

5/17/2016

**SUPERMODIFIED
ULTIMATE
PAVEMENT
RACING SERIES**

2016-17 RULEBOOK

Rules and Regulations for the efficient and fair running of races | SUPRS

Table of Contents

Article I. Membership:	5
Section 1.01 Requirements:	5
Section 1.02 Recommendations	5
Section 1.03 Membership Levels	6
Section 1.04 Silver Crest Division	6
Section 1.05 Gold Crest Division	7
Section 1.06 Right to Terminate and Adjust Membership	7
Article II. Conduct:	8
Section 2.01 Foul Language	8
(a) Foul language is not allowed with SUPRS. We pride ourselves on being family oriented. Foul language (via text or voice), in the SUPRS race server or TeamSpeak server, directed toward your fellow driver or SUPRS director will not be tolerated.	8
(b) Penalties:	8
Section 2.02 Forbidden Items	8
(a) Understand that we do NOT EVER allow:	8
Section 2.03 Flaming	9
(a) Understand that we do NOT EVER allow Flaming of any kind, anywhere, at any time.	9
(b) Any member found to be emailing, mailing, calling, and/or posting to social media, comments, suggestions, threats, derogatory remarks, or flaming SUPRS, SUPRS developers, SUPRS directors, other members, real supermodified racers, real supermodified tracks, real supermodified sanctions, and/or sponsors of the league will be severely reprimanded.	9
(c) Penalties:	9
Section 2.04 Race Night Chatter	9
(a) Race Server:	9
(b) TeamSpeak:	9
(c) Penalty:	10
Section 2.05 League Integrity	10
Section 2.06 Cheating	10
(a) SUPRS will not tolerate cheating of any kind.	10
(b) Cheating includes but is not limited to:	10
(c) Penalty:	10
Article III. Player Names	11
Section 3.01 MANDATORY	11
(a) We require anyone that wants to race online on the SUPRS Race Server to use the following player naming procedure:	11
(b) Failure to abide by this procedure will result in driver being kicked from the SUPRS Race Server until they have made the proper changes to their player name.	11
Article IV. Registered Numbers	11
Section 4.01 Number Rules and Regulations	11
Section 4.02 Number Placement on Car	12

Article V. QuickChats	12
Section 5.01 MANDATORY	12
Article VI. Drivers Meetings	13
Section 6.01 MANDATORY	13
(f) Penalties	13
Section 6.02 Microphone Checks	13
Article VII. Race Server	14
Section 7.01 Availability	14
Section 7.02 Server Connections.....	14
(a) Restarting Races	14
(b) Causing Warp.....	14
Article VIII. Race Rules/Procedures	15
Section 8.01 Race Director.....	15
(a) SUPRS uses a Race Director that is responsible for calling all infractions and/or penalties at all times when cars are on the track.....	15
(b) The Race Director’s rulings shall be final at all times during the event.....	15
(c) The Race Director’s rulings may be disputed after the event in the following manner:	15
Section 8.02 Rough, Retaliatory, Reckless Racing	15
(a) Definitions of Rough, Retaliatory, Reckless Racing	15
(b) Racing with Leaders	16
(c) Passing below the Line	16
(d) Incidents	17
(e) Spin Rule.....	17
Section 8.03 In Race Penalties.....	17
Section 8.04 Starts/Restarts	18
(a) Starts.....	18
(b) Restarts.....	18
Section 8.05 Post Race	19
(a) Inspection	19
(b) Interviews	19
Article IX. Protests.....	19
Section 9.01 Method of Filing	19
Section 9.02 Protest Review Board	20
Section 9.03 Protest Rulings.....	20
Section 9.04 Sentencing.....	20
(a) Possible Sentences Include:.....	20
Article X. Points and Handicapping	21
Section 10.01 Points	21
(a) SUPRS pays points to the driver not the car.....	21

(b) Any driver who is found to be posing as another driver on race night will have 50 championship points deducted from his total and 3 race suspensions will be levied. This will apply for both drivers.....	21
(c) Silver Crest members are not eligible to receive championship points.	21
Section 10.02 Handicaps	21
(a) Eligibility for Handicaps.....	21
Article XI. Membership Table	22

SUPRS Rulebook

Article I. Membership:

Section 1.01 Requirements:

- (a) We require anyone that wants to race online on the SUPRS Race Server to register as a user of SUPRS.net
- (b) We require anyone that wants to race online on the SUPRS Race Server to become a member by filling out the Join Form.
- (c) We require anyone that wants to race online on the SUPRS Race Server to be at least 16 years old.
- (d) We require anyone that wants to race online on the SUPRS Race Server to read, understand, and abide by all posted rules.
- (e) We require anyone that wants to race online on the SUPRS Race Server to have a legally obtained version of any of the software and modifications that we may use in order to conduct online races.
- (f) We require anyone that wants to race online on the SUPRS Race Server to all SUPRS Officials access to your computer and game files via TeamViewer.
- (g) We require anyone that wants to race online on the SUPRS Race Server to have TeamSpeak3 voice chat program.
- (h) We require anyone that wants to race online on the SUPRS Race Server to have a working microphone for drivers meeting and online chat.
- (i) We require all drivers competing on the SUPRS Race Server to use the SUPRS player name format of Pound Sign, Number, First Name, Last Name: IE #99 John Doe
- (j) We require all drivers competing on the SUPRS Race Server to use specific “QuickChats” on race night for specific instances.
- (k) We require all drivers competing on the SUPRS Race to partake in post race inspection where the top three(3) finishers and one(1) random driver will be required to share their race set-ups to their fellow competitors.

Section 1.02 Recommendations

- (a) Have some type of controller-Wheel & Pedals recommended.
- (b) Have a good computer & graphics card.
- (c) Understand how to optimize your computer and home network
- (d) Read all base game manuals. Understand how NASCAR Heat and rFactor works.

Section 1.03 Membership Levels

(a) There are 4 membership plans here at SUPRS:

(i) *Silver Crest Division*

- 1) FREE for first year
- 2) The basic level if you want to race online with SUPRS
- 3) No perks, but all of the online supermodified action

(ii) *Gold Crest Division*

- 1) \$25.00 donation
- 2) All Access pass to everything SUPRS has to offer
- 3) Weekly and Championship Awards, Prizes
- 4) Run for a SUPRS Season Championship
- 5) Are you new to SUPRS? Race for Rookie of the Year

(iii) *Fast Family Plan*

- 1) \$90.00 donation for 4
- 2) \$45.00 donation for 2
- 3) Get the gang together and race each other online at the Gold Crest membership level

(iv) *Real World Racers*

- 1) ALWAYS FREE
- 2) Current and past real world supermodified racers
- 3) All Access to everything SUPRS has to offer forever
- 4) All the perks of a Gold Crest membership

Section 1.04 Silver Crest Division

(a) We want everyone to be able to enjoy racing a supermodified online. With the Silver Crest membership level you can get your feet wet racing a supermodified online, make new friends and enjoy some of the benefits of all that SUPRS has to offer.

(b) All new members are REQUIRED to join at this basic level if they wish to race online with SUPRS.

(i) *Exceptions:*

- 1) Previous SUPRS Champions
- 2) Previous SUPRS members
- 3) Invited guests of the league
- 4) Real world supermodified racers

(c) Good for one year

(i) *Silver Crest members are required to move to the Gold Crest division after one year if they wish to continue racing online with SUPRS*

(ii) Former SUPRS Members are NOT eligible to race in Silver Crest if they have had a Gold Crest membership at any time

(iii) Exceptions:

1) Missing 5 races in a row without contacting a SUPRS Official

- a) SUPRS will consider that person uninterested in continuing their league membership and will be dropped from the league unless otherwise notified
- b) Registered car number will be added back into the pool for others to use
- c) Driver will be placed on the "Inactive" roster until such time his/her membership expires

Section 1.05 Gold Crest Division

(a) We believe that to drive "The Ultimate Online Sim Race Car" you have to be one of the best sim racers there is. The Gold Crest Division represents the finest pilots in SUPRS.

(b) All Gold Crest Division members will remain in the Gold Crest Division indefinitely.

(i) Exceptions:

1) Missing 5 races in a row without contacting a SUPRS Official

- a) SUPRS will consider that person uninterested in continuing their league membership and will be dropped from the league unless otherwise notified
- b) Registered car number will be added back into the pool for others to use
- c) Driver will be placed on the "Inactive" roster until such time his/her membership expires

2) Infractions:

- a) A Gold Crest driver is demoted for infractions or actions deemed harmful by SUPRS League Officials

(c) Membership is good for one year:

(i) Membership donation is due annually from the date of original donation.

(d) Gold Crest Division members are eligible to run for a SUPRS Championship, all advertised prizes, gift, awards, and more. (See Chart)

Section 1.06 Right to Terminate and Adjust Membership

(a) SUPRS reserves the right to terminate, or revise registered driver's membership of any level due to actions deemed detrimental to SUPRS, contrary to the SUPRS Mission Statement, or if found in violation of the SUPRS Rulebook.

Article II. Conduct:

Section 2.01 Foul Language

(a) Foul language is not allowed with SUPRS. We pride ourselves on being family oriented. Foul language (via text or voice), in the SUPRS race server or TeamSpeak server, directed toward your fellow driver or SUPRS director will not be tolerated.

(b) Penalties:

(i) *First Offense*

- 1) **Warning**
- 2) **One race probation**

(ii) *Second Offense*

- 1) **Loss of all points for the night or from previous race whichever is greater**
- 2) **One (1) race suspension**
- 3) **Probation for remainder of season**

(iii) *Third Offense*

- 1) **Member will be banned from SUPRS competition for remainder of season**

Section 2.02 Forbidden Items

(a) Understand that we do NOT EVER allow:

- (i) *Sexually explicit text, graphics, or references on your car, avatar or profile.*
- (ii) *Federally illegal drug, (including marijuana), text, graphics, or references on your car, avatar, or profile.*
- (iii) *Text, graphics or references to gang related organizations including motorcycle and hot rod gangs.*
- (iv) *Satanic or occult text, graphics, or references on your car, avatar, or profile.*
- (v) *Text, graphics or references that are considered racial slurs or racially motivated or are references. to known organizations that promote into racial bigotry and hatred. This includes but is not limited to: rebel flags, the KKK, Black Panthers, terrorist groups, etc.*

Section 2.03 Flaming

- (a) Understand that we do NOT EVER allow Flaming of any kind, anywhere, at any time.
- (b) Any member found to be emailing, mailing, calling, and/or posting to social media, comments, suggestions, threats, derogatory remarks, or flaming SUPRS, SUPRS developers, SUPRS directors, other members, real supermodified racers, real supermodified tracks, real supermodified sanctions, and/or sponsors of the league will be severely reprimanded.
- (c) Penalties:
 - (i) *First Offense*
 - 1) Loss of Member Good Standing Status
 - 2) Loss of SUPRS Option for remainder of season
 - 3) One (1) race suspension
 - 4) Probation for remainder of season
 - (ii) *Second Offense*
 - 1) Loss of any Guaranteed Starting positions for remainder of season
 - 2) Loss of all points for the night or from previous race whichever is greater
 - 3) Six (6) race suspension
 - (iii) *Third Offense*
 - 1) Member will be banned from SUPRS competition for life

Section 2.04 Race Night Chatter

(a) Race Server:

- (i) No chatting through the race server chat feature while cars are on the track. **No exceptions.** The only text showing in the race server at any time shall be that of the Race Director and/or League Director.
- (ii) Chatting through race server chat is allowed as long as cars are not on the track.
- (iii) All typing in the race server chat shall stop when a SUPRS director types "123"
- (iv) There shall be no chatter in the race server chat until a SUPRS race director returns to the chat lobby post race.

(b) TeamSpeak:

- (i) There shall be no public chatting in TeamSpeak server race night channels while cars are on the track.
- (ii) The only allowed public chat in race night channels in TeamSpeak while cars are on race server, at any time, shall be that of the Race Director and/or League Director including drivers meetings.
- (iii) The race night channels in the SUPRS TeamSpeak should be considered one way. I.E. From Race Control to drivers unless otherwise allowed.
- (iv) Private chat in TeamSpeak race night channels while cars are on the track is allowed.
- (v) Public chat in TeamSpeak public chat channels (drivers lounge, SUPRS Fan Chat, etc.) while cars are on the track is allowed.

(c) Penalty:

- (i) *Failure to abide by this rule will result in immediate expulsion from the race server as well as the TeamSpeak server for the remainder of the evening's events.*

Section 2.05 League Integrity

- (a) It is the duty of ALL SUPRS members to protect the integrity of the league, its members, its files and its servers.
- (b) Any member found to be forming another league using SUPRS files, or otherwise conducting business that is detrimental or in direct conflict with SUPRS and/or its Mission Statement and/or Goals, without prior written consent by SUPRS League Directors will be **PERMANENTLY BANNED** from further SUPRS competition for life.
 - (i) *SUPRS files are for personal, non-commercial use. As such, they are not to be redistributed, hosted, hot linked, or shared without prior written consent by a SUPRS League Director, anywhere else other than the SUPRS website.*
- (c) Any member found to be intentionally spreading viruses, worms, trojans, or any other computer maladies to other members or using SUPRS to do so to the general internet and public population intentionally will **PERMANENTLY BANNED** from further SUPRS competition for life. Furthermore, we will NOT hesitate to turn you in to the proper authorities.
- (d) If it is determined that a member is unintentionally infecting other members they will be suspended from further competition until it can be determined that their computer and system is clean.

Section 2.06 Cheating

- (a) SUPRS will not tolerate cheating of any kind.
- (b) Cheating includes but is not limited to:
 - (i) *Modifying or altering any SUPRS file*
 - (ii) *Modifying or altering SUPRS race server files*
 - (iii) *Traction control or driving aids not approved by SUPRS*

(c) Penalty:

- (i) **PERMANENTLY and IMMEDIATELY BANNED** from further SUPRS for life

Article III. Player Names

SUPRS uses a player naming format that allows for easily recognizable names on race night. We believe that it is important not for your fellow racers to know whom they are racing against. This player naming format also helps SUPRS to maintain a professional appearance on our SUPRS LIVE page for those in the general public that may be watching. We also require this to make race night and post race administration easier and more efficient.

Section 3.01 MANDATORY

- (a) We require anyone that wants to race online on the SUPRS Race Server to use the following player naming procedure:
 - (i) *99 John Doe*
- (b) Failure to abide by this procedure will result in driver being kicked from the SUPRS Race Server until they have made the proper changes to their player name.

Article IV. Registered Numbers

Section 4.01 Number Rules and Regulations

- (a) Racing numbers are registered on a first come first serve basis. See what numbers are available on our Current Driver Roster. Racing numbers are registered to the driver and he will be scored with that number which may not necessarily be the number of the car he is racing.
- (b) Retired numbers are never available. This is to honor the drivers that are no longer with us
 - (i) *Retired Numbers*
 - 1) 00-Retired in honor of Terry Gibson; 8-Retired in honor of Jim Shampine; 21-Retired in honor of Randy Witkum; 62-Retired in honor of Dion Parish; 78-Retired in honor of Billy Vukovich III
- (c) The #1 is never available. It is reserved for the Series Champion per Wing and Non-Wing seasons.
- (d) Numbers 94-99 are reserved for 'Rookie Cars'
- (e) Numbers 100-105 are reserved for 'SUPRS House Cars'
- (f) Three digit numbers are allowed but must be approved by SUPRS League Directors
- (g) SUPRS may, at times, require a driver to add the first letter of his last name to his number when running a co-sanctioned show with other online sanctions.
- (h) Numbers may not be changed during the season regardless of member's anniversary date. Members may ask for a number change during off-season and if it is available, may be granted a new number upon approval by the league directors.
- (i) Numbers are registered to a member and shall be valid for Wing and Non-Wing supermodified seasons regardless of game platform.

Section 4.02 Number Placement on Car

(a) Your registered SUPRS racing number must be legible and is required to be placed on the car in the following areas:

(i) *Wing Supermodified*

- 1) Left sail panel (infield side) of wing
- 2) Right sail panel (grandstand side) of wing
- 3) Rear of fuel cell, or upper right rear of tail section, (if applicable), with bottom of number parallel to track surface and legible to drivers following behind
- 4) Nose of car between front axle and front of nerf bar with bottom of number facing towards front of car and laid parallel to track surface

(ii) *Non-Wing Supermodified*

- 1) Left rear body panel (infield side) behind tire
- 2) Right rear body panel (grandstand side) behind tire
- 3) Rear of fuel cell, or upper right rear of tail section, (if applicable), with bottom of number parallel to track surface and legible to drivers following behind
- 4) Nose of car between front axle and front of nerf bar with bottom of number facing towards front of car and laid parallel to track surface

Article V. QuickChats

For rFactor races, SUPRS uses the QuickChat feature. These short lines of text are mapped to a button on your steering wheel or less favorably to your keyboard. They will be used to help SUPRS Officials and Race Director to determine which drivers have committed an incident and/or incurred a false/positive penalty. These QuickChats are also an efficient way for drivers to announce that they are leaving and entering the pit area as well as letting other drivers know that the race is about to go green.

Section 5.01 MANDATORY

(a) We require anyone that wants to race online on the SUPRS Race Server to use the following specific QuickChats:

- (i) QC 1- PIT OUT #99 (to be used to let other drivers know that you are exiting the pit area and moving onto track)
- (ii) QC 2- PIT IN #99 (to be used to let other drivers know that you are slowing to pit)
- (iii) QC 3- White Flag #99 (to be used to signify that race is going back to green next lap)
- (iv) QC 4- PENALTY #99 (to be used to let Race Director know that a penalty is showing in-game)
- (v) QC 5- INCIDENT #99 (to be used to let Race Director know you caused a caution or were involved in an incident that caused a caution)

- (b) These QuickChats are set while in the SUPRS Race Server under settings. You can map the QuickChats to whatever button or key you wish, but they must be entered exactly as above with no exceptions other than you should use your registered racing number instead of #99 and remove the italicized “QC1-“ text shown here.
- (c) QuickChats usage is described under Race Rules/Procedures.

Article VI. Drivers Meetings

Section 6.01 MANDATORY

- (a) We require anyone that wants to race online on the SUPRS Race Server to have TeamSpeak3 voice chat program
- (b) We require anyone that wants to race online on the SUPRS Race Server to have easily recognizable user names when entering the SUPRS TeamSpeak3 server. These usernames should include your registered racing number and at least the first letter of your first name and full last name
 - (i) *Example: #99JohnDoe, 99JDoe, JDoe99*
 - (ii) *We will not allow obscure user names that are familiar only to your gaming clan. IE UISRJDizzy, SUPRSsandman, XSTSRw1lli3*
- (c) Drivers meetings will be after practice and prior to qualifications
- (d) There shall be NO track activity during the drivers meeting
- (e) There shall be NO chatter or open microphones during the drivers meeting
- (f) Penalties
 - (i) *Loss of show points*
 - (ii) *Loss of handicap starting position*

Section 6.02 Microphone Checks

- (a) All SUPRS drivers MUST HAVE a WORKING MICROPHONE TO COMPETE IN SUPRS EVENTS
- (b) SUPRS Race Director will perform Microphone check on all drivers present
 - (i) *Microphone Checks will be performed at the beginning of the drivers meeting where your name will be called and you are expected to respond that you are present*
 - (ii) *A driver that has a malfunctioning microphone will be given a chance to fix it but we will not hold the show up because he isn't ready to go. You don't come to the real race track and expect to race without a helmet, don't show up to an online race and not have the proper functioning equipment.*

Article VII. Race Server

Section 7.01 Availability

- (a) The SUPRS Race Server is not on 24/7 and is password protected for the protection of our members on race night.
- (b) Passwords will be changed regularly and can be found in the members section of the SUPRS Forums.
- (c) The SUPRS Race Server will be closed until advertised practice time.
 - (i) *Sanctioned practice nights, (including race nights), will be provided and you will have plenty of time to get hot laps in. If you would like to practice otherwise, we suggest you do so offline and make sure you have all driving aids turned off as we do not allow them in the SUPRS Race Server.*
 - (ii) *Practice will not commence until a SUPRS Official is in the SUPRS Race Server*

Section 7.02 Server Connections

(a) Restarting Races

- (i) *WE WILL NOT RESTART RACES BECAUSE OF LAG, WARP, or BEING BOOTED*

1) Exception:

- a) *Host (Race and/or TeamSpeak server)*

 - i) *If during the course of the night's events the race server crashes, and if less than half of the advertised race distance has been completed, SUPRS will freeze the running order, reboot the server, and attempt to set the race distance for the remaining laps. SUPRS will attempt this only once. If the reboot and reset is unsuccessful, the race will be postponed to a later date with the running order being frozen. Drivers unable to make rescheduled race shall be scored accordingly behind those that complete the race distance.*
 - ii) *If during the course of the night's events the race server crashes, and if half or more of the advertised race distance has been completed, the race will be considered finished and the running order at the time of the server crash will be locked and considered official.*

(b) Causing Warp

- (i) *Warp-There are many things that cause warp or lag. We will do our part on our end, but we ask that each driver do their best to make sure they have their system and home networks is in top notch condition when they come to race. If you need help tweaking your system out we have several links on our website that can help and we encourage you to ask questions and seek answers from any of our members*
- (ii) *In the event that you do cause warp, you will be given a chance to fix your connection, if the problem persists, you will have to try for the next week. It's not that we don't welcome you to race with us; it's just a courtesy to the other racers*

Article VIII. Race Rules/Procedures

Section 8.01 Race Director

- (a) SUPRS uses a Race Director that is responsible for calling all infractions and/or penalties at all times when cars are on the track
- (b) The Race Director's rulings shall be final at all times during the event.
- (c) The Race Director's rulings may be disputed after the event in the following manner:
 - (i) A driver has the right to dispute a ruling by the Race Director but must do so in a professional, calm, respectable manner without raising his voice or flaming.
 - (ii) If after discussing the matter with the Race Director, a driver has the right to file a formal protest if he feels that they have been ruled against unfairly by the Race Director.
 - (iii) Members unwilling or unable to abide by this rule will be booted from the SUPRS Race Server and SUPRS TeamSpeak server immediately and will face at minimum a one race suspension.

Section 8.02 Rough, Retaliatory, Reckless Racing

(a) Definitions of Rough, Retaliatory, Reckless Racing

(i) This includes, but is not limited to:

- 1) Using your mirror to block another driver
- 2) Chopping or cutting another driver off
- 3) Veering recklessly into or in front of another driver
- 4) Failure to merge properly on pit exit
- 5) Going backwards on the track
- 6) Intentionally wrecking or putting another driver into the wall
- 7) Penalties:

a) If the Race Director feels that a driver is guilty of excessive banging, cutting, chopping or other forms of driving that is deemed detrimental to another driver, the event or the league, he shall have the obligation and option to call a 'black flag' penalty. A driver receiving the 'black flag' shall have his number displayed in the race server and announced from Race Control. rFactor will determine if the penalty has been served. It is up to the discretion of the Race Director as to whether the penalty was properly served. Any driver causing an infraction should realize that he may lose up to two finishing positions, face loss of points, probation or suspension.¹

(ii) Stopping on the track

- 1) There shall be NO stopping on the race track at anytime or anyplace during any competition.
 - a) This includes stopping on the track to bring out a caution or to retaliate against another driver
- 2) Drivers are expected to either drive to the pit area or off of the racing surface at a safe distance (i.e. the infield area), and remain there.

¹ NASCAR Heat: At that point he is expected to 'lay over' and allow the driver that he has gained position on to move back by. The penalized driver may then resume racing. Realizing that there will be times when a driver has lost multiple positions because of an infraction by another driver; The Race Director shall use his best judgment as to how waiting for a driver to heed the black flag before calling clear will affect the racing action by other drivers.

a) *Penalties:*

- i) *Drivers that cannot adhere to this rule will be immediately booted from the SUPRS Race Server and SUPRS TeamSpeak server without warning, lose all points for that event and face a possible one race suspension.²*

(iii) *Merging onto the track*

- 1) **Pay attention to the safety and corner lights on pit exit. Many tracks have them to warn drivers of oncoming traffic near the pit exit.**
- 2) **If it is red do not merge onto the track but wait for it to flash yellow.**
- 3) **If you merge onto the track while it is red you will lose credits and could cause a crash with a competitor.**
- 4) **We require the use of QuickChat #1 whereas a driver will use this to make his fellow competitors aware that he is leaving the pits and merging onto the track.**

a) *QC Example: PIT OUT #99*

- 5) **All drivers should enter the track as low, (or high depending on where track pits are located), as possible making way for other drivers until they can safely merge into the racing groove.**

(b) Racing with Leaders

- (i) *Do NOT race with the leaders.*
- (ii) *A blue lay-over flag will be shown to a driver being lapped by the leaders. It is up to the driver being lapped to do his best to hold his line and allow the leaders to pass by unhindered.³*
- (iii) *Penalty:*

- 1) **SUPRS Race Director shall determine severity of infraction and add penalty accordingly which may be end of longest line at next caution, being scored last at finish of race, or being given the black flag and told to park it for the night.**

(c) Passing below the Line

- (i) *There shall be no driving below the established line marking the edge of the track*
- (ii) *There shall be no passing below the established line marking the edge of the track.*
- (iii) *Passing by ramming or forcibly moving another driver below the line is STRICTLY PROHIBITED*
- (iv) *Penalty:*

- 1) **If more than 1/3 of the left side of car is deemed below line or on infield, and the driver advances position, the Race Director shall call the infraction and the driver shall drop back to his original position immediately.**
- 2) **If driver has not relinquished any positions gained by passing under the line, he will be moved to the tail of the lead lap on the next caution flag.**
- 3) **If no cautions are thrown before the end of the race, the driver shall be scored as last among all drivers that have completed the race on the track.**
- 4) **Repeatedly driving below the line, regardless of the driver gaining positions or not, will result in Race Director giving the driver in question the black flag and he will be done for the night.**

² Depending on severity of drivers action, he may be put on probation

³ NASCAR Heat: The Race Director shall call lapped cars to 'lay over' for the leaders by typing the number of the driver which will appear in the lower right hand side of the racing screen, to the best of his ability, with plenty of advance notice. He shall call the 'lay over' up to three times. The driver being called to layover will not advance a position while getting the layover call. The race director shall warn any driver advancing while getting the layover and the driver shall have one lap to drop back to his original position. If at that time the driver who is being called has refused to move after 3 calls for the leaders, the race director has the right to boot the driver from the race server and he shall be scored in last position

Incidents

- (v) *Drivers are required to 'claim a caution' whereas if one or more driver is involved in an incident that causes a caution flag to be thrown, one driver must admit fault for the caution.*
- (vi) *We require the use of QuickChat #5 whereas a driver will use this to make the SUPRS Race Director aware that he has caused a caution for an incident involving another driver.*

1) QC Example: INCIDENT #99

- (vii) *If nobody 'claims a caution' and/or the SUPRS Race Director has not seen the cause of the caution, the SUPRS Race Director shall refer to the rFactor incident file to determine the cause.*
- 1) SUPRS Race Director shall determine severity of infraction and add penalty accordingly which may be end of longest line at next caution, being scored last at finish of race, or being given the black flag and told to park it for the night.**

(d) Spin Rule

- (i) *A driver that spins on his own twice in one race will be black flagged and done for the night.*
- (ii) *We require the use of QuickChat #5 whereas a driver will use this to make the SUPRS Race Director aware that he has caused a caution for an incident including spinning on his own.*

1) QC Example: INCIDENT #99

- (iii) *This rule applies to dash; heats, consolation race, b-main, and feature.*
- (iv) *This rule may be adjusted for longer distance events.*
- (v) *Drivers are not required to exit or eject from game if they are spinning out. Real racer can't eject and you shouldn't have to either. If the field gets wiped out, just like real racing, sometimes that happens.*
- (vi) *Drivers causing intentional wrecks or trying to take out other drivers will face penalties.*

Section 8.03 In Race Penalties

(a) The SUPRS Race Director shall be responsible and reserves the right for determining if a penalty should be allowed, removed, or added throughout the course of a race.

(b) If/when you receive the penalty do what is displayed on the screen.

- (i) *If you receive a penalty that you believe is a "False/Positive" we require the use of QuickChat #4 whereas a driver will use this to make the SUPRS Race Director aware that he has received a penalty that he believes is a False/Positive.*

1) QC Example: PENALTY #99

Section 8.04 Starts/Restarts

(a) Starts

- (i) *The initial start of all races shall take place off of turn four.*
- (ii) *The front row shall maintain a constant and consistent pace speed as determined by the Race Director.*
- (iii) *The starting field shall be nose to tail and side by side on the initial start.*
- (iv) *There shall be no scuffing of tires or weaving on the formation lap.*
- (v) *Penalties*
 - 1) **Race Director reserves the right to move any driver that fails to abide by these rules to the tail of the starting line-up. Repeated infractions in the course of the same event shall result in driver being black flagged and parked for that race and may lose the right to race the rest of the night, as well as loss of points and/or be put on probation.**
- (vi) *One complete restart may be called if:*
 - 1) **The Race Director is not satisfied with initial start.**
 - 2) **The car in the last starting position has not passed the starting line to take the green and the caution comes out to do an incident he is not involved in.**
 - 3) **One complete lap has not been completed by all starting cars prior to the first caution coming out.**

(b) Restarts

- (i) *The Race Director reserves the right to restart any race one time including initial start.*
- (ii) *All restarts shall be single file.*
 - 1) **All drivers shall be in the accepted racing groove as they enter turn three (3) for a restart.**
 - 2) **All drivers shall be nose to tail, (laying back is prohibited), and in proper restart order**
- (iii) *Scrubbing of tires is allowed on cautions until field receives one to go signal*
- (iv) *When game and/or SUPRS Race Director notifies drivers that they will be going green the next time by, drivers are required to enter QuickChat #3 to let other competitors know that they should be ready to go racing. This is similar to real racing where a driver will hold up his hand and give the #1 single with his index finger signally to drivers behind him that he has seen the white flag displayed.*
 - 1) **QC Example: White Flag**
- (v) *There shall be no passing before the green flag is called and/or displayed*
 - 1) **Passing before the start/finish line is allowed on restarts as long as the green flag has come out**
- (vi) *Penalties*
 - 1) **Race Director reserves the right to move any driver that fails to abide by these rules to the tail of the restart line-up. Repeated infractions in the course of the same event shall result in driver being black flagged and parked for that event and may lose the right to race the rest of the night as well as loss of points and/or be put on probation**

Section 8.05 Post Race

(a) Inspection

- (i) Top THREE (3) finishers of feature as well as ONE (1) Random driver will be 'inspected'*
- 1) Immediately following the completion of the feature race, the 'inspected' drivers will be required to share their feature race set-ups to the rest of the starting field**
- (i) Penalty*
- 1) Loss of THREE (3) finishing positions)**

(b) Interviews

- (i) Top THREE (3) finishers of feature are required to go to the SUPRS TeamSpeak 3 Drivers Lobby for post race interviews*

Article IX. Protests

Section 9.01 Method of Filing

- (a) SUPRS understands there may be times throughout the course of the season when a driver feels as though he has been wronged by another competitor. If this happens he may file a protest.**
 - (i) Before filing a protest please keep in mind the limitations of the game, the server, internet service connections, individual computer configurations, etc. before coming to the conclusion that a protest needs to be filed to right a wrong.*
 - (ii) It must be stated that simply filing a protest in order to gain a position or slander another driver will not be tolerated. If at any time the League Director, Competition Director, Race Director, or review board feels that the protest is frivolous and/or unwarranted, the protest will be thrown out and the driver originating the protest may be reprimanded, penalized, or suspended accordingly.*
- (b) Drivers wishing to file a protest must notify, in a professional manner with the League Admin and/or Race Director, after the completion of the nights racing events, the intent to file a protest.**
- (c) Drivers will be granted access to the SUPRS Protest Page Form**
- (d) Drivers must submit form with the details of the alleged infraction and a copy of their replay within 24 hours of incident being protested.**

Section 9.02 Protest Review Board

- (a) There shall be no less than THREE (3) SUPRS members to review each replay and protest.
- (b) Protest Review Board shall include three random Gold Crest Members that have no prior rulings against them during current season in question and have not ever had prior altercations with plaintiff or defendant of protest within in THREE (3) years of incident in question.
- (c) The three (3) members Protest Review Board shall remain anonymous to the general membership in order to be protected from retaliation.
- (d) The review board will compare the plaintiffs replay to that from the server, as well as interviewing defendant to come to an unbiased and fair judgment.
- (e) Protest Rulings
- (f) The Protest Review Board shall submit their findings to the SUPRS League Director(s), Competition Director, Membership Coordinator, and Race Director, (the SUPRS Executive Board of Directors), within three (3) days of the protest being filed
- (g) The Protest Review Board shall make recommendations on penalties that defendant may receive
- (h) The Executive Board shall make a final ruling on the protest and hand down their judgment and sentence based on the Protest Review Board's findings and recommendations
- (i) The Executive Board shall also take into consideration the severity of the infraction and the frequency of protests being filed against the defendant.
- (j)
- (k) The Executive Board shall make a final ruling on the protest and hand down their judgment.

Section 9.03 Sentencing

(a) Possible Sentences Include:

- (i) *Warning*
- (ii) *Loss of Position*
- (iii) *Disqualification*

- 1) If a protest is ruled valid, the defendant in the protest may be disqualified from the race in question.
- 2) A disqualified driver shall have all points taken from him for the entire race event
- 3) A disqualified driver shall be listed as DNS on All Time Stats Page

(iv) Probation

- 1) SUPRS has an obligation and responsibility to all members to set fair criteria and length of probation based on individual cases
- 2) Drivers that are placed on probation for continued rules and/or policy violations, and/or protest rulings will not be eligible for any awards and/or prizes until the probation is lifted
- 3) Drivers that break probation risk the chance of being banned from SUPRS and may not be eligible to participate in further SUPRS sanctioned events.

(v) Suspension

(vi) *Banned from SUPRS*

(b) ALL PROTEST RULINGS ARE FINAL AND ARE NOT SUBJECT FOR DEBATE

Article X. Points and Handicapping

Section 10.01 Points

- (a) SUPRS pays points to the driver not the car.
- (b) Any driver who is found to be posing as another driver on race night will have 50 championship points deducted from his total and 3 race suspensions will be levied. This will apply for both drivers.
- (c) Silver Crest members are not eligible to receive championship points.

Section 10.02 Handicaps

(a) Eligibility for Handicaps

- (i) *If a driver does not have three prior races with SUPRS they will not be eligible for their handicap and must start tail of all events.*
- (ii) *Gold Crest members without a handicap shall start in front of Silver Crest members without a handicap.*

Membership Table

Item	Silver Crest	Gold Crest	Fast Family	Real World
Full Access to Website	Yes	Yes	Yes	Yes
Full Access to Forums	No	Yes	Yes	Yes
Subscription to SUPRS Weekly Newsletter	Yes	Yes	Yes	Yes
Eligible to receive race night text updates	No	Yes	Yes	Yes
Membership Welcome Pack	No	Yes	Yes	Yes
Access to all Mods, upgrades, tracks	No	Yes	Yes	Yes
Access to SUPRS TeamSpeak server	Yes	Yes	Yes	Yes
Access to SUPRS race server	Yes	Yes	Yes	Yes
Eligible to compete in all SUPRS events	Yes	Yes	Yes	Yes
Eligible to receive handicap	Yes	Yes	Yes	Yes
Eligible for SUPRS Rookie of the Year	No	Yes	Yes	Yes
Eligible for SUPRS Option	No	Yes	Yes	Yes
Eligible for SUPRS Alternate	No	Yes	Yes	Yes
Eligible for SUPRS Guaranteed Starter	No	Yes	Yes	Yes
Eligible for Season Championship	No	Yes	Yes	Yes
Eligible for event awards & prizes	No	Yes	Yes	Yes
Eligible for Season Championship Awards	No	Yes	Yes	Yes

CHANGES & AMENDMENTS-

SUPRS RESERVES THE RIGHT TO CHANGE OR AMEND ANY AND ALL RULES AT ANYTIME. IT IS THE RESPONSIBILITY OF ALL DRIVERS TO KNOW, UNDERSTAND, AGREE, AND FOLLOW THE RULES WHILE IN COMPETITION. IGNORANCE OF THE RULEBOOK IS NOT GROUNDS FOR A DRIVER TO CLAIM HE DIDN'T KNOW!