



MTM Online Racing 2010 Series Rulebook

Version 1.10

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1. LEAGUE REQUIREMENTS

- 1.1. All MTM Online Racing League Sanctioned events will be run using the iRacing Motorsport Simulation platform.
- 1.2. All drivers must have a broadband connection.
- 1.3. Drivers must use a steering wheel and pedals to participate in any MTM Online Racing sanctioned event. The use of a keyboard or gamepad is not allowed

2. TEAMSPEAK AND COMMUNICATIONS

- 2.1. MTM Online Racing mandates the use of the Teamspeak Voice Client during races. All drivers must be able to fully communicate (hear and speak) to all other drivers during races.
- 2.2. Profanity on Teamspeak will not be tolerated. Vulgar and/or derogatory comments directed towards another driver may result in your removal from Teamspeak, and/or disqualification from the race.
- 2.3. Excess chatter during the race should be kept to a minimum so drivers can communicate with each other on track.
- 2.4. No Teamspeak activity is allowed during qualifying sessions.
- 2.5. All drivers must have iRacing's in-game chat working properly in the event of Teamspeak failure.

3. RACE EVENTS

3.1. Server Settings

- 3.1.1. Race lengths will be posted on the MTM Online Racing website prior to the race.
- 3.1.2. Servers will be set to allow towing in the event of a crash or mechanical failure.

3.2. Pre-Race

- 3.2.1. The season schedule can be found on the MTM Online Racing website. An MTM Online Racing administrator will notify all drivers of the times for each race session by e-mail.
- 3.2.2. Servers will be opened at the posted time. Sessions will start based upon session lengths.
- 3.2.3. Drivers must log into the race server before the start of the qualifying session. Drivers will not be allowed into the server after practice has ended.

3.3. Race Start

- 3.3.1. All drivers must be present on the Grid at the start of the race. If a driver is not on the grid when the pace laps begin, that driver will be required to start the race from pit road.
- 3.3.2. The pacing session will consist of two (2) or one (1) pace lap depending on the size of the track.
- 3.3.3. When the pace car leaves the racing surface for the start of the race, the leader is required to maintain pace speed until the green flag is displayed.
- 3.3.4. When the green flag is displayed, drivers are not allowed to pass any drivers in their pacing line until the drivers have reached the start/finish line.

3.4. Pitting

- 3.4.1. All drivers must notify other drivers when they pit, either by Teamspeak or in-game chat.
- 3.4.2. The sim will determine pit road speed limit and penalize drivers in violation of the pit road speed limit.
- 3.4.3. When leaving pit road, all drivers are required to notify other drivers that they are leaving pit road both by voice on Teamspeak or in-game text announcement.
- 3.4.4. After leaving pit road, drivers are required to safely merge back onto the racing surface. Failure to do so will result in a black flag.
- 3.4.5. While on pit road, a driver is not allowed to break the plane of the rear bumper of the driver in front of him while the drivers are approaching their pit stalls.
- 3.4.6. All drivers must enter, travel through, and exit pit road on the right half of pit road.

3.5. Cautions/Restarts

- 3.5.1. The sim will decide if a spin/crash warrants a yellow flag. Administrators will not decide when a Caution period is needed.
- 3.5.2. When the yellow flag is shown, all drivers should slow down and catch the end of the pacing line.
- 3.5.3. The running order will be frozen at the point of a caution. When the field has reached the start/finish line, the sim will sort out the field order and assign each driver the correct spot.
- 3.5.4. Drivers are to maintain a “staggered” pattern during caution laps. i.e. All drivers who are in “odd” positions should drop to the inside, and all drivers in “even” positions should go to the outside line.
- 3.5.5. The sim will notify drivers will notify drivers of the final pacing lap before the restart, at which the drivers are required to fall into their assigned positions.

- 3.5.6. When the pace car leaves the racing surface for the start of the race, the leader is required to maintain pace speed until the green flag is displayed.
- 3.5.7. Restarts will take the form of “double-file”. Drivers in “odd” positions will line up on the inside line, drivers in “even” positions will line up on the outside line. Drivers who are one or more laps down will start behind all lead-lap drivers in the same style.

3.6. Penalties

- 3.6.1. Race administrators will not, and cannot, clear penalties issued by the sim.
- 3.6.2. If a driver fails to follow black-flag procedures, the driver will be disqualified from the race.

3.7. Aggressive Driving

- 3.7.1. Aggressive driving involves any and all actions on the racetrack that can potentially cause a hazard to other drivers and anything in which a driver shows contempt towards other drivers.
- 3.7.2. Aggressive driving will not be tolerated and will result in anything from an in-game penalty to a post-race deduction or suspension depending on the severity of the infraction.

3.8. Superspeedway Rules

- 3.8.1. A “superspeedway” is defined as tracks exceeding 2 miles in length, excluding road courses. Any rules in the 3.8 category apply to any track classified as “superspeedway”.
- 3.8.2. Drivers are required to announce they will be pitting at the start of the intended lap.
- 3.8.3. If a driver drops his left-side tires below the yellow line at Daytona and Talladega to advance position, he is required to relinquish any positions gained while beneath the yellow line. Failure to do so will result in post-race penalties.

4. RACING SERIES

4.1. iRacing Cup Series

- 4.1.1. The iRacing Cup Series will use iRacing’s *Impala SS Class B* car.
- 4.1.2. Race servers will be set to open setups.
- 4.1.3. The schedule for the iRacing Cup Series will be posted on the MTM Online Racing website. Any changes to the schedule will be posted on the MTM Online Racing forum.

4.1.4. Series races will be set at 40% of the comparable NASCAR Cup Series race.

5. RACE SCORING

- 5.1. Race scoring will follow the NASCAR points system, including bonus points.
- 5.2. MTM Online Racing does not give provisional starting positions. You *must* be present at the start of the race in order to receive points.
- 5.3. Standings for each series can be found on the MTM Online Racing website and will be updated after each race.

6. CUSTOM PAINT SCHEMES

- 6.1. A driver must run three (3) league sanctioned races with MTM Online Racing before any paint scheme requests will be filled for that driver.
- 6.2. All paint schemes must be submitted to mw23 or Athalon in layered PSD format before being accepted for series use.

7. iRACING SPORTING CODE

- 7.1. iRacing's *Sporting Code* is in effect at all times during race events.
- 7.2. If an on-track action is not covered by the MTM Online Racing rulebook but is covered by the iRacing *Sporting Code*, the infraction will be treated as if the infraction falls into the guidelines set by the MTM Online Racing rulebook.

8. RULE EDITING

- 8.1. MTM Online Racing reserves the right to edit or change the above rules at any time, with or without warning.
- 8.2. In the event that a rule is edited, added, or removed, administrators will notify drivers of the change using the announcement section of the MTM Online Racing forums.