



Rulebook
Procedures/Guidelines

AREA51 IR18 INDYCAR SERIES
2022

DARK HORSE INDYCAR 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 Area51 IR18 IndyCar Series on the iRacing platform and no other entity. References to “League” or “the League” in this document means the Dark Horse Racing Series Area51 IR18 IndyCar Series
 - 1.1.1 This guide is the Rule Book for the Dark Horse Racing Series Area51 IR18 IndyCar Series and is a supplement to the main Dark Horse Racing Series Rule Book
 - 1.1.2 If there are any discrepancies between this Rule Book and the Dark Horse Racing Series Rule Book – The Dark Horse Area51 IR18 IndyCar Series Rule Book will supersede the Dark Horse Racing Series Rule Book.

2. LEAGUE OVERVIEW

- 2.1 All race sessions will have a 60-minute practice session, a 2 Lap – 5-minute Qualifying session. All sessions will open at 7:30pm EST. The Green Flag will wave at approximately 8:35pm EST. Admins reserve the right to reschedule to a day other than Tuesday due to length, scheduling, and/or unforeseen circumstances.
- 2.2 Season will Consist of (12) Twelve total races with (1) Drop Week
 - ~~2.2.1 At the end of week (8) eight – The Top 8 Drivers in Championship points will be designated at “Playoff” Drivers.~~
 - ~~2.2.2 No races can be dropped after week (8) eight.~~
- 2.3 Road Course Tire Rule – For each Road Course Race – Drivers are required to complete, at a minimum, 1 Lap on the Primary Tire and 1 Lap on the Alternate Tire.
 - ~~2.3.1 Failure to use both Primary and Alternate tire sets for a minimum of 1 Lap each will result in disqualification from the race.~~
- 2.4 Pit Entry – You must stay in the outer lane of pit road for up to 3 stalls before and must go back to the outermost lane for up to at not exceeding 3 Pit Boxes after your pit box upon pit exit.
 - 2.4.1 Driving through more than 3 pit boxes on entry or exit will constitute a penalty.
 - 2.4.1.2 Penalty issued during race by race control
 - 2.4.1.2.1 Drive through penalty or EOL
 - 2.4.1.3 Penalty issued post-race review
 - 2.4.1.3.1 (30) Thirty Second race time penalty
- 2.5 See Section 10 for specific track rules and guidelines.

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.

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 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 Racing Series Area51 IR18 IndyCar Series and/or the Dark Horse Racing Series in its entirety.
 - 4.3.1 No Monies will be refunded.
 - 4.3.2 All Championship points earned during the season will be forfeited.
- 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 Racing Series Area51 IR18 IndyCar 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.

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 Race Control will be in charge of issuing full-course cautions at their discretion.
- 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.
- 6.4 All drivers must follow the iRacing race communication box that pops up on your screen during cautions and execute the instructions immediately.
- 6.5 Black Flags will be cleared upon driver’s request. The only valid reasons for having a Black cleared is as follows...Getting crashed into pit lane or going there to avoid a wreck. Passing under yellow for a driver who failed to catch the field in a timely manner. Crash coming to green that causes drivers to pass before S/F line. All cleared Black Flags will be reviewed post-race. If they are deemed to have been legitimate, the requesting driver will be issued a 1 lap penalty post-race. These decisions are not discussable.

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 automatically be reviewed by DHRS Race Stewards after the race using iRacing replay.
 - 7.3.1 Any and all in incidents/accidents are reviewable by admins whether protested or caused 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.
 - 7.3.3 Race Control will issue an EOL for any Driver deemed to be the cause of an accident.
 - 7.3.3.1 Avoidable contact will be kept track of in addition to the EOL issued during the race.
- 7.4 Race Steward Board
 - 7.4.1 Area51 IR18 IndyCar Series – Jim Brooks, Matt Wagner
- 7.5 Obtaining Three (3) Avoidable Contacts will result in starting the next race from the pits. 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 returned to 0 after:
 - 7.6.1 Serving a race ban penalty
 - 7.6.2 Completing a race with no contact penalties (iRacing OX)
- 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.

- 1st offense – Positions gained will be revoked
- 2nd offense – Positions gained revoked and a 5 Second race time penalty will be added
- 3rd offense – 1 lap penalty and EOL for that Lap
- 4th offense – 1 race ban
- 7.7.1 If a driver is below the white/yellow line and there is a driver immediately to the side of them, that driver in the racing line above the white/yellow line has the right of way. 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 of race conclusion and posted to discord by 11:59:59PM EST approximately 2 days following the race.
- 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 a 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 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.

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
 - 8.1.2 Dark Horse Area51 IR18 IndyCar Series will consist of 12 Races with 1 race available for dropping
 - ~~8.1.2.1 Only races 1 – 8 are available for dropping~~
- 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.
 - ~~8.5.1 The top 8 Drivers in championship points after Race 8 will be designated as “Playoff” Drivers~~
 - ~~8.5.2 All 8 “Playoff” Drivers will have their season championship points adjusted to 2,000 points each for the final (4) four races of the season.~~
 - 8.5.3 Season Champion will be the driver with the most points after the 12 Race Season.
- 8.6 Points - Points may be earned by Teams and Drivers participation in Races and Qualifications.
- 8.7 Team and Driver Race Points – Points are awarded as follows:

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:
 - 2 Points are awarded for Pole
 - 1 Point is awarded for Leading the most Laps
 - 1 Point is awarded for leading a Lap
 - 3 Points are awarded for a OX Race
 - 1 Point is awarded for Fastest Lap in Race
- 8.9 Team Championship
 - 8.9.1 To be considered for Team Championship Points:
 - 8.9.1.1 A Team must have a minimum of 2 drivers.
 - 8.9.2 Teams will consist of no more than 4 drivers.
 - 8.9.3 If Teams start the season with less than 4 drivers a Team may add a driver/s to increase their Team from 2 or 3 Drivers to no more than 4 drivers.
 - 8.9.3.1 All Teams are locked at session opening for the first race.
 - 8.9.3.1.1 Absolutely No Drops/Adds for Teams with 4 Members
 - 8.9.3.1.1.1 Exception – If a Driver quits the series, teams may replace that driver with another driver that has not been already placed on a team or been on a team in that season.
 - 8.9.3.1.1.2 Driver quitting team cannot be placed on any other team for remainder of season.
 - 8.9.4 Only additions to teams are allowed if your team has less than 4 drivers
 - 8.9.4.1 ALL teams with open roster spots are locked at session opening of 7th race of the season and no changes are allowed for remainder of the season.
 - 8.9.5 No trading of drivers between teams
 - 8.9.6 After the first race, any new team/s established cannot contain any drivers that are on or were on a team in any race that Season.
 - 8.9.7 Only the Team's top two (2) finishing drivers in each race will earn points for their Team towards the championship based on the same point schedule above.
 - 8.9.8 Absolutely no Team "collusion" – Examples (but not limited to this list):
 - 8.9.8.1 Team member intentionally spinning to bring out caution to aid another team member
 - 8.9.8.2 Intentional blocking of a faster car behind to aid a teammate ahead of you.
 - 8.9.8.3 Intentional poor restart to allow team member ahead of you to pull away or gain position
 - 8.9.8.4 Not catching up to pace car under caution to aid a teammate or slowdown/block a competitor.
 - 8.9.8.5 Any action deemed intentional and unsportsman like to aid a teammate to better their finish.
- 8.10 All teams must be declared by session opening of first race and have a minimum of 2 drivers to form a team.

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 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 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. – This will be reviewed after the race
- 10.3 – Atlanta 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.
- 10.4 – Road America
- 10.5 – Texas Motor Speedway
 - No racing below white line
 - Pit Entry off Turn 4
- 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 – Circuit 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, the driver to your right in the racing line HAS THE RIGHT OF WAY and doesn’t need to yield 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
- 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 – Kansas
 - Apron is available for Qualifying
 - No Apron for Race
 - Pit Entry is off Turn 4
- 10.24 – Daytona Road Course