

Running From Nothing Motorsports Asphalt Series Rule Book

Disclaimer: Running From Nothing Motorsports reserves the right to alter or amend the rules and regulations in the interest of professional and fair competition. It is the responsibility of each competitor to read and understand the contents of these rules. If there is a disagreement or dispute regarding the meaning or application of these rules, the decision of the race officials shall prevail. No pretense is made for having designed a foolproof set of rules and regulations. The spirit and intent of the rules is the standard by which Running From Nothing Motorsports events will be governed. The race officials can and will penalize a driver in violation of the spirit and intent of these rules. If this rulebook does not specifically state that you can do something, you should consider it a violation of these rules.

1. General Rules

- 1.1 Drivers must have a stable internet connection with no excessively high pings or warping, if an issue arises do to your connection you may be asked to fix it or park it.
- 1.2 All drivers must be registered for a car number in the forums.
- 1.3 A tire can not be changed in a feature race unless it is flat. Violation of this rule will carry a 2-lap penalty. An extended race of over 150 laps may allow tire changes during the feature race and will be announced at the drivers meeting.
- 1.4 If a driver has a flat tire they must go to the pits to fix the tire within 3 green flag laps.
- 1.5 Underage drivers must display maturity or they will not race. We are not babysitters.

2. Skins

- 2.1 SIMSTAR Sanction rules are in effect for car skins.

3. Qualifying

- 3.1 Qualifying will be a random draw to determine starting positions in the heats.

4. Heats

- 4.1 Each heat will have a max of 8 cars.
- 4.2 If more than 20 cars show up the top 16 from the heats will make the feature and all others will be placed in a last chance qualifier race to race for the last 4 starting spots.

5. Race Start

- 5.1 Drivers must remain directly behind the car in front of them at a distance no greater than a full car length until the green flag is given with the leader pacing the field at a steady pace.
- 5.2 No race session restarts for any reason after the flagman has given the initial green flag.

6. Blue Flags

- 6.1 Cars about to go a lap down can race the leader, but they should show the courtesy of allowing leaders to pass safely. Within 10 to go and no more lucky dogs lap cars are no longer racing for laps back and should focus on racing traffic on their own lap.
- 6.2 A lap car that is off pace and repeatedly being lapped may be asked to park it if they become a hazard to other drivers on track.

7. Yellow Flags

- 7.1 Under caution drivers must get in line as directed by the game.
- 7.2 After drivers choosing to pit exit the track all drivers must get double file with leader choosing a lane and lap down cars drop behind lead lap cars that stayed out on track.
- 7.3 All heat race restarts will be single file. Feature restarts will be double file until the 5th caution or within 10 laps to go, at which point all restarts will be single file.
- 7.4 Any driver at fault for causing a caution 3 times in a race must park it for the night.

8. Passing and Track Behavior

- 8.1 Drivers can block, but once the following car gets beside the leading car the leading car no longer has a right to block. It is both drivers responsibility to ensure a safe pass is made.
- 8.2 **Final Lap Rule:** If you spin or wreck another driver on the last lap you and the driver you spun or wrecked will be moved to the end of the lap you each were on in the same order you were in prior to the incident in the race results.

9. Chat and Voice

- 9.1 Discord is mandatory in order to race, chat must be kept to an appropriate level.

10. Track Surface and Wall Use

- 10.1 Drivers must keep at least 2 tires on the racing surface to avoid cutting corners.
- 10.2 Drivers must not hit the wall or wall ride in order to improve lap times or position.

11. Driver Responsibility

- 11.1 Drivers are expected to follow the website, forums and FaceBook page for up to date news and information.
- 11.2 Unsportsmanlike conduct is considered as fighting, arguing, verbal abuse, physical threats, reckless behavior, rough driving, foul language, on-track retaliations, public display of bad temper towards any individuals involved or supporting Running From Nothing Motorsports.
- 11.3 Anyone acting in an un-sportsmanlike manner, whether it be on or off the track will be disqualified and suspended for a minimum of 1 week as determined by officials.
- 11.4 All drivers are expected to prepare in advance for a racing event. This includes but not limited to a complete check of their system, a check of their hardware inputs, ensuring all files needed are downloaded and installed. This should be done well in advance of the start time. Drivers not prepared will be removed from the event. This includes being in Discord on time.

12. Incident Review

- 12.1 If a driver wants an incident or any situation on track reviewed they must notify the head admin on Discord within 20 minutes of the completion of the feature race, the driver must notify the admin as to around which lap the issue occurred and what happened.
- 12.2 A driver that puts in an incident review will remain private to avoid retaliations.
- 12.3 During a review if a driver is found to be in violation of this rule book the admins not involved in the incident will determine the proper penalty based on the severity of the infraction.

13. Awards Information

13.1 Disclaimer: If a driver lives in a country outside of the U.S. The shipping company bills the driver an import fee since the package was imported into the drivers country. RFN has no control over import fees due to the fact that every shipping company charges one as it is the receiving parties responsibility since the product is being imported to them. RFN Motorsports is not responsible for import charges.

14. Points Format

14.1 Championship points will be awarded for Heats, and Features. Points will be awarded as follows.

Heats

1st – 10	5th – 6
2nd – 9	6th – 5
3rd – 8	7th – 4
4th – 7	8th – 3

Feature

1st – 50	11th – 25
2nd – 45	12th – 24
3rd – 41	13th – 23
4th – 38	14th – 22
5th – 36	15th – 21
6th – 34	16th – 20
7th – 32	17th – 19
8th – 30	18th – 18
9th – 28	19th – 17
10th – 26	20th – 16

15 Show up points will only be given to teams that do not make the feature from the last chance race. Individuals that leave the track early will not get points for a race unless they start and run at least 1 timed lap.