



# *V.I.P. Tires & Service Truck Championship*

*Powered by Chop Shop Racing*

## **League Rules:**

Welcome to the V.I.P. Tires & Service Truck Championship. This Series will run Nascar Trucks with fixed setups. All we ask from everyone is to have fun and race clean. All races will be broadcasted and have a race control. We will run open paint schemes. We only ask that you keep them clean of any profanity and no political statements.

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# 1. Code of Conduct

- Treat your fellow competitors the same way you would like to be treated. Toxicity will not be tolerated in this league.
- We will not tolerate racism or prejudice comments towards another competitor, owner or Admin. This will result in an automatic ban from the league.
- Keep language as clean as possible. We all swear, but keep it to a minimum and have a level of maturity.
- Tempers flare, its part of racing. However, don't let those tempers flare to the extent of you becoming kicked from the league. Please use the 24hr rule to cool down.
- Intentional wrecking will not be tolerated!!! This will be covered in more depth in the penalties section.
- There are different skill levels between the drivers on the track. Please remember that we all started in IRacing as a beginner/novice at some point. If you notice a driver exhibiting beginner driving tendencies, feel free to offer advice, not criticism. This is a league, the more we bring each other up, the better the racing will be.
- Keep Chop Shop discord free of drama. If any driver has a personal problem with a fellow driver please leave that at the door. We want this to remain a fun environment for all drivers.
- To sum everything up, if you can agree to the above, then WELCOME to the V.I.P. Tires & Service Truck Championship.

# 2. Pre-Race

- **Truck and Paint Schemes**

We will be running Nascar Trucks with open paint schemes. Please make sure the paint schemes are in good taste and no political statements. Also make sure your assigned number is correct in IRacing. This is located in the paint section in Iracing. If a Driver were to show up with a paint that does not meet the requirements of the league we will give you a chance to fix the issues by the next league race. If the paint is not fixed you will be removed from that race.

- **Discord**

Every Driver needs to be in Discord with a working headset and Mic. Discord names must match the names in IRacing with your car number. This is for broadcasters benefit and race interviews.

- **Race/Practice**

All lobbies for the league races will be held on Tuesdays @ 7:30 pm Eastern. Each lobby will consist of one hour practice followed by two laps of lone qualifying then grid.

Around 15 min. before qualify we will have a drivers meeting to discuss any race information. We encourage you attend them as you might miss important race info.

The league will host practice sessions all week for upcoming races. This will give everyone the opportunity to practice. We also encourage everyone to attend practice sessions but are not mandatory. Rules are not enforced during practice, however, your fellow competitors are trying to practice as well.



### 3. Racing

- **Weather**

Weather for each race will be pre-determined and posted in Discord. This will help when we setup practice sessions.

- **Fuel/Tires/Fast Repairs**

The fuel load for every race will be 100%.

Tire sets will be determined by race length divided by laps per full tank plus 1 set.

The league will run with no fast repairs. The only exception will be for super speedways.

- **Starts/Restarts**

The league will use the start/restart zones if available. The leader will always bring the field to the green flag to the start the race. The start of the race will be on the green flag. You must hold pace and reasonable distance (no more than one car length) from the car in front. Absolutely no backing off from the car in front to get a run. Once the green flag drops **NO PASSING OR LANE CHANGING** until after the Start/Finish line. If this is not done you will get a black flag that will not be cleared until race control reviews the reason for passing or changing lanes. Double file restarts will be used on restarts. The leader of the race will have **LANE CHOICE** and may start at anytime in the restart zone. If the track does not provide the start/restart zone the leader will bring the field to the green flag. The start of the race will be on the green flag. Restarts will be whenever the leader wants after the pace car is clear of the racing surface.

### 4. Race Chat

Please keep race chatter on IRacing to a minimum during racing conditions. Chop Shop discord will have plenty of Chat Rooms to choose from during the race. Admins will speak up and ask you to quiet your mic if necessary.

Drivers will always conduct themselves professionally and respectfully towards one another. This includes during the race, on social media platforms that reflects the image of Chop Shop Racing, on the broadcast and during interviews.

### 5. Provisionals/Missing Race/Payouts

- **Provisionals**

Drivers will receive 3 Provisionals. These will be used when you miss a race regardless if you notify the league. If a driver uses a Provisional that driver will receive last place points per the field size. Provisionals used will award you points but not go towards the 60% participation to qualify for the playoffs. (That means you must race in 9 of the first 15 regular season races not counting provisionals.)

- **Missing Race**

If a Driver were to miss 3 consecutive races with no notification to an Admin that Driver will be reached to determine status. If no response is received and that Driver were to miss the next race they will be removed from the league in IRacing to make room for other drivers.

- **Payouts**

The league will payout cash prizes up to 4 Drivers per race. The payout are as follows:

**Race Winner will receive \$10**

**Stage 1 and 2 Winners will receive \$5**

**Hard Charger will receive \$5 (most positions gained from start of race)**

All cash payouts will be a running total and be paid after the 5th race, 10th race and the 15th race. Payouts for the Playoffs will be paid at the completion of the season.



## 6. Race Control

- **Track Incidents**

All track incidents that bring out a caution we will use the **Claim System**. The following is how the claim system works:

- \* When a **Caution** comes out **Race Control** will inform the Drivers the "**claim window is open**". The claim window will remain open until one to go till restart. During that time it will be the responsibility of one driver involved to accept the Claim.
- \* When a Driver accepts the Claim, that driver will receive an EOL.
- \* If no Driver takes the Claim or the field reaches one to go to restart with no claim, the Incident will go to the review team.
- \* An Incident that goes unclaimed will be reviewed after the race. There are only two outcomes that would come from the review.
  1. If a driver is found to be at fault, that Driver will receive a **5 point deduction** in that race along with an **EOL** the next race.
  2. If nobody is found to be at fault or the review team cannot determine a fault it will be considered a Racing Incident. No post race penalty will be given.
- \* If an Incident happens on the last lap of the race and a caution comes out, review team will review post race. If a driver is found to be at fault he will receive an EOL the next race with no point deduction.
- \* During **Road Course Races** all Incidents will be reviewed and if a driver is found to be at fault of a crash he will receive an EOL next race with no Point Deduction.

- **Black Flags**

Black Flags will not be cleared except for the following instances. Pit road violation while avoiding an accident or the result of one. Passing under the yellow if passing a car that is damaged. Any legitimate IRacing Black Flag must be served. Any cleared flags will be reviewed after the race. If a black flag was deemed to be legitimate, the requesting Driver will serve that black flag the next race.

- **Cautions**

All league events will follow the IRacing Caution rulings. RC may issue a caution flag at his 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.

- **Damaged/Blinking Cars**

If a drivers car is damaged/smoking and is impeding traffic from passing that Driver will receive an EOL. If your connection is bad and causing to blink in and out you will be ask to fix. If it continues you will be given an EOL or asked to let others pass.

## 7. Penalties

- **Passing below Double Yellow line**

Any driver who goes below the double yellow line at Talladega or Daytona to advance their position is subject to being penalized. If a driver makes a pass below the yellow at these tracks he will have an opportunity to give that position back with no penalty. If the driver does not he will be served a Blake Flag pass through served under Green.

The definition of this rule is all four tires below said line. Passing below any other lines at all other tracks will be aloud. However it is not required that the driver being passed to move from his racing line. If the driver making the pass can't blend back to the racing surface safely he will be held at fault.



- **Pit Road and Pace Laps**

Under green flag Pit Stops Drivers must stay to the FAR RIGHT LANE until that driver is 3 to 4 pit stalls away before turning into their pit stall. Absolutely no driving through Pit Stalls. Any driver found to violate this rule will receive a verbal warning and for any infraction after, will receive a Black Flag drive through. Pitting under yellow does not require any communication. However all other pit road rules apply. If anyone violates this rule under caution they will receive an EOL instead of Black Flag pass through.

During any cautions drivers must catch the Pace Car as quickly as possible. At the start of the race and during cautions all drivers must maintain pace speed at most 2 car length from the driver in front. When 1 to go all drivers must be ready to race and have all gaps tight to within 1 car length from the driver in front. Fail to do this will result in a warning then followed with an EOL for any infractions after.

- **Intentional Wrecking**

All incidents that drivers get into during the race will fall under the leagues Claim Rule. Post Race, all incidents will be reviewed by the Admin Team to confirm that none were intentional. If a Driver is involved in an Incident with a fellow Driver and found that incident was intentional, the guilty party will have no points awarded for that race plus 50 point deduction from standings. In addition that driver will serve an EOL the next 2 races. If at anytime the guilty party were to repeat this action, that Driver will be **REMOVED FROM THE LEAGUE**.

## 8. Points/Playoffs

- **Race Points**

The Driver that wins the race will receive 40 points. The Driver that comes in 2nd will receive 35 points. The 3rd place Driver will receive 34 points and every place after will reduce by one point until we get to the last 5 place drivers. Those Driver's that come in 36th to 40th will receive 1 point.

Before the above points are paid out there are stage points. Each race is split up into three stages. After the first two stages points are awarded in the following manner.

- **Stage Points**

The Driver that wins a Stage will receive 10 points. The 2nd place Driver of that Stage will receive 9 points. The 3rd place Driver will receive 8 points and every place after will reduce by one point until we get to 10th place and that Driver will receive 1 point.

**If a caution is to come out with 5 laps or less to go in a stage, that stage will be over and points will be awarded.**

Points awarded for Stages 1 and 2 will be determined when the caution flag is thrown. The flag locks the field. So the maximum point total for a driver in any given race is 60 points.

- **Playoffs**

There are two ways a driver can get into the playoffs. First, win a race and you are in the show. Second, a driver can point himself into the show. All qualifying drivers make it into the first three-race round of the playoffs, with 8 advancing to the two-race round, and 4 advancing to the winner take all Championship.

The playoffs will consist of all race winners first. Then the rest of the playoff field will be determined by season point standings. In the event we have more than 12 different race winners, all of them will make the playoffs.



- **Playoff Qualification**

To qualify for the playoffs a driver must participate in 60% (9 out of 15) regular season races. Also each driver will be granted 3 provisional races to use at anytime during the regular season.  
**PROVISIONAL'S WILL NOT QUALIFY TOWARDS THE 60% PARTICIPATION RULE.**

- **Points During Playoffs**

Drivers who make the first round of playoffs have their point totals reset, and playoff bonus points are added based on wins and stage wins from the regular season. Wins are worth 3 playoff points each while stage wins are worth one apiece.

**Example: a driver with three wins (9 playoff points), six stage wins (6 playoff points), would enter the playoffs with a 15 point advantage.**

Any of the playoff Drivers that win a race they move on to the next round regardless of point total.

Playoff point totals are automatically added to the point totals of the drivers who advance throughout the playoffs. The 8 drivers who advance to the second round will have their points reset and add their playoff points up until that point.

**Example: a driver with 1 win (3 playoff points), and 1 stage win (1 playoff point), would enter the round of 8 with a 4 point advantage.**

The only thing that matters for the four Championship drivers, however, is their finish in the championship race. Stage points and past playoff points go out the window for this event.

**Good luck to all Driver's.**