.***

5. STARTS AND RESTARTS

- 5.1 Race Start is a double file rolling start with the pole sitter maintaining the proper pace speed behind the pace car.
    - 5.1.1 Exception – DARK HORSE DW12 500 will be a rolling 3-wide start.
- 5.2 All cars must maintain a maximum 2 car length distance behind the car in front of you starting at turn 3 coming around to the start of the race.
- 5.3 ABSOLUTELY NO – Brake Checking, falling back on race start or restarts.
    - 5.3.1 Obvious/Intentional violations of Rule 5.3 will result in a post-race disqualification from that race.
- 5.4 With "One to Green" on restarts all cars must be aligned and ready to go by the entrance to turn 3 on Ovals, and 2nd to last corner on Road Courses with a maximum 2 car length distance behind the car in front of you.
- 5.5 The Pole sitter / race leader controls all race starts and restarts and MUST maintain pace lap speed. It is up to the leader to know the Pace lap MPH or KPH. This is found in the info tab of the session. The leader can restart at any time after the pace car turns and enters pit road OR iRacing throws the green flag. Leader cannot start until the Pace Car is clearly off the racing line and they must start racing before the Start finish line if they do not want to wait for iRacing to throw the green flag.
    - 5.5.1 Once iRacing throws the Green – the Race is in Green Flag condition whether the leader went or not.
- 5.6 On restarts only - No passing on the inside of the car in front of you until the Start/Finish line. **This is an iRacing rule**, if you pass on the inside before the start/finish line and reach the start/finish line before the person who started in front of you on any restart you will be issued a black flag by iRacing. Race admins WILL clear this black flag. iRacing will allow you to pass on the outside before the Start/Finish line.
- 5.7 On single file restarts, if you want to allow others to pass you on a restart, announce it to the drivers behind you, and move to the left or to the inside and allow others to pass on the outside.
- 5.8 All races will be a 1st gear start.
- 5.9 Lapped cars will remain in line and maintain their position and not be sent to the back of the field until 10 or less laps to go in the race.

6. CAUTIONS/YELLOW FLAGS

- 6.1 While under a full course caution, drivers are required to catch up to the pace car as fast as is safely possible. Drivers intentionally slowing or inhibiting other drivers will be penalized.
- 6.2 All League events will follow the iRacing Software Caution rulings. Race Control may issue a manual full-course caution at their discretion. Typically, with iRacing controlling yellow flags, single car accidents not in traffic or deemed to not be on the racing surface will not bring out a caution.
- 6.3 Drivers determined to be "the cause" of a race caution will be given an EOL (End of Line) Penalty at the discretion of Race Control which will be served before the next green flag. Drivers who cause the caution should call themselves out and request an EOL. Any incidents will be looked at more leniently if you honor the EOL rule.
- 6.4 All drivers must follow the iRacing race communication box that pops up on your screen during cautions and execute the instructions immediately.

7. PENALTIES

- 7.1 A Penalty system will be used to deter drivers from unsafe, hazardous driving and behavior detrimental to other Drivers in the DHRS League.
- 7.2 DHRS Admins will keep a driver log of all infractions/penalties.
- 7.3 All incidents that bring out a yellow flag will be automatically reviewed by DHRS Race Stewards after the race using iRacing replay.
    - 7.3.1 Any and all incidents/accidents are reviewable by admins whether protested or if they did or did not cause a yellow flag condition.
    - 7.3.2 - Rule 7.3.1 does not exclude any penalties that admins might issue.
        - 7.3.2.1 Admins reserve the right to penalize any driving or verbal behavior whether it was reported to admins or not.
- 7.4 Season 4 - Race Steward Board
    - 7.4.1 Area51 IR18 Open Wheel Series – Jim Brooks, Matt Wagner
    - 7.4.2 Dark Horse DW12 Open Wheel Series – Nicholas Wnuk, Charles Teed, Eric Peterson
- 7.5 Obtaining Four (4) Avoidable Contacts will result in a race ban the following race.
    - 7.5.1 Multiple avoidable contacts can be issued in the same race
- 7.6 Driver's running total of Avoidable Contacts will be reduced by one (1) after:
    - 7.6.1 Serving a race ban penalty
    - 7.6.2 Completing a race with no avoidable contact penalties
    - 7.6.3 Avoidable Contact running total Penalty reductions will only apply to Drivers with more than two (2) avoidable contacts.
        - 7.6.3.1 Once a driver has two (2) avoidable contacts that is the minimum they will have for the remainder of the season.
- 7.7 Intentionally putting two wheels below white/yellow line at any track to advance your position during green flag racing (per instance) – Must give position back by conclusion of the following lap or conclusion of the race whichever comes first. If the driver does not give the position back, Penalties will be issued after the race concludes: Multiple offenses and penalties can occur in the same race and will be issued in order. This list will reset for a driver at the start of every race.
        - 7.7.1 - 1st offense – Positions gained will be revoked
        - 7.7.2 - 2nd offense – Positions gained revoked and a 5 Second race time penalty will be added
        - 7.7.3 - 3rd offense – 1 lap penalty and EOL for that Lap
        - 7.7.4 - 4th offense – 1 race ban
        - 7.7.5 If a driver is below the white/yellow line and there is a driver immediately to the side of them in the racing line, that driver in the racing line above the white/yellow line is not responsible to yield to you so have a clear path to the corner. You went down there; you own being down there.
- 7.8 Please submit any appeal/protest/report to one of the admins PRIVATELY in a discord message.
    - 7.8.1 – Absolutely no derogatory remarks, calling out other drivers publicly, verbally bashing in any social media platform. This includes in race chat.
- 7.9 Admin review process – 3 Race Stewards will independently review the request via iRacing race replay. The 3 Stewards will discuss their findings and if any race penalties are to be issued, the Stewards will do their best to have them completed within 48 hours following the race and posted to Discord.
- 7.10 Any driver wishing to protest any actions taken by other drivers in a race, will have until 11:59PM EST the day following the race to submit any protest PRIVATELY to one of the DHRS admins.
- 7.11 Appeals – Any driver wishing to appeal a ruling will have 24 hours from the Discord penalty posting time. If 24 hours have passed after the penalties are posted and no appeal is received by an admin, the penalty will be considered final, and no appeal will be honored.
- 7.12 It is up to each individual driver to read and understand the rules. DHRS admins will not entertain any excuse for not knowing the rules.

8. Championship and Points

- 8.1 Championships and Point Standings DHRS recognizes several different types of championships, including, without limitation,
    - 8.1.1 Season 4 Championships
        - 8.1.1.1 Individual Driver Championship
        - 8.1.1.2 Team Championship
- 8.2 To facilitate competition for these championships, DHRS calculates and publicizes complete rankings of all participating Teams and Drivers following the completion of each Race.
    - 8.2.1 Unless otherwise announced by DHRS, all scheduled Qualifications and Races shall offer championship points. At the end of the Racing Season, the Team and Driver with the highest number of ranking points respectively shall be declared the Champion.
- 8.3 Points and awards are credited only to the Team and to the Driver participating in that Car except as otherwise permitted by DHRS.
- 8.4 Ties - In any instance of a tie, DHRS will determine the ranking based on the following criteria:
    - 8.4.1 The most first place finishes,
    - 8.4.2 The most second place finishes through last place finishes
        - iRacing race status in results – "Disconnected" or "Running" statuses and being 25% or more of the race "Laps Behind" will constitute a "Did Not Finish" or "DNF" for breaking ties only. – Example: if you are -26L down of a 100-lap race you will be considered "DNF" running or not.
    - 8.4.3 The best finishing position in the previous Event
- 8.5 End of Season Awards - DHRS reserves the right to establish end of season awards based upon points.
- 8.6 Points - Points will only be earned by Drivers participating in Races and Qualifications.
- 8.7 Team and Driver Race Points – Points are awarded as follows for all races except for Auto Club, Michigan, and Indianapolis: For Auto Club (1/12/2022), Michigan (3/16/2022), and Indianapolis (4/2/2022) are all Awarded Double race points. Bonuses will remain the same.

DHICS Championship Points							
Position	Points	Position	Points	Position	Points	Position	Points
1	50	11	19	21	9	31	5
2	40	12	18	22	8	32	5
3	35	13	17	23	7	33	5
4	32	14	16	24	6	34	5
5	30	15	15	25	5	35	5
6	28	16	14	26	5	36	5
7	26	17	13	27	5	37	5
8	24	18	12	28	5	38	5
9	22	19	11	29	5		
10	20	20	10	30	5		

- 8.8 Bonus Points:
    - 8.8.1 - 2 Points are awarded for Pole
    - 8.8.2 - 1 Point is awarded for Leading the most Laps
    - 8.8.3 - 1 Point is awarded for leading a Lap
    - 8.8.4 - 3 Points are awarded for a 0X Race
        - Driver must complete 50% of the race to gain 0X bonus
    - 8.8.5 - 1 Point is awarded for Fastest Lap in Race
    - 8.8.6 - 5 Points are awarded to the Driver who gained the most positions.
        - 8.8.6.1 If more than one (1) driver gains the most positions – Bonus will be awarded to multiple drivers

9. Connection Issues

- 9.1 Drivers must have a reliable internet connection capable of running iRacing with a “green” colored quality and ping. Drivers whose internet connection falls below an acceptable threshold will move to the rear of the field immediately until the issue is resolved. Race Control will monitor all Driver connections and act quickly against drivers with internet issues to protect the other drivers competing.
- 9.2 Drivers who have their race interrupted due to their internet connection are treated as if they’ve had a mechanical issue that has delayed their participation or ended their race. Any driver who is disconnected because of a poor connection will be allowed 1 attempt to reestablish their connection and reenter the race room. This rule is only in effect once the cars have gridded and until the checkered flag. Drivers impacted by internet issues will not be compensated in any way by Area51/DHRS.
- 9.3 If drivers are experiencing connections issues, you must drop to the back of the field, sort things out and return to racing. You know if you are having connection issues when all the cars around you suddenly disappear and then reappear.

10. Track Listing and Individual Track Rules

- 10.1 – Auto Club Speedway
  - Apron is available for Qualifying
  - No Apron for Race
  - Pit Entrance off Turn 4 for all pit stops
- 10.2 – Iowa Speedway
  - Apron available for Qualifying
  - No Apron for Race
  - Pit Entrance – must have all four wheels below Double Yellow line entering Turn 3 Apron
    - 5 Second race penalty for not getting all 4 tires BELOW the double yellow line when pitting.
- 10.3 – Atlanta Motor Speedway
  - Apron is available for Qualifying
  - No Apron for Race
  - There is a natural racing line below the white line after the second dogleg on the main straight – That is OK to race on -
  - Pit Entrance off Turn 4 – Make sure you are off the racing line when slowing.
- 10.4 – Road America
- 10.5 – Texas Motor Speedway
  - No racing below white line
- 10.6 – Phoenix Raceway
  - Dogleg is available for Qualifying
  - During Race Driver can put two wheels below the Yellow line anywhere on track – If driver puts 4 wheels below the Yellow line Rule 7.7 will apply.
- 10.7 – Twin Ring Motegi
  - Pit entrance is off Turn 4 for Green and Yellow flag stops.
- 10.8 – Circuits of the Americas
- 10.9 – World Wide Technology Raceway
  - Pit entrance is off Turn 3 using the warmup lane for Green and Yellow flag stops.
  - Racing on the inside lane on back stretch turns into pit road, if you choose to go down that far, it is not the responsibility of the driver to your right to allow you safe entry to Turn 3. You must either back out and fall behind driver to your right and enter the Racing line or enter Pit road/warmup lane.
- 10.10 – Las Vegas Motor Speedway
  - Apron is available for Qualifying
  - No Apron for Race
  - Pit Entrance off Turn 4 – Make sure you are off the racing line when slowing.
- 10.11 – Watkins Glen
- 10.12 – Kentucky Motor Speedway
  - Apron is available for Qualifying
  - No Apron for Race
- 10.13 – The Milwaukee Mile
  - Below Yellow Line is available for Qualifying
  - Below Yellow Line is not available for Race
- 10.14 – Homestead Speedway
  - No tires below white line during race.
  - Pit Entrance is on turn 3 warmup lane for Green flag stops – Turn 4 for Yellow flag stops
- 10.15 – Silverstone
- 10.16 – Pocono Raceway
  - Drivers may use the full width of the main straight for racing
- 10.17 – Michigan International Speedway
  - Apron is available for Qualifying
  - No Apron for Race
  - Pit Entrance is off Turn 4
- 10.18 – Indianapolis Motor Speedway

    - Pit entrance is off Turn 4 make sure when exiting turn 4 stay low and get all 4 wheels below the white Pit Entrance line.
- 10.19 – Chicagoland
    - Apron is available for Qualifying
    - No Apron for Race
- 10.20 – Canadian Tire Mosport
- 10.21 – Long Beach
- 10.22 – New Hampshire
- 10.23 – Nashville
- 10.24 – Red Bull Ring
    - Red Bull Ring will carry Penalties for Off track 1x or cutting the track.
    - Race will be set to 25 Incident points for 1st penalty, then penalties for every 10 after initial 25.