



Version 2.1

Updated 12/11/2023.

Rulebook

This guide, together with the Official Sporting Code, Terms of Use and End User License Agreement, iRacing.com Motorsport Simulations, LLC Privacy Policy, and Online Competitions Rules form the body of rules and procedures applicable to all members.

Each member is required to read, understand, and agree to all rules prior to participation in any Rolling Thunder Racing Series Event.

Series Overview

Rolling Thunder Racing Series (RTRS) will consist of the Gen4 series. Gen4 series will utilize **FIXED** Setups. It will be a 20-race season with an ALL-STAR race midway through the season. This series is an individual driver league but having a team is allowed but no team awards will be given.

League Participation

1. All event participants must be active members of Rolling Thunder Racing Series.
2. All event participants must be a minimum of 18 years of age.
3. Drivers must meet series requirements, this includes any iRating and License minimum requirement set per series.
4. Drivers who fail to reach the minimum requirements time of registering will not be approved to join the league.
5. Registration: ALL DRIVERS must be registered prior to September 25, 2023, deadline. By filling out the entry form, the driver agrees to be bound by the rules and procedures set forth by the Rolling Thunder Racing Series. Additionally, the driver releases the use of their name, car number, car photo, team name, etc. in any type of media the League chooses to use for promotional reasons.
6. You must listen to and follow race admins instructions sent over the voice chat and PM text chat. Not following a race admins instruction can result in a penalty or disqualification from the race. **Make sure your voice chat is turned on.**
7. Should technical issues prevent the race from taking place, it will be rescheduled for a break week, or after the season. No races will be cancelled unless there is absolutely no way to fit it in before the start of the next Season. Drivers are allowed to use spotters.
8. Spotters do not need to be a part of the Rolling Thunder Racing Series.
9. Spotters are not allowed to contact any other driver for any reason during the race.
10. Spotters are expected to follow the same Code of Conduct rules as the drivers. Any intervention or sanctions will be reflected on the driver. Trustworthy spotters are recommended since you are responsible for their actions.

Series Eligibility

1. All drivers must be 18 years of age or older for tax reasons.
2. Gen 4 series: **Minimum License B; IR 1500-5500** as of the day participant registers. Once the entry fee is paid & league invitations are accepted IR is no longer a factor.

Registration

1. Registration form filled out online. (To include up to 5 desired car numbers)
2. Entry Fee paid.

**** Once all 3 steps are completed then you will be considered registered for series.**

Entry Fees

1. Gen4: \$125.00 (due at registration)

League Registration is now OPEN. At that point once the participant registers and pays for entry that's when the participant will receive his/her number. (Choice of number is based on availability).

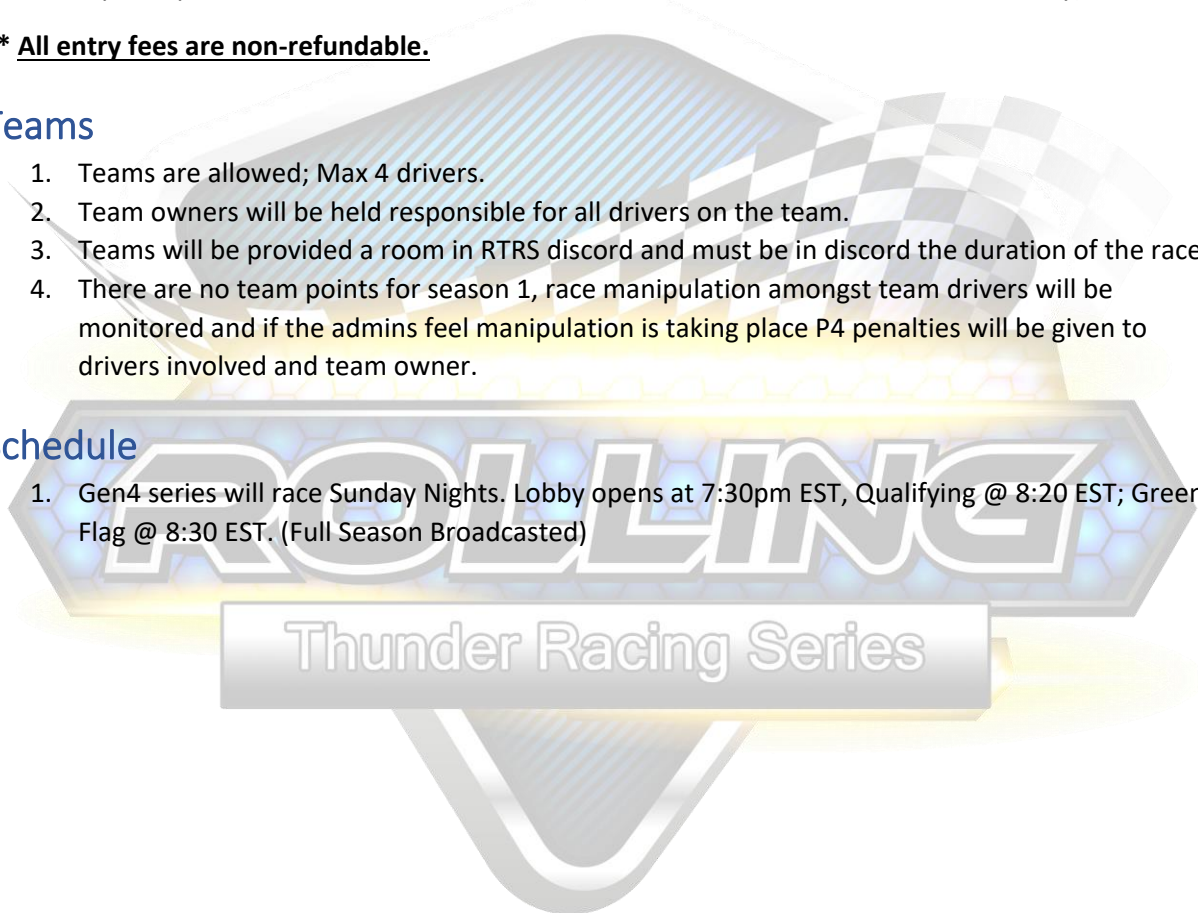
**** All entry fees are non-refundable.**

Teams

1. Teams are allowed; Max 4 drivers.
2. Team owners will be held responsible for all drivers on the team.
3. Teams will be provided a room in RTRS discord and must be in discord the duration of the race.
4. There are no team points for season 1, race manipulation amongst team drivers will be monitored and if the admins feel manipulation is taking place P4 penalties will be given to drivers involved and team owner.

Schedule

1. Gen4 series will race Sunday Nights. Lobby opens at 7:30pm EST, Qualifying @ 8:20 EST; Green Flag @ 8:30 EST. (Full Season Broadcasted)





Gen 4 Series Schedule

<https://rollingthunderracingseries.com>

	10/1	Daytona	90 Laps
	10/8	Vegas	140 Laps
Generate Weather:	10/15	Watkins Glen	55 Laps
ON	10/22	Atlanta*	132 Laps
	10/29	Richmond	230 Laps
Dynamic Sky::	11/5	Michigan*	104 Laps
ON	11/12	Rockingham	167 Laps
Legacy Tracks::	11/19	Darlington	133 Laps
*	12/3	Bristol	250 Laps
	12/10	Texas*	137 Laps
	12/17	All-Star Charlotte	100 Laps
	1/7	Auto Club	103 Laps
	1/14	Kansas	130 Laps
	1/21	Dover	173 Laps
	1/28	Indianapolis	80 Laps
	2/4	New Hampshire	133 Laps
	2/11	Chicagoland	135 Laps
	2/18	Kentucky *	128 Laps
	2/25	Talladega	85 Laps
	3/3	Phoenix*	190 Laps
	3/10	Homestead	122 Laps

Point Structure

1 st – 40 pts	11 th – 26 pts	21 st – 16 pts	31 st – 6 pts
2 nd – 35 pts	12 th – 25 pts	22 nd – 15 pts	32 nd – 5 pts
3 rd – 34 pts	13 th – 24 pts	23 rd – 14 pts	33 rd – 4 pts
4 th – 33 pts	14 th – 23 pts	24 th – 13 pts	34 th – 3 pts
5 th – 32 pts	15 th – 22 pts	25 th – 12 pts	35 th – 2 pts
6 th – 31 pts	16 th – 21 pts	26 th – 11 pts	36 th – 1 pt
7 th – 30 pts	17 th – 20 pts	27 th – 10 pts	37 th – 1 pt
8 th – 29 pts	18 th – 19 pts	28 th – 9 pts	38 th – 1 pt
9 th – 28 pts	19 th – 18 pts	29 th – 8 pts	39 th – 1 pt
10 th – 27 pts	20 th – 17 pts	30 th – 7 pts	40 th – 1 pt

** Points will be cumulative over 20 weeks and this league is not playoff style racing. There will be 1 DROP WEEK within the first 15 weeks, drop weeks won't be used for races 16-20. The week with the least accumulated points will be dropped. If there is a tie in points after the last race of the season the tie breaker will be determined by number of wins then if need to go further to determine then we will go by top-5's, top-10's, bonus points, number of pole positions. * To be eligible for race points and bonus points you must complete a green flag lap after initial start of race.

Bonus Points

5 points – Ending race with a 0x.

2 points – Pole Position.

2 points – Leading most Laps.

1 point – Leading a single Lap.

Communications

1. Rolling Thunder Racing Series Discord server is the primary means of communication for the Series and will be required to be utilized during all events. All participants **REQUIRES** a working headset/microphone and if a driver doesn't have a working headset the admin may disqualify you from event. Discord is a communications application that allows for voice, chat, and video, one-to-one or as a group. Registered participants will be required to 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.
2. All drivers must be willing to be interviewed pre-race and post-race. Drivers that finish 1st, 2nd, and 3rd place are expected to stay in the discord channel and will be brought up to the broadcast booth after the race to be interviewed. All broadcast races are watched not only by the public but also by sponsors of the series and various drivers. While the driver chat will be muted during the races on the broadcast, if you are interviewed, you are expected to keep the interview clean. Negative speaking of other drivers, sponsors, or the series during the interviews will not be tolerated.

In-Race Chat

1. Race chat will only be used in a professional manner during all practice and races. The radio traffic should only be used to call-out pitstops and Admins making calls to the field. If you would like to set up a private chat for your team to communicate, please do so to keep @all teams and @drivers quiet. If a driver calls out to any driver or communicates displeasure anytime over the radio, they will be muted and penalized with an EOL and will be starting from the rear of the field the next race.

Race Control

1. Each race will have a Race Control (Race Administrator(s)), Race control will be responsible for monitoring the race and hand out penalties when needed.
**** The only time Race Control is allowed to clear a black flag is when a driver is forced down pit lane or racing surface to avoid a wreck.**
2. Drivers are NOT permitted to ask Race Control to come to their chat during the race. Drivers must wait until after the race to speak with the Series Administrator(s). Series Administrator(s) will make themselves available immediately following each race to answer any questions or listen to concerns.

Paint Schemes

1. Paint Schemes may not be indecent, libelous, defamatory, obscene, threatening, invasive of privacy or public rights, abusive, illegal, harassing, contain expressions of hatred, bigotry, racism, vulgare or pornographic, promote or otherwise refer to illicit drugs, constitute or encourage a criminal offense, or be otherwise objectionable.
2. Rolling Thunder Racing Series Admins reserve the right to deny a paint scheme if the paint scheme is deemed to be in violation of this policy or if the Race Director feels the scheme is in bad taste.
3. League Contingencies will be **REQUIRED** for the GEN4 series on be on cars week 1 of season. The files will be provided via discord for download. If a paint scheme shows up without required contingencies you will be starting from the pits.

Driver Conduct

1. Drivers are expected to act and speak appropriately and respectfully on all official channels. This includes the Discord channel, voice chat, race chat, etc. Racing incidents will happen. People will make mistakes on the track. Calling other drivers names or attacking them verbally or in writing through official series channels (Discord channels or social media) will not be tolerated. If any of this occurs, series administrators will be penalized up to and possibly including removal from the series without refund. Any racist or prejudiced remarks, whether live or any social media channels, will be cause for immediate removal from the series with no refunds given.

Race Rules

Car Count

1. 40 Drivers Max. If a driver misses 3 races you may be subject to removal from series and replaced by a driver awaiting entrance into the league.

Fuel Load

1. All races will run using 85% fuel load.

Tire Count

1. 3 sets in the pit

Quick Repairs/Damage

1. No quick repairs and damage will be turned on for all events except for the All-Star Race.

Qualifying

1. All qualifying will start at 8:20 EST Day of event. Lone Qualifier, 2 Laps (5 min). Qualifying will be set at **SEVERE**.

Start/Restart Format

1. All races will be using rolling starts. At the initial start of race, all drivers will restart double-file and leader must wait until iRacing waves the green flag to start the race. **NO LAYING BACK!!!** The leader will be given a maximum of TWO car lengths between the pace car and his/her car. Once the pace car makes its turn to the pit road, the leader must maintain the pace car speed until restarting the race. Lane changes are not permitted prior to the start-finish line.
2. **GEN4 Series:** Double-File Inside= Single File lead lap cars to outside, lap down cars inside lane. Wave arounds apply. Lucky Dog Rule will apply. Drivers must maintain lanes until start finish line.
3. There will be no EOL given once the field has been gridded for drivers wanting to fall to back. The driver must do so safely under green flag conditions.

Cautions

1. Cautions will be automatic full-course cautions on ovals and corner cautions only for road races. Caution laps will be counted in race lap count. Only cautions will be thrown by iRacing, unless in circumstances where a caution must be extended or if cautions were inadvertently turned off in race setup.
2. If your vehicle is damaged from an incident, ask for an EOL early so it doesn't hold up other drivers from pitting and assessing penalties. ALT+F4 is **NOT** permitted during the race to avoid missing wrecks or causing others to miss you during a wreck. That will be assessed as a P3 penalty.

Lucky Dog

1. Luck Dog will be enabled for all races. Lucky Dog is controlled by iRacing and will not be administered by race control.

Wave Around

1. Wave around will be enabled for all races. Wave arounds are controlled by iRacing and will not be administered by race control.

Incident Limits

1. To promote clean driving, Incident point limits will be set for each oval race at **17X** and **25X** for road courses. If a driver reaches the incident limit, the driver will then be disqualified from the race.

Penalties

P1 – Given to a driver determined by admins for passing below the line on restrictor plate tracks and changing lanes prior to start finish line after a caution. Resulting in a Black Flag which **MUST** be served under green flag conditions.

P2 – Given to a driver determined by admins causing the caution to come out. Resulting in an End of Line (EOL) penalty. This penalty will be assessed with 1 lap to go under caution.

P3 - Given to a driver determined by admins causing a 2nd caution during the race or unsportsmanlike conduct. Resulting in disqualification for event. But may participate in the next event.

P4 – Given to a driver determined by admins for deliberately bringing out a caution, retaliation, or unsportsmanlike conduct, and/or race manipulation. Resulting in disqualification of race and parked for next race. Two P4 infractions in a season will result in being banned from series.

LAG- If a caution is caused by Lag alone no penalty will be assessed to either driver by admins.

Pit Etiquette

1. While in pit road, drivers must stay to the outside lane until pulling into pit box. Drivers are allowed two pit boxes prior entering assigned pit box and two after assigned pit box exiting pit road. If you intend to pit but are alongside another driver at the pit entrance and they are blocking your entrance to the box, it is your responsibility to yield. Cars on the racetrack have right-of-way over cars entering the racetrack from pits.

Race Etiquette

1. A driver battling to stay on lead lap has every right to battle the leader to stay on lead lap but once leader puts you a lap down give way to remaining lead lap cars. If you are a lap down car, make it obvious to lap cars what line you intend to take and maintain line. It's the responsibility of leaders to navigate around lapped cars, it's not lapped cars responsibility to get out of way of lead lap drivers. **KNOW WHOM YOU'RE RACING AND NOT RACING.**
2. If you spin out off the track, try your best not to come back out on track in front of the competition and do all possible to straighten your car out not on the racing surface prior to

getting back up to speed or heading to pit road to avoid bring out a caution. If you spin out and come back on the track, then a caution is waved you may be subject to a P4 penalty (Race Manipulation).

Incident Limits

1. Incident point limits will be set at 17X for ovals and 25X for road courses. If the incident point limit is reached, you will be disqualified by iRacing.

Green/White Checkers

1. There will be 1 green/white checker attempt if needed to complete race under green flag conditions.

Blinking

1. Blinking can impact the races of multiple drivers. As such, a limit will be enforced on blinking. Race Control, or League Administrator(s) may let a driver know that they are blinking as a courtesy. If a driver is blinking, Race Control will warn the driver. If the blinking persists, Race Control will ask the driver to remove themselves from the racing line. If the blinking continues, the driver will be asked to park the car in the pits to give the driver time to fix the issue. If the problem is not resolved, the driver will be asked to park the car for the remainder of the race. Race Control and Admins will consider multiple factors including how close the blinking driver is to other drivers. We are aware that some drivers experience blinking only under caution. Race Control and Admins will take this into consideration. However, we ask that all drivers set their graphics and internet settings in a way to avoid blinking at all costs and under all racing conditions. Recommend all drivers' computers be hard-wired to internet modem and check for computer updates.

Post-Race

1. After the checkered flag, all drivers are required to drive **SAFELY** to their pit boxes. Any post-race incidents can be assessed with a P4 penalty. Do NOT bump, turn, spin, or wreck any other driver postrace. If for any reason iRacing assesses you an incident point after the race it will stand even if it was another driver's fault (No way to change is scoring software).

Administrators

1. Two administrators will be assigned per series and will in no way be associated with any drivers or teams within Rolling Thunder Racing Series. It will be their responsibility to make fair and unbiased calls during all events. They will also be responsible for posting updated standings within an acceptable time after completion of an event.
2. Drivers may come to the admin waiting room post-race to discuss race disputes. The room will be up for 10 min post-race. If at any time the admins are being disrespected, you will be booted from the room. So please have your thoughts together and don't use inappropriate language to discuss your point.

Taxes

All participants will receive tax forms at the end of year if the winnings total more than \$500.00.

Agreement

By participating in Rolling Thunder Racing Series, you agree to follow these rules as well as the iRacing Rules, which govern each race. You also agree to abide by the decisions made by the Series Administrator, Race Control governed by this rulebook. In the event of a conflict between any of the policies, terms of use, codes or rules listed above, the one that is the most protective of the series (as determined by the Series Administrator(s)) shall govern and control.



Payouts

Monthly GEN4 Money Races Payouts (Guaranteed)

1 st Place	\$300.00
2 nd Place	\$150.00
3 rd Place	\$100.00
4 th Place	\$75.00
5 th Place	\$50.00
6 th Place	\$40.00
7 th Place	\$30.00
8 th Place	\$20.00
9 th Place	\$10.00
10 th Place	\$5.00

* Prize Money may increase but never decrease

Weekly GEN4 Payouts (Guaranteed)

1 st Place	\$30.00
2 nd Place	\$20.00
3 rd Place	\$10.00
4 th Place	\$5.00
5 th Place	\$5.00
6 th Place	\$5.00
7 th Place	\$5.00
8 th Place	\$5.00
9 th Place	\$5.00
10 th Place	\$5.00

* Prize Money may increase but never decrease

End of Season GEN4 (Guaranteed)

1 st Place	\$1000.00
2 nd Place	\$500.00
3 rd Place	\$250.00
4 th Place	\$125.00
5 th Place	\$100.00
6 th Place	\$50.00
7 th Place	\$25.00
8 th Place	\$25.00
9 th Place	\$25.00
10 th Place	\$25.00

* Prize Money may increase but never decrease