

Skip Barber Formula iRacing Series Rules (v1.6)

Welcome to the Skip Barber Formula iRacing Series. It is important that you read and understand these rules and regulations. Simulation Driving allows drivers to learn and build foundational car control and race craft skills in a safe and affordable way. Our primary motivation for the Series is to provide simulation drivers with a pathway from sim racing to real world racing. The rules contained herein are written with these goals in mind. These rules have been adapted from our Skip Barber Formula Race Series to apply to the Skip Barber Formula iRacing Series.



Rules & Regulations

All Skip Barber Formula iRacing Series (“Series”) events are conducted in accordance with the following Rules & Regulations (“Rules”). Changes or supplements to these Rules may be issued prior to, or at, an individual event. The Series reserves the right to change the schedule of events, penalties, race lengths and race results in the interest of fairness and improvement of the event.

The Series will use the iRacing Official Sporting Code (<https://www.iracing.com/iracing-official-sporting-code>). The Rules and Regulation set forth are considered supplementary regulations to the iRacing Sporting Code and shall supersede any Rule or Regulation in the iRacing Official Sporting Code.

The Series reserves the right to exclude at any time any driver from competition for: violation of the rules, insufficient experience, and/or driving that is inconsistent with fair and safe competition.

The Skip Barber Formula iRacing Series is a Skip Barber Racing School (SBRS) competition and promotion. Prizes are funded and provided by Skip Barber Racing School. iRacing is a licensed partner of Skip Barber Racing School and is only providing the platform on which this online competition is taking place and broadcast services.



Eligibility

The Skip Barber Formula iRacing Series is open only to iRacing members that have the required content (track & car), have registered at <https://www.skipbarber.com/iracing-series> and who are 14 years old at the start of the season 2023 SBRS Formula Series (April 3, 2023). Winners of the Skip Barber Formula iRacing Series' prizes must be eligible to obtain a USAC Racing license. The sweepstakes is open worldwide and is void where prohibited by law.

Registration

To participate in the Skip Barber Formula iRacing Series you must register for the Hot Lap Qualifier by visiting the registration page at <https://www.skipbarber.com/iracing-series>. The cost for each week's Hot Lap Qualifier is \$20 paid at the time of registration. Please note the registration deadlines on the registration page to ensure you do not miss out!

Hot Lap Qualifier

The Skip Barber iRacing Series uses iRacing's Time Attack format for the Hot Lap Qualifier. Registered drivers attempt to set the fastest laps to earn entry into that week's race.

While driving a Time Attack session, some of the standard iRacing simulation parameters are frozen to maintain identical track and vehicle performance for each lap.

- All participants receive identical weather conditions for all sessions run, and it does not change during the session.
- The Dynamic Track system is disabled; the track does not heat-up, collect rubber, marbles, or dirt, and every session will begin with identical track state parameters.
- Tire wear is disabled.
- Fuel is not consumed.
- Tire temperature is NOT disabled during Time Attack sessions. Tires DO build up heat during Time Attack sessions.

The top 20 lap times will move into that week's race. In the event a driver is not able to participate in that week's race the next fastest time will take that driver's spot. Racers will be notified by email if they qualified for that week's race.

Practice Sessions

Each week, hosted practice sessions will be open to that week's finalists. Finalists have a opportunity to schedule coaching with Skip Barber Racing School instructors to get feedback on their driving and racecraft. Sessions will be announced to finalists weekly via the Skip Barber Racing School Discord server.



Race Day Procedures

Every Race event will begin with practice/warm-up followed by a drivers meeting, open qualifying, and two races utilizing the iRacing Heat Session format. The weekly races will be broadcast on [iRacing.com/live](https://www.iracing.com/live).

Practice/Warm-up

All drivers will treat practice/warm-up as if it were an official iRacing event; intentional wrecking or spinning other drivers will not be tolerated.

Drivers Meeting

Drivers must be connected to the iRacing server prior to the start of the Drivers Meeting. This meeting is mandatory and will be held on the Skip Barber Racing School Discord server. Failure to attend the Drivers Meeting may result in disqualification from the event.

Qualifying

A 1 lap qualifying session is conducted to determine the grid for the first race.

Race 1

The first race will start shortly after the qualifying session. A rolling start will be used, and the race is 15 minutes in duration. The finishing order of Race 1 will determine grid position for Race 2.

Race 2

The second race will start shortly after Race 1 and is a 15-minute race.

Livery

All racers are required to run their assigned livery for the race day and hosted practice events. The livery will be provided by the Series. All cars will be running the same livery with slight color highlights to assist with racer identification. Instruction will be provided on how to apply the livery to your car. Failure to have the proper livery on your car may result in disqualification from the event.

Vehicle Setup

Vehicle Setup is Fixed. The setup will be set by the Series and cannot be adjusted by the driver.

Weather and Track Conditions

For all events, weather shall be set to a "Sunny" condition for favorable track conditions and the track state is randomly generated.

Communication

Discord

The Skip Barber Racing School Discord server is the primary means of communication for the Series. Discord is a communications application that allows for voice, chat, and video, one-to-one or as a group. Registered participants should join the Discord server to ensure they see all the latest updates and news. Roles will be used to grant or deny access to restricted areas.

Skip Barber Racing School Discord Server Invite: <https://discord.gg/SrYdtJmtTx>

Email

The Race Director or other Skip Barber Racing School staff may also pass information through email. Please ensure your email address is correct when registering.



Series Points and Scoring

The Skip Barber Formula iRacing Series Champion will be determined by the total number of points earned during the season, excluding the lowest four individual race scores which will be deducted to determine the final points (includes zeros, disqualifications, as well as races a driver did not participate in).

Ties in the final driver's point standings will be resolved according to the drivers' record of first place finishes then, if necessary, second place finishes, etc. Points for position awarded are as follows.

Points are awarded for Race 1 (Heat) and Race 2.

<i>Finishing Position</i>	<i>Points Awarded</i>
1st	35
2nd	32
3rd	30
4th	28
5th	26
6th	25
7th	24
8th	23
9th	22
10th	21
11th	20
12th	19
13th	18
14th	17
15th	16
16th	15
17th	14
18th	13
19th	12
20th	11



Conduct

All participants will abide by the iRacing Sporting Code. Be respectful and courteous on and off the track. It is expected that each participant will treat other participants and the community in a respectful and courteous manner. Bullying, abusive, threatening, rude, mean, and disrespectful language or actions are not allowed. The Race Director has sole discretion to determine if the behavior of a participant is unacceptable. Drivers may be subject to penalties which may include a Stop & Go penalty or deduction of Championship Points.

Participants can also be banned from participating in the series or from the Discord server they do not abide by this conduct.

Protests

The right to file a Protest shall rest with any Series driver who observes the incident in question or feels any part of the Rules and Regulations have been violated. Each driver, alone, may protest any decision, act, or omission of the Series, an official, a driver, or other person connected to the competition, which the protestor believes is unfair or in violation of the Rules and Regulations.

Protests must be submitted within sixty minutes following the official end of the hot lap qualifier or race. Protests must be lodged with the Series Race Director via <https://forms.office.com/r/sznZ6Q2jv9>. Please fill out this form completely and accurately. If we cannot easily find the incident in question due to missing or wrong information, it will not be considered, and no action will be taken on the protest. You can submit video evidence you feel supports your protest by sending email to jon.winker@skipbarber.com.

Penalties

There may be situations when a driver's conduct, in or out of the racecar, is deemed unsafe, unfair, unsportsmanlike, or not in the best interest of our Series. Drivers may be penalized in these situations at the determination of the Race Director.

Reversing On Track

Reversing on the track or driving counter-race to avoid going four wheels off, or for any other reason, is not permitted. A driver will be disqualified from the race if they reverse on track.

Car-to-Car Contact

A driver who has contact on the first lap of a race, or causes a collision, may, at the discretion of SBRS, be disqualified from the race or event. If a driver makes contact with another driver under a "dive-bomb" or optimistic pass, we reserve the right to put the at fault car one spot behind the car that was hit, regardless of the victims finishing position. Disqualification will be assessed after the race.

Unsafe Reentries

If a Series Official determines that a driver may have made an unsafe reentry, they may call for a penalty or disqualification. This includes any retaliatory or aggressive moves that may interfere with another driver's line. We have a zero-tolerance policy for retaliatory or aggressive moves.

Blocking

Any reactionary move made by a driver that impedes another driver's progress is subject to a black flag or a time penalty at the end of the race. Examples include causing a driver to lift off the throttle, drive off the road, hit the brakes, etc.

Cheating and Exploits

We have a zero-tolerance policy for cheating. Any driver who is identified by Series Officials as cheating (including but not limited to: software add-ons, taking advantage of unrealistic limitations of simulation, or any other un-fair advantage) will be disqualified from the Series at the discretion of the Race Director.

The use of exploits determined by the Series Staff are not allowed. This includes but is not limited to brake dragging, grass dipping, using runoff to increase initial qualification lap speed and clearing slowdowns before start/finish. Our primary motivation for the Series is to provide simulation drivers with a pathway from sim racing to real world racing. The iRacing Series is designed to simulate the real-world Skip Barber Formula Series and taking advantage of these exploits is not in the spirit of the Series. If exploits are used during the race event the driver will be banned from the Series.

Telemetry

All drivers will be required to present iRacing telemetry data at a minimum when/if requested by the Series staff. Other lap validation methods can be approved by the Race Director, but it must include the entire session to meet this requirement. Other lap validation methods include and is not limited to video recordings, replay files and 3rd party telemetry.

The iRacing Telemetry logging is on by default. You should see an icon in the bottom left of your screen confirming that the logging is underway. You can activate logging by hitting alt+L while in the simulator.



Please ensure that 3rd party telemetry logging software is not deleting your iRacing telemetry files. This is not enabled by default but please check this setting. Video recordings, replay files are not required but highly recommended. If a driver does not provide iRacing telemetry or another approved lap validation method when requested, they will be excluded from the results and all laps void.



Series Prizes*

Hot Lap Qualifier Prizes

- **Each Week of the Series, one participant in the Hot Lap Qualifier will win a 1 Day Racing School determined by SBRS.**
- All Entrants will receive a single \$200 credit to Skip Barber Racing School.

Individual Race Prizes

- 1st Place will receive a \$1000 credit to Skip Barber Racing School
- Hard Charger (largest positions gained in a race) will receive a 1 Day Racing School

Championship Prizes

- **1st Overall – 5 Day Competition Licensing School, SBRS Race Coaching Program, Full Season in 2023 Skip Barber Formula Race Series**
- 2nd Overall – 5 Day Competition Licensing School, SBRS Race Coaching Program, Half Season in 2023 Skip Barber Formula Race Series
- 3rd Overall - 5 Day Competition Licensing School, SBRS Race Coaching Program, One Race in 2023 Skip Barber Formula Race Series
- 4th – 5th Overall – Receive a 1 Day Racing School
- 6th – 10th – Receive an Intro to Racing School

(*) – Any and all prize related expenses, including without limitation any and all federal, state, and/or local taxes shall be the sole responsibility of the winner. No substitution of prize or transfer/assignment of prize to others or request for the cash equivalent by winners is permitted. Acceptance of prize constitutes permission for Skip Barber Racing School to use winner's name, likeness, and entry for purposes of advertising and trade without further compensation, unless prohibited by law.