

SIMSTAR (Sim Short Track Auto Racing)

Sanction Rules and Information

All leagues running under the SIMSTAR sanction must abide by the following standards as SIMSTAR prides itself on organizing the most realistic short track national championship spread across multiple divisions, tracks, and series. The SIMSTAR goal is to take realism to a whole new level with the most realistic online sanctioning body, most realistic online national points championship system, and to usher in a new era in Professional Online Short Track Stock Car Racing!

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1. General Information

- 1.1 All leagues running under SIMSTAR must be running the Weekend Warriors Mod.
- 1.2 Leagues must fill out the SIMSTAR League Application to be added to the sanctioning body, A league can submit an application anytime, but if the application is sent in after June 30th the league will not be points racing under SIMSTAR until the following year.
- 1.3 The SIMSTAR Advisory Committee will meet once a month to discuss any issues that should be handled on the sanction level to include rule changes or disciplinary actions.

2. General Structure Rules

- 2.1 All leagues under SIMSTAR will participate in the SIMSTAR National Championship.
- 2.2 All leagues under SIMSTAR must run a minimum of 10 points races with Weekend Warriors that SIMSTAR will count towards national points between the World Series of Asphalt Stock Car Racing in January and the SIMSTAR Sim Snowball Derby in December.
- 2.3 All drivers running in SIMSTAR sanctioned leagues will have their top 20 finishes in national points races through the year count for points in the national points standings.
- 2.4 SIMSTAR will release skins through RFN Developments' SVN on a regular basis so drivers have an easy centralized place to get skins and so leagues under the sanction can save web hosting space on their end.
- 2.5 All leagues under SIMSTAR must use the provided skin pack and drivers in the leagues must run skins that comply with the SIMSTAR driver skin rules.
- 2.6 SIMSTAR uses a central driver registration list in the forums on RFN Developments' website which is where all drivers must register for car numbers to race in any league under SIMSTAR. All leagues under SIMSTAR will use the official SIMSTAR driver registration list.

3. SIMSTAR Skin Rules

- 3.1 Skins must be submitted via email or facebook to brian.j.2772@gmail.com
- 3.2 There is a limit of 1 skin per driver per division.
- 3.3 All skins must follow the skin rules included in the text file in each division's template folder.

4. SIMSTAR General Rules

- 4.1 All leagues under SIMSTAR must adhere to and enforce the rules in this section as the base core rules, leagues may operate by their own means as long as they follow these base standards.
- 4.2 Leagues must run normal or accelerated fuel and tire use, damage must be at 100% and may only allow the auto clutch driving aide.
- 4.3 Leagues must ensure all drivers are participating in a sportsmanlike manner both on and off track.

- 4.4** Leagues are required to act in a non-biased manner towards drivers and in a respectful and professional manner as they represent the sanctioning body above them.
- 4.5** If a driver gets caught cheating they will be permanently banned from SIMSTAR completely.
- 4.6** If a driver gets banned from any league under SIMSTAR it is to be mentioned in the monthly SIMSTAR Advisory Committee meeting for discussion on if any further discipline should be issued, a ban in one SIMSTAR league does not mean they are banned from all SIMSTAR competition as it will be left to the Advisory Committee to vote on.
- 4.7** If a driver gets banned from SIMSTAR completely they are to not race in any national points race in any league under SIMSTAR, if a league does not enforce and uphold a SIMSTAR ban and they allow a banned driver to race the league in question will lose their sanction immediately.

5. SIMSTAR National Points Format

- 5.1** All SIMSTAR sanctioned races between the World Series of Asphalt Stock Car Racing and the Snowball Derby will count toward SIMSTAR National Points.
- 5.2** A-Main Feature Point Distribution.
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|----------|-----------|-----------|-----------|
| 1st - 75 | 6th - 50 | 11th - 40 | 16th - 35 |
| 2nd - 70 | 7th - 48 | 12th - 39 | 17th - 34 |
| 3rd - 65 | 8th - 46 | 13th - 38 | 18th - 33 |
| 4th - 60 | 9th - 44 | 14th - 37 | 19th - 32 |
| 5th - 55 | 10th - 42 | 15th - 36 | 20th - 31 |
- 5.3** Drivers that did not make the A main feature will receive 10 points.
- 5.4** Bonus points of one point for every car over 10 entered in the event will be awarded at each race, the maximum bonus points awarded is 5 per race, bonus points are awarded to A main participants only.
- 5.5** All races must have 10 or more cars to receive full points, if a race has 9 or less cars their points will be reduced 10% for each car. 9=90%, 8=80%, etc.
- 5.6** After a driver has completed 20 races they will begin replacing event points from previous events in which they received less points, replacement races start with a driver's lowest event points race, a driver will never lose points with a replacement.
- 5.7** All ties will be broken by using the greatest number of wins during the season, if a tie still exists the number of 2nd, 3rd, etc. will be used in the same manner until the tie is broken.