



ARL Racing Rulebook

2018 Revision F -- Effective: December 14th, 2018

I. Game & Series Technical Specifications

- A. ARL utilizes the NASCAR Heat (Heat Core) Game Engine for the Microsoft Windows operating system.
- B. Patch Cup Series: Utilizes the "COTPlatinumG3" mod, the "2018 Monster Energy Cup Add-On" and "Hardcore" mode configuration with varying wear factors from 2x-4x.
- C. T-Bone National Series: Utilizes the "COTPlatinumG3" mod, "2015 Xfinity Add-On" and "Normal" mode configuration with varying wear factors from 4x-5x.
- D. Truck Series: Utilizes the "CampingWorldTruckSeries" mod and the "Hardcore" mode configuration with a 4x wear factor.
- E. Home Pro Series: Utilizes the "COTPlatinumG3" mod, "Classic Series Add-On" and "Expert" mode configuration with a 3x wear factor at road courses and 4x wear factor at ovals.
- F. LCHRL Legend Car Series: Utilizes the "LCH" mod and "Expert" mode configuration with a 1x wear factor.
- G. IndyCar Series: Utilizes the "PlatinumGrandPrix" mod, the "2011 IndyCar Carset" and "Hardcore" mode configuration with a 3x wear factor.
- H. Experimental Racing Series: Utilizes the "COTPlatinumG3" mod, "2018 Monster Energy Cup Add-On" and "Normal" mode configuration with varying wear factors from 3x-6x.
- I. Inactive Series: Modifieds, Sports, Touring, IndyCar, IndyLights and Grand Prix.

II. Scoring & Driver Statistics

- A. Registration of a HeatFinder Account is required to be scored for or to enter any ARL Racing event, drivers are only scored for each event under their registered HeatFinder Account and should use the same username during events. *Drivers not registered, but participate in an event will not be scored for the event except during certain Special Events.*
- B. All rookie/new Heat Community drivers must be approved during pre-race practice sessions by ARL Administration members prior to starting an event.
- C. Driver statistics are credited to registered drivers for Championship, Welcome, Memorial, Special, Challenge and All-Star races, driver statistics are not credited to registered drivers for Qualifier, Heat and Derby races.
- D. If a race unexpectedly ends for any reason, including a server crash, the race will be considered complete if 51% of the scheduled laps have been completed by the race leader or resumed/rescheduled if 51% of the scheduled laps were not completed by the race leader. In this case, the last lap completed by all lead lap drivers, will be scored as the final lap of the race.
- E. Driver Championships

1. Registered drivers are eligible to receive driver statistics credited to driver standings for Championship races under their registered HeatFinder Account but must be an active driver by signing up for each season of each series they compete in prior to an event via the series' season roster on the ARL Racing website in order receive points. *Inactive drivers who compete in an event will not retain any points for the event.*
 2. Driver championship positions are determined in the following order... Most Points, Most Starts, Most Wins, Most Poles, Most Top 5's, Most Top 10's, Least Last Running Place's, Least DNF's, Most Laps Led, Most Bonus Points, Least Penalty Points
- F. Team & Manufacturer Championships
1. Active drivers are eligible to receive driver statistics credited to team and manufacturer standings for Championship races under their registered team and manufacturer. Drivers must select a team and manufacturer during the sign-up process for each season of each series they compete in via the series' season roster on the ARL website.
 2. Drivers cannot change their team or manufacturer registration after being scored for an event.
 3. A maximum of 3 drivers is permitted per team per season of each series.
 4. Team and Manufacturer championship positions are determined in the following order... Most Points, Most Wins, Most Poles, Most Top 5's, Most Top 10's
- G. Active drivers who have qualified for an event but do not start the race are scored with a DNS (Did Not Start) in the last place position based on qualifying order.
- H. Championship Event Provisionals
1. Active drivers must request a provisional via the Provisionals section on the ARL Racing website prior to a scheduled event. Extenuating circumstances that prevent an active driver from requesting the provisional prior to the scheduled event MAY be considered by ARL Officials through a private review process.
 2. Active drivers unable to attend an event who are utilizing a provisional are scored with a DNR (Did Not Race) in last place position based on request order following all DNS active drivers (Section II.H and II.I).
 3. Active drivers are permitted 6 provisionals per Patch Cup Series season; 5 provisionals per T-Bone National Series season; 4 provisionals per Truck Series season; 3 provisionals per Home Pro Series season; 2 provisionals per LCHRL Legend Car, IndyCar and Experimental Racing Series season.

III. Championship Points Systems

- A. Patch Cup Series Driver Points System
1. 30 points for 1st place, -1 point each position following.
 2. +1 bonus point for winning the pole position award.
 3. +1 bonus point for leading at least one lap.
 4. +1 bonus point for leading the most laps of a single race.
 5. +1 bonus point for running the fastest single lap of a single race.
 6. +5 bonus points for running in 1st place at the end of segments one and two, -1 bonus point each position following through 5th place.
 7. Following Championship race #23, championship standings drivers 1st through 12th will have their points reset to 1000.
 8. Following Championship race #27, championship standings drivers 1st through 8th will have their points reset to 2000.
 9. Following Championship race #31, championship standings drivers 1st through 4th will have their points reset to 3000.
 10. No bonus points will be issued to championship standings drivers 1st through 4th for Championship race #32.
- B. T-Bone National Series Driver Points System
1. 30 points for 1st place, -1 point each position following.

2. +1 bonus point for winning the pole position award.
3. +1 bonus point for leading at least one lap.
4. +1 bonus point for leading the most laps of a single race.
5. +1 bonus point for running the fastest single lap of a single race.
6. +5 bonus points for running in 1st place at the end of segment one, -1 bonus point each position following through 5th place.
7. Following Championship race #21, championship standings drivers 1st through 12th will have their points reset to 1000.
8. Following Championship race #24, championship standings drivers 1st through 8th will have their points reset to 2000.
9. Following Championship race #27, championship standings drivers 1st through 4th will have their points reset to 3000.
10. No bonus points will be issued to championship standings drivers 1st through 4th for Championship race #28.

C. Truck Series Driver Points System

1. 30 points for 1st place, -1 point each position following.
2. +1 bonus point for winning the pole position award.
3. +1 bonus point for leading at least one lap.
4. +1 bonus point for leading the most laps of a single race.
5. +1 bonus point for running the fastest single lap of a single race.
6. +5 bonus points for running in 1st place at the end of segment one, -1 bonus point each position following through 5th place.
7. Following Championship race #15, championship standings drivers 1st through 8th will have their points reset to 1000.
8. Following Championship race #18, championship standings drivers 1st through 6th will have their points reset to 2000.
9. Following Championship race #21, championship standings drivers 1st through 4th will have their points reset to 3000.
10. No bonus points will be issued to championship standings drivers 1st through 4th for Championship race #22.

D. Home Pro & LCHRL Legend Car Series Driver Points System

1. 20 points for 1st place, -1 point each position following.
2. +1 bonus point for winning the race.
3. +1 bonus point for winning the pole position award.
4. +1 bonus point for leading at least one lap.
5. +1 bonus point for leading the most laps of a single race.
6. +1 bonus point for running the fastest single lap of a single race.
7. +1 bonus point for being the highest finishing driver gaining the most positions during a single race.
8. +1 bonus point for being the lowest finishing driver losing the most positions during a single race.
9. +1 bonus point for being the lowest finishing driver still running.

E. IndyCar Series Driver Points System

1. 20 points for 1st place, -1 point each position following.
2. +1 bonus point for winning the pole position award.
3. +1 bonus point for leading at least one lap.
4. +1 bonus point for leading the most laps of a single race.
5. +1 bonus point for running the fastest single lap of a single race.
6. +1 bonus point for being the highest finishing driver gaining the most positions during a single race.
7. +1 bonus point for being the lowest finishing driver losing the most positions during a single race.
8. +1 bonus point for being the lowest finishing driver still running.

F. Experimental Racing Series Driver Points System

1. 30 points for 1st place, -1 point each position following.
2. +1 bonus point for winning the pole position award.
3. +1 bonus point for leading at least one lap.
4. +1 bonus point for leading the most laps of a single race.
5. +1 bonus point for running the fastest single lap of a single race.
6. +5 bonus points for running in 1st place at the end of segment one, -1 bonus point each position following through 5th place.
7. Following Championship race #5, championship standings drivers 1st through 4th will have their points reset to 1000.
8. No bonus points will be issued to championship standings drivers 1st through 4th for Championship race #6.

G. Team Points System

1. Sum of the highest value points earning driver of each team per event.

H. Manufacturer Points System

1. 1 point for 1st place.

IV. Procedures

A. Vehicle Numbers & Custom Paints

1. Registered drivers must reserve a single available vehicle number via the series' season roster on the ARL Racing website. Vehicle numbers from previous seasons of each series are reserved for that driver unless released by the previous driver or ARL Administration.
2. Approved drivers are permitted custom paints that must be uploaded via the paints page on the ARL Racing website a minimum of one day prior to use at an event assuming the paint has been approved by ARL Officials prior to the event. Custom paints are approved or denied by ARL Officials after being uploaded. *Drivers not following the custom paints policy will not be permitted to race in the event.*

B. Qualifying

1. Single-Car Qualifying

- a. Sessions are 5 minutes in length due to game limitations.
- b. Drivers may begin their qualifying attempt at any point within the first 2 minutes of the session due to game limitations and have an additional 3 minutes to complete their qualifying attempt.
- c. Qualifying attempts (laps started) that exceed the session length will not be scored due to game limitations.

2. Open Qualifying Sessions

- a. Sessions run 10 minutes in length on oval tracks and 15 minutes in length on road course tracks.
- b. Sessions begin with all drivers in their pit boxes on pit road.
- c. Drivers may begin a qualifying attempt at any point during the session and may complete an unlimited number of laps during the session.
- d. Drivers cannot stop or park on pit road, except in their own pit box; the track or any active apron area during the session.
- e. Drivers fastest laps completed during the open qualifying session will be used to set the starting order of the race from fastest to slowest.
- f. Qualifying attempts (laps started) but not completed by the end of the session will not be scored.
- g. *Drivers violating any qualifying session rules will have all their attempts (laps) during the session disqualified.*

C. Race Start (Green Flags)

1. Automatic Rolling Starts
 - a. Race start occurs with an automatic rolling grid and the green flag is issued automatically by the game.
 - b. If needed due to grid or server issues only, a manual rolling start will replace an automatic rolling start as determined by ARL Administration.
2. Manual Rolling Starts
 - a. Drivers must yield to the pace / caution speed limit as determined by ARL Administration.
 - b. Drivers must take their proper qualifying / race grid position order as soon as safely possible, drivers may not hinder or delay the start or caution restart of a race with intentional actions.
 - c. Initial Start
 - a. Drivers may retake lost positions during pace laps but must maintain pace speed for the race start.
 - b. Drivers who choose to, or are required to, drop from their qualifying position will allow all other drivers in their lane to move up. Drivers cannot change lanes under any circumstance during the pace lap.
 - c. Drivers pitting must take position at the rear of the field and cannot retake lost positions.
 - d. Caution Restart
 - a. See section IV.E
 - b. When the race reaches 75% completion, lead lap cars will be moved to the front of the grid during line-up. Lap down cars will be moved behind lead lap cars in the same line-up positions regardless of race position.
 - e. Pace / Caution conditions will remain in place until the field is gathered, and the track is clear as determined by ARL Administration.
 - f. Race start / Caution restart occurs following the pace lap(s) / caution lap(s) and the green flag is issued by the designated ARL Administration member.
3. Drivers may increase their position at any point following a green flag.
4. *Drivers violating any race start rules will receive a 1 point, 1 second penalty for each violation.*
5. In all circumstances, restarts will only occur due to grid or server issues, or caution condition factors by series, as determined by ARL Administration. *Drivers who request a false restart and are granted the race restart for an invalid reason will be disqualified from all scoring from the event.*

D. Pitting & Pit Road

1. Drivers must yield to the pit road speed limit of each track; automatic black flag penalties are enabled during all events.
2. Drivers must attempt to travel pit road single-file. Drivers must yield into a single-file line as soon as safely possible based on pit road entry order. *Drivers responsible for traveling pit road two or greater wide will receive a 1 point, 1 second penalty for each violation.*
3. Drivers must perform their pit stop within their own designated pit box as determined by each individual track's configuration and must have a minimum of 3 tires within their box. A driver's pit box is determined by painted lines on pit road or the location of their, and other driver's, pit crews. The blocking of pit road and other driver's pit boxes is strictly prohibited. *Drivers who block or affect the performance of another driver while performing a pit stop outside of their own designated pit box will receive a 1 lap penalty for each violation.*
4. Pit road will remain open during normal green flag race conditions.
5. Pit road is automatically closed when caution conditions begin.
6. *Drivers entering pit road and performing a pit stop when pit road is closed will receive a 1 point, 1 second penalty for each violation.*

E. Caution Conditions (Yellow Flags)

1. See section IV.C

2. Caution conditions begin when a caution or yellow flag is called by designated ARL Administration members. ARL Administration determines when to call a caution or yellow flag and begin caution conditions, all caution or yellow flag calls by the designated ARL Administration members are final.
 - a. *Drivers inaccurately reporting an incident that causes a yellow flag will receive a 1 lap penalty for each violation.*
3. The following are examples of incidents that may cause a caution or yellow flag to be called...
 - a. Patch Cup & Experimental Racing Series
 - a. Multi-car wrecks.
 - b. Disabled vehicles, including blown engines and vehicles out of fuel.
 - c. Incidents that have the potential to endanger another vehicle.
 - d. Pre-defined competition caution or segment caution points.
 - b. T-Bone National, Truck & LCHRL Legend Car Series
 - a. Pre-defined competition caution or segment caution points.
 - c. Home Pro Series
 - a. Multi-Car wrecks.
 - b. Disabled vehicles, including blown engines and vehicles out of fuel.
 - c. Any incident that has the potential to endanger another vehicle.
4. Race Segments
 - a. Patch Cup, T-Bone National, Truck, LCHRL Legend Car and Experimental Racing Series races are run utilizing segments divided by normal caution conditions.
 - b. At the end of a segment (between segments) during caution conditions, drivers one or more laps down to the leader will be permitted to pass the cars in front of them and take back a single lap.
 - c. Just before the beginning of a segment (between segments) prior to a race restart, every driver one or more laps down to the leader will be permitted to pass the cars in front of them and take back a single lap.
5. A caution or yellow flag will NOT be called after the leader begins the final lap of any race.
6. Drivers must yield to the caution pace speed limit as determined by ARL Administration.
7. Drivers may not retake lost positions and must maintain caution pace speed to retain their race grid position. *ARL Administration members who are performing officiating functions during an event in which they are also competing may pull out of line, these Officials or Event Moderators are permitted to return to their previous position after completing an officiating function.*
8. The highest race positioned driver one or more laps down to the leader will be permitted to pass the cars in front of them and take back a single lap. This "free pass" driver, will remain at the rear of the grid until pit road has opened.
9. Pit road will open when the field is gathered as determined by ARL Administration.
10. Drivers can gain or lose positions while on pit road under caution conditions but must maintain their position once they have exited pit road.
11. Caution conditions will remain in effect until the field is gathered and the track is clear as determined by ARL Administration.
12. *Drivers violating any caution condition rules will receive a 1 point, 1 second penalty for each violation.*

F. Penalties

1. Event Suspension penalties will apply to the next event race scheduled for the series in which the penalty was issued.
2. Disqualification penalties are defined as the full forfeiture of all points earned, and finishing position for, the event, moving the driver to last place in the finishing order.

G. Servers

1. Events are held in HeatFinder Public 1 or 2 servers, IP - 1.heatfinder.net or 2.heatfinder.net, all drivers must follow the HeatFinder Public Server Guidelines (<http://heatfinder.net/ps>).

2. Voice chat and race announcements occurs in HeatFinder's TeamSpeak 3 server, IP - talk.heatfinder.net.

V. Driver Conduct

- A. Drivers are required to be in HeatFinder's TeamSpeak 3 voice chat server in order to receive necessary race commands, only speakers or headphones are required. Drivers are **not required** to have a microphone or speak in the channel. *Drivers not connected to the voice chat server will not be permitted to race in the event.*
- B. Drivers cannot make attacks of any kind, contribute to arguments or use foul / inappropriate language in the text or voice chatrooms. *A 1 point and 1 second penalty will be issued for each violation.*
- C. Drivers must always follow the direction and requests of ARL Administration, including directions issued during an event, and must not intentionally disrupt race operations. *All penalty options will be considered for race disruption violations.*
- D. Drivers cannot use server commands during pre-race or an event when a member of the ARL Administration is present without specific permission. *An event disqualification penalty will be issued and full ARL Ban considered for Actions Detrimental to Competition violations.*
- E. Drivers must only use vehicles (models) included as part of a mod, add-on, carset or patch being run by a particular series, as noted in Section II. *An event disqualification penalty will be issued for violations.*
- F. Drivers cannot make unapproved or unauthorized changes to vehicle models, vehicle setups or tracks. *All penalty options will be considered for Actions Detrimental to ARL violations.*

VI. Racing Conduct

- A. Drivers are responsible for their actions (intentional or not) and must be aware of all vehicles and surroundings at all times.
- B. Passing below the apron line (as determined by ARL Administration during pre-race) at Daytona, Talladega or any LCHRL Series tracks prior to the front stretch of the final lap is prohibited. Having two tires beyond the defined apron line constitutes being below the apron line. A pass begins when the front bumper of the passing car is in front of the rear bumper of the car being passed. A pass ends when the front bumper of the passing car is in front of the car being passed. *A 1 lap penalty will be issued for each violation.*
- C. Driving through off track areas on road course tracks to gain an advantage over other drivers is prohibited. *A 2 second penalty will be issued for each violation.*
- D. Forcing drivers into penalty traps (NASCAR Heat's 2 second "T" penalties) with avoidable contact or actions is prohibited. *A 1 point penalty will be issued for each violation. The victim will have 2 seconds returned to their race time.*
- E. Tier 1 Reckless and Dangerous Driving: Includes but is not limited to; recklessly blocking other drivers, recklessly re-entering the racing surface from an apron or off track area or damaging another vehicle with direct actions; and is prohibited. *A 4 point and 2 second penalty will be issued for each violation.*
- F. Tier 2 Reckless and Dangerous Driving: Extreme actions including but not limited to; intentionally wrecking or damaging other drivers on track to affect the result of the race; and is prohibited. *A 100 point, event disqualification and event suspension penalty will be issued for each violation.*
- G. Intentionally affecting the outcome of an event by server control or on track action is prohibited. *An event disqualification penalty will be issued and full ARL Ban considered for Actions Detrimental to Racing violations.*

VII. Event Reviews

- A. Drivers are reviewed by ARL Officials or Series Directors post-event with penalties issued thereafter.
- B. Drivers are encouraged to request a review of a specific incident by ARL Officials within one week of an event's completion. Review Requests should be submitted via the "Penalty Appeal / Review" section on the ARL Racing website.
- C. Penalty Appeals

1. **First Appeal:** Drivers may request an appeal by ARL Officials of a penalty received within two weeks of an event's completion or one week from when a penalty has been issued, whichever is longer.
 2. **Final Appeal:** Drivers may request a second and final appeal by the ARL Appeals Director of a penalty received within 3 weeks of an event's completion or one week from when a driver receives notification that their first appeal was denied or not to their satisfaction, whichever is longer.
 3. During the penalty appeals process - penalties can be increased, upheld, reduced, overturned or altered by ARL Officials during the First Appeal and by the ARL Appeals Director during the Final Appeal.
- D. Multiple violations can result in increased base penalties, disqualification, probation, suspension or ARL ban at the discretion of ARL Officials. ARL Officials reserve the right to implement penalties to drivers violating ARL procedures and/or conduct at their discretion.

VII. Administration

- A. ARL Administration
 1. ARL Director: DusterLag
 2. ARL Officials: DusterLag, Grumpy and putttracer.
 3. ARL Appeals Director: SnowTiger
 4. ARL Series Directors: BlackKnight (Truck), KartRacer63 (Modifieds)
 5. ARL Event Moderators: Bandit, Donaldson, Speedyman11.
- B. ARL Officials reserve the right to add or modify any rules at any point.

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