



OFFICIAL eSERIES RULE BOOK 2020

SECTION 1 - CODE OF CONDUCT

1.1 – This rule book applies to the **Fall Brawl Truck Series** Presented by **Champion Power Equipment** an eMotorsports event for 2020. Each Member has been provided with or has been given access to a copy of the Rules, and is deemed to have a full awareness and understanding of the Rules, and has agreed to abide by and be personally responsible for compliance with the Rules.

1.2 - All participants shall conduct themselves in a manner that is consistent with the Fall Brawl rulebook, incorporated here by reference, as supplemented by the rules unique to this eMotorsports series as set forth herein. All participants are required to conduct themselves in a mature and professional manner at all times, on and off the track while representing **The Fall Brawl Series** in any way. Keep your language clean, and respectful at all times. All members are required to respect all calls by the Race Director and to show good sportsmanship at all times.

1.3 - Drivers may not call out another driver during the race in the TeamSpeak channel, the iRacing voice channel or via in race text. Incidents happen in close racing and the cause is not always obvious at the time of the incident. The Series has live Race Stewards and a post-race process for reviewing incidents and assessing penalties if warranted. Calling out a driver during the race will result in a penalty.

1.4 - If you have a problem with a driver, you may raise your complaint during the race to the Race Stewards via their private channel on iRacing or their private channel in the TeamSpeak channel, but never on the general channels for all drivers, broadcasters and spectators to hear. If the complaint is not urgent, please wait until after the race to raise your complaint to the Race Stewards. The Race Stewards will review the incident with all drivers involved. The first objective is to help everyone learn from the incident so that everyone develops better racecraft in eMotorsports.

1.5 - The Stewards and Race Director have the right to review incidents after a race as identified by the Stewards or reported by drivers, and to issue warnings and assess championship points penalties if warranted. Drivers will be notified by e-mail of the preliminary decision and shall have 48 hours to submit any comments that the driver believes should be considered, after which the decision shall become final if not modified.

1.6 - Incidents - If you are involved in an incident, briefly apologize and then reserve further discussion for after the race. Being courteous goes a long way in sim-racing and sometimes a quick apology helps to defuse hard feelings.

1.7 - Abusive conduct toward an Official is prohibited and may result in disqualification from a race, loss of championship points, or exclusion from future races.

1.8 Derogatory comments or during interviews towards other drivers, the series or its staff is prohibited and may result in disqualification from a race, loss of championship points, or exclusion from future races.

1.9 - Intentionally wrecking someone may be penalized with a black flag, disqualification, loss of championship points or other penalties.

1.10 – Series sponsors shall be treated respectfully. Drivers shall run sponsor decals in the manner and locations designated by the sponsor.

SECTION 2 – ENTRY, ATTENDANCE, SPOTTERS, REQUIREMENTS

2.1 – Participation is by invitation only. The Officials reserve the right to suspend or revoke a driver’s participation in the eMotorsports series for any reason.

2.2 - By participating in the Series events, you agree to comply with these Rules. You further agree that these events are for entertainment purposes only and you shall have no legal recourse whatsoever against Blackstone Management Group, Ricmotech eRacing Management, the Officials, the Administrators, Race Stewards, other participants, iRacing, series sponsors, or any other party associated in any way with the Series and its events. Rules are subject to change at the discretion of the Race Director; all members will be notified prior to the next event in the supplemental rules.

2.3 - All drivers must be members of iRacing, have their own sim-racing equipment, and have the required car and tracks featured in the Series.

2.4 – A Driver must have a good quality and stable internet connection.

2.5 - A Driver must have a working headset microphone for communications

2.6 – A driver must not be on probation of any kind with iRacing.

2.5 - Car numbers are assigned based on the driver’s request and should mimic those used in the driver’s real-world counterpart vehicle with an exception if there are duplicate vehicle numbers.

2.6 - This Series will feature the “Nascar Gander Toyota Truck” on iRacing.

2.7 – Races will vary between 75 – 125 laps in length, preceded by 5 minutes of qualifying.

SECTION 3 – PRE-RACE PROCEDURES

3.1 – An Official Pre- Race Bulletin will be sent to all drivers at least two days prior to the next race. The bulletin will provide important information about the upcoming race including the weather conditions, race duration, and race day schedule and all elements specific to that event.

3.2 – The typical race day session will be a 3-hour session with the following parts: PRACTICE – up to 2 hours; QUALIFYING – 5 minutes or 2 laps, whichever comes first; RACE – 75-125 laps in length. A mandatory Drivers’ Meeting will take place during the last 20 minutes of practice.

3.3 – DRIVERS MEETING: All drivers must exit the track, enter the garage to clear the pit lane, and join TeamSpeak for the drivers meeting at the time announced by the Administrators. The drivers meeting will be conducted entirely on TeamSpeak, not on the iRacing chat channel.

3.4 – At the conclusion of the drivers meeting, all drivers may mute their microphones on TeamSpeak or move to their private Team channel. All Race Control and driver communications, during qualifying and racing, will take place using the iRacing chat system.

SECTION 4 – QUALIFYING

4.1 – Qualifying will start immediately after the drivers' meeting concludes and will be announced by the Race Director. Qualifying sessions will be "Lone Qualifying" meaning that drivers will have the track to themselves with a limited amount of time and laps to set a qualifying time.

4.2 – Qualifying will be broadcast and the broadcasters have the ability to move from driver to driver even though you are qualifying alone on the track.

4.3 – After completing their final qualifying lap, drivers must bring their car to their pit stall before exiting to the garage, unless instructed otherwise. Our goal is to avoid cars escaping from the track on the broadcast during the live coverage of qualifying.

4.4 – Drivers may not use the apron when qualifying at Super Speedway courses. If the Officials determine the apron was used during qualifying an EOL penalty may be assessed for the start of the race or a points penalty may be assessed after the race.

SECTION 5 – GRIDDING AND STARTING

5.1 – Cars will be gridded by qualifying order. Drivers who failed to complete a qualifying lap will be gridded at the back. Drivers who miss grid and start from pit lane may not exit the pit lane until the last car passes the pit lane exit even if iRacing allows the car to be released earlier.

5.2 – All drivers shall maintain a close formation during the pace lap. Drivers may not drive erratically during the pace lap or have extreme changes in speed. Drivers warming their tires by swerving may do so in a safe manner until the Steward has issued the order for the cars to tighten

up for the green flag. Hanging back to gain a speed advantage on the cars ahead or to impede a fair start for the cars behind is prohibited and will be subject to penalty.

5.3 – During the pace lap, the radios should be kept clear of non-essential chat.

5.4 – The race leader has lane choice on all restarts, leader must announce their choice over iRacing voice chat with 1 lap to green.

5.5 - The race leader controls the start and restart but must wait until all 4 tires of the Pace Car have left the racing surface and are on the apron. Admins will be in charge of making sure the race leader did not start early. At no time will any driver request the admins in the tower to review a start or restart.

5.6 - No lane changing before the start/finish line. 3 wide racing will not be allowed prior to the start finish line. Drivers must maintain their columns until they have passed the start/finish line. If you as the driver making it "3 WIDE" cause an incident you will be issued an EOL on the following restart.

SECTION 6 – RACING RULES

6.1 - Standard iRacing road racing rules will apply at all times unless otherwise stated in this rule book.

6.2 - In overtaking situations, it is the overtaking driver's responsibility to complete a safe pass. Drivers being overtaken have a responsibility to drive predictably and to leave racing room when an overtaking driver presents themselves alongside.

6.3 – Blocking is prohibited. The leading driver is allowed to run a defensive line. The leading driver is permitted one defensive move, however, may not make a subsequent move in response to an overtaking driver's further attempt to pass.

6.4 - If you choose to dive-bomb a driver in order to make a pass, you should be certain that it can be done without incident. Each avoidable incident under these conditions may be reviewed by the Stewards during the race and by the Race Director after the race, and if deemed an avoidable contact incident, may result in in-race penalties and/or a loss of championship points.

6.5 – Contact that results in significant damage to another vehicle resulting in a loss of position for the other driver may be reviewed by the Stewards during the race and by the Race Director after the race, and if deemed an avoidable contact incident, may result in in-race penalties and/or a loss of championship points.

6.6 – Fault Incidents - Any and all incidents between one or more drivers' resulting in a caution during the course of the event will be reviewed by Race Control. If determined to be beyond a racing incident, and avoidable contact, the driver at fault will be subject to a 3-tiered penalty system being applied against the driver or drivers that are deemed at fault by Race Control.

- First offense will result in an EOL

- Second offense will result in a 5-second Stop and Go Penalty (under green)

- Third offense loss of championship points post-race, determined by Race Control

6.7 – If your car becomes damaged, do not leave the session. Out of respect to the series and the other drivers we ask that you obtain repairs to continue the race as best as you can if you can do so safely. The Stewards may ask cars dangerously off-pace to retire from the race. If your car has received un-repairable damage, the Stewards will ask that you park the vehicle for the remainder of the race. Drivers are encouraged to return for the post-race drivers meeting where important announcements are made.

6.8 - A driver coming out of the pits has the right to race oncoming cars to the next corner but must maintain their line when exiting the pits and cannot swerve in front of oncoming cars. Cars approaching a driver re-entering the track from a pit stop must leave room for the exiting car to safely rejoin the racing surface.

6.9 - During pit stops, drivers must stay on the driving lane of pit road until you reach a safe access to your pit box. It is prohibited to drive through multiple cars to reach your pit box. A driver is not allowed to drive through more than 5 total pit stalls. (i.e. 2 in, your pit stall (1) and 2 out) If you use more than 5 total pit stalls, the Race Director may issue a drive thru penalty. If it happens during a caution you will receive an EOL.

6.10 - When exiting pit road, you MUST enter on the backstretch. If a track does not have a clear entrance location after turn 2, one will be determined by the Race Director and will be announced in the drivers meeting for that event. If you enter the track surface, before the designated area, you may receive a drive through penalty.

6.11 – Pushing: There is no pushing allowed at any time during the race to assist a car to pit road, down pit road, or to the finish line.

6.12 - Blocking: More than one change of direction to defend a position is not permitted. Any driver moving back towards the racing line, having earlier defended his position off-line, will be considered blocking.

6.13 - Connection problems may arise during qualifying or a race. This is typically evidenced in iRacing by a car blinking, bouncing, or completely disappearing for several seconds. The driver with a bad connection often does not know other drivers are having a hard time seeing them. However, repeated and frequent blinking, jumping or disappearances that make it difficult for other drivers to safely race in close proximity to the car should be politely reported by radio to the driver and Race Control. A driver who has been informed they are having such connection problems should take reasonable measures to avoid inadvertent contact with other drivers (including due to "netcode") such as by leaving extra racing room or facilitating a safe pass. Drivers who have serious connection problems will be asked by Race Control to retire from the race until the connection problem is fixed. Drivers who ignore this warning and continue to race may be removed. It is a violation of these rules to falsely report another car as having a connection problem.

6.14 – Losses of connections during a race are treated as mechanical failures. Drivers may log back into the race session and rejoin the race in a safe manner if they are able to do so.

SECTION 7 – FLAGS

7.1 - You should understand what each flag means and how iRacing deploys them.

7.2 - Green Flag. Indicates the start of a race, clear track condition, and/or the cancellation of a previous flag condition.

7.3 - White Flag. When displayed at start/finish line, indicates the start of the last lap and will be displayed to the leader first and then to the remainder of the competitors.

7.4 - Checkered Flag. Indicates the end of a session, warm-up period, or end of the race.

7.5 - Blue Flag (blue with diagonal yellow stripe). Indicates faster cars are approaching. This flag is informational only. In all cases, it is the responsibility of the faster car to safely overtake the slower car. It is the responsibility of the slower car to maintain a consistent line. It is strongly recommended that a slower car being lapped makes every reasonable effort to facilitate a safe pass.

7.6 - Black Flag. When displayed furled, indicates a warning from Race Control and may require action, such as slowing on course, to avoid an in-session penalty. Black flags will be given out by iRacing and by Race Control. Failure to abide by the black flag will result in disqualification by the iRacing server.

7.7 – Yellow Flag. A full course caution will be deployed by Race Control not by iRacing’s automated system. In the event of a significant incident obstructing the track or impacting a significant number of cars. The Full Course Caution will be activated by Race Control utilizing a proprietary Race Marshall software designed specifically for iRacing. Drivers should continue at a sensible pace to catch up to the iRacing pace car and should follow iRacing caution instructions. Race control will give supporting instructions verbally to make certain that procedures are followed properly while under caution. Passing is not allowed as soon as the full course caution is issued. Please avoid excessive radio chatter during full course cautions so the Stewards can concentrate on sorting and issuing instructions. All drivers must use their F3 box to be aware of the field location and avoid incidents as they approach the field on approach. Drivers must stay to the left on all courses to allow wave-by drivers to pass safely.

7.7 A - Drivers will follow the iRacing instructions regarding when pits are open and closed not pit on the first lap of a full course caution even if iRacing opens the pits. Race Control will give supporting instructions verbally to assist in pitting information.

7.7 B - All drivers who are one or more laps down to the leader can accept a waive around when offered by the Steward but only if they have not pitted under the current caution. A lap down driver may not pit first and then receive a wave-around. Drivers may pit after they complete the wave-by but run the risk of the race re-starting while they are in the pits.

7.7.C - Any driver who erroneously receives a black flag penalty from iRacing on a re-start should promptly notify the Stewards of their car number and request to have a black flag cleared. The Stewards will acknowledge the request and clear the black flag. Drivers should keep

running with the black flag showing until cleared. This does not apply to black flags issued by iRacing for cutting the course on a re-start.

7.7 D - Race Control WILL NOT clear any Flags that iRacing issues unless a driver is involved in a wreck and his/her car is sent down pit road due to the wreck.

7.7 E – iRacing will determine the restart order for restarts from cautions.

SECTION 8 - ERRORS / NETWORK ISSUES

8.1- Losses of connections during a race are treated as mechanical failures. Drivers may log back into the race session and rejoin the race in a safe manner if they are able to do so.

8.2 - Less than 50% of laps run: Race will be rescheduled to run at a later date More than 50% of laps run: Race will be concluded, and points will be awarded based on the results prior to the network issue

SECTION 9 - SERIES ADMINS

9.1 - During all Fall Brawl functions an Administrator shall conduct himself in a professional manner.

9.2 - An administrator should project a positive image while representing and promoting The Fall Brawl Series.

9.3 - E-mail correspondence should be answered in a timely manner. This is ideally within 24 hours.

9.4 - Administrators shall arrive in TeamSpeak 10 to 15 minutes prior to start time.

9.5 - When dealing with issues towards drivers, Admins shall never publicly single them out in a discourteous manner.

SECTION 10 – VEHICLE SETUP

10.1 - This is a Fixed Setup series.

SECTION 11 – INCIDENT POLICY, CHAMPIONSHIP POINTS

11.1 – Incident counts will not be modified based on the outcome of protests.

11.2 - Points are awarded as follows:

First Place -	37 Points
Second Place -	34 Points
Third Place -	33 Points
Fourth Place -	32 Points
Fifth Place -	31 Points
Sixth Place -	30 Points
Seventh Place -	29 Points
Eighth Place -	28 Points
Ninth Place -	27 Points
Tenth Place -	26 Points

Each subsequent finishing position from 11th to 35th follows the same one-point increment with the minimum points earned being 1 point.

11.3 – In the event of 2 drivers having the same amount of points at the end of the season, the winner will be determined by the best stats. Wins, Top 5's, Top 10's will be looked at first by the scoring software..

SECTION 12 – WEATHER

12.1 - The weather for each race will be determined as follows: Series administrators will predetermine the forecast for each event. Drivers will be notified in advance the forecast for each event. This will allow drivers to set those conditions for their respective practices.

SECTION 13 – LIVE BROADCASTED RACES

13.1 – Races will be broadcast live online. Recordings of the race may also be made available. By participating in a race, a driver consents to their participation in the broadcast and the use of their image, voice, representation in the broadcast and recording and on the Series web page.

13.2 – Custom paint jobs are being provided by the series organizers. All paint liveries shall be in good taste, may not disparage a sponsor, and should be family friendly.

13.3 – Driver conduct during the broadcast should reflect positively on the Series and its members and sponsors. Profanity, disparaging comments about other drivers, the series, and sponsors, and any other conduct in violation of the Series Rules or the iRacing Sporting Code is prohibited.

13.4 – Podium finishers should be available to the broadcasters for post-race interviews.

SECTION 14 - POST RACE PROCEDURES

14.1 - Drivers must join the TeamSpeak server for a short post-race debriefing (waivers of attendance should be requested in advance).

14.2 - Complaints about any incidents during the race should be raised with the Race Stewards at the end of the post-race meeting. The Race Director will be available for discussion post-race if necessary.

14.3 - Drivers are expected at the end of a race to drive their vehicles, safely and in a professional manner, on the cool down lap all the way around the course and park their vehicle in their pit box before escaping to the garage. This prevents vehicles from disappearing off the track during post-race broadcast coverage.

14.4 - A driver whose car runs out of fuel during the cool down lap should pull to the side and wait for approval from the Race Steward to escape to avoid disappearing during the broadcast.

All race information including next event info, weather conditions, fuel settings, race results, and season standings will be posted at the following website.

www.bsmpartners.com/fall-brawl

SECTION 15 – PRIZE ELIGIBILITY

15.1 - Drivers must attempt to compete in all 6 events, in order to be eligible to win the prizes given away by the sponsors.

15.2 – Drivers are given 1 drop week per season. Drivers that are not able to attend all 6 events are still eligible to win the cash monies for the individual races and compete for the points championship, however, they are not eligible to win the additional sponsor prizes.

15.3 – No provisional registrants or guest entries are eligible to win any of the weekly cash payouts or seasonal prizes. However, there is a public contest they may enter to win prizes at www.bsmpatrnrs.com/contest

SECTION 16 - RACE STEWARDS AND OFFICIALS

16.1 - A Race Steward or Official is an individual selected by the Race Director to monitor the race and provide "live" enforcement of the rules. A Race Steward will primarily perform these functions: (1) identify situations where full-course cautions are warranted such as a wreck that blocks a significant portion of the track; (2) manage the full-course caution process; (3) identify

racing conduct by a driver or incidents involving multiple drivers that constitute infractions of the rules; (4) impose in-race penalties for rules infractions including drive-through penalties, timed stop-and-go penalties, end-of-line penalties and disqualifications.

16.2 - Race Stewards have the authority to issue full-course cautions when in their judgment an incident on track is significant enough that it would have warranted a full-course caution in real-life racing. Drivers must follow the directions of the Race Steward during full-course cautions, including the opening and closing of the pit lanes for each class of car, sorting of track position, wave-byes, pace speed, etc. A Race Director's decision whether to issue a full-course caution is at their discretion and may not be protested.

16.3 - Race Stewards will monitor driver conduct during the race. Race Stewards may issue warnings for conduct such as course cutting, blocking, brake checking, or other conduct inconsistent with the letter or spirit of the rules, even if iRacing does not issue penalties (such as off track penalties) for the conduct in question. Race Stewards may issue penalties during the race including, but not limited to: (a) requiring a driver to give up a position on track; (b) issuing a drive-through penalty: requiring a driver to pass through the pit lane at pit lane speed *without stopping in their box for service*; (c) issuing a timed stop-and-hold penalty: requiring a driver to come to a full stop in their pit box (drivers may service their vehicle on this type stop if they choose). Typically, incidents for which a Race Steward issues an in-race penalty will not also be subject to a post-race championship points penalty, with exceptions at the discretion of the Race Director.

16.4 - Drive-through penalties may not be served as part of the driver's standard pit-stop and no service may be performed during a drive-through penalty.

16.5 - Incidents that are not penalized by a Race Steward during the race may still be subject to review and penalty in the post-race review by the Officials and Race Director.

16.6 - Typically, Race Stewards will provide notice that an incident is "under review" by text message in the iRacing chat. Race Stewards will notify drivers of the assessment of a penalty using the voice chat on the Race Control channel in iRacing. If the driver does not acknowledge a penalty when issued, the Race Steward will repeat the penalty via a private text message to the driver in the iRacing chat. Penalties imposed by a Race Steward must be served within three laps of the penalty being imposed (or sooner if fewer than three laps remain in the race). Ignoring a Race Steward's penalty instruction will be subject to a loss of 10 championship points or other penalties set by the Race Director.

16.7 - Drivers and their spotters may not argue with Race Stewards regarding warnings or penalties issued during the race. You may request a clarification using the league's TeamSpeak channel (or a private iRacing channel) to communicate with the Race Steward, however, the Steward's first priority will be to continue monitoring the racing activity. There is no in-race appeal of a Race Steward's penalty. Drivers may appeal a Race Steward's penalty issued on themselves (not on other drivers) after the race for purposes of clarifying the rules and expected conduct, however, there will be no change in finishing order or championship points even if the Race Director upholds the appeal.

16.8 - Drivers and their spotters may not engage in disparaging or threatening conduct towards a Race Steward at any time, including the pre- or post-race chat, in TeamSpeak, in the iRacing chat, or on any other forum. Complaints about a Race Steward should be made privately to the Lead Administrator to facilitate a resolution. Similarly, Race Stewards shall be courteous at all times to drivers and spotters.

Rulebook approved by series organizers and provided by

