



2011 BigDawgz Racin' League

www.BigDawgzGaming.com

Official Rulebook



BigDawgz Racin' League

The purpose of these rules are to promote fun and competitive racing that is consistent through the BDRL race season.

RESPECT/ FEEDBACK

Respect the Admins and Race Officials. They don't get paid and do the best they can. If drivers feel a rule is unfair or have a suggestion please post a discussion question in the forum. BDRL is evolving and we appreciate all feedback.

SPORTSMANSHIP

The easiest sportsmanship rule to remember is, "Do unto others as others would do unto you." There will be times when you get upset or frustrated about what happens on the track. If you didn't experience emotions while playing ARCA it would mean the game wasn't fun. However, refrain from using profane language and after stating your displeasure with a situation, let it go.

Push to Talk

To cut down on TeamSpeak problems **we require everyone use Push to Talk.** The Admins or race officials will warn drivers to calm down and/ or to stop arguing. If the driver refuses to comply they will be asked to park their car and immediately leave all BDRL servers for a minimum 24 hour period. The driver is also subject to other sanctions determined by the league Admins and IRB. We have a system in place to handle on track incidents so give it a chance to work. Many times, after watching the replay, drivers have a different take on the situation. If the driver refuses to voluntarily leave the server and all Admins or race officials are still in-game racing, they will bring out a competition caution. During the caution all cars will be required to stop on the track while the Admins or race officials kick the driver from the ARCA server and ban the driver from TeamSpeak.

No Cursing

BigDawgzGaming is a family gaming site. There will be a zero tolerance policy on cursing. With the requirement for Push to Talk there should be no reason to curse on TeamSpeak. If you do you will be asked to park your car and exit TeamSpeak.

CHEATING

Cheating will result in a permanent ban from the BDRL and will be reported to the ARCA community.

REQUIREMENTS

RPM and Driver Profile

All drivers must register through RPM (a link is provided at the home page). **Drivers must use their real first and last name for their RPM account and driver profile in-game. If the two don't match points will not be issued by RPM for each race.** Instructions on how to register can be found on the home page under the ARCA tab.

TeamSpeak 3

Drivers must have TeamSpeak 3 installed and be on our TeamSpeak 3 server for each race. The TeamSpeak 3 server ip address will be emailed weekly with the upcoming race notification. The whisper feature is encouraged among teammates to cut down on public channel chatter.

Internet Connection

High speed internet connection.

Car Files

It is the driver's responsibility to be prepared for each race. The current car pack must be downloaded and installed prior to green flag racing. Drivers who don't have the BDRL car pack installed properly, with all car updates, prior to the "race" session, will have to park their car and take a provisional, if eligible. There are detailed instructions on how to install the BDRL car pack on the home page under the ARCA tab. If you are having difficulties installing the car pack contact Richard Court or one of the Admins to help resolve the problem prior to race day.

CONNECTION ISSUES

Any driver noticed lagging excessively during a sanctioned event will be asked to fall to the back of the field until it clears up. If the lag does not clear up within 10 minutes, the driver will be asked to park their car.

Any driver noticed lagging excessively during practice and still showing lag immediately before qualify will not be allowed to qualify or race. Practice should be a time to fix any connection issues. We recommend restarting your modem, router and computer before every race.

SERIES START TIMES (All times are CST):

07:00 pm - Practice

07:50 pm - Driver's Meeting

08:00 pm - Qualify

08:05 pm – Race

Driver's Meeting

Before every race there will be a mandatory driver's meeting. No driver will be allowed on the track during the meeting.

PROVISIONAL POINTS

Drivers are eligible for 3 provisionals once registered for the current race season.

SUBSTITUTE DRIVERS

Sub drivers are not allowed.

RACE COMPLAINTS

Incident Review Board (IRB)

BDRL will utilize an Incident Review Board to review incidents and determine penalty points. The IRB consists of 3 members. IRB decisions are final.

How to Submit an Incident Review

After each race drivers have up to 48 hours to ask an on-track incident be reviewed. Drivers may submit IRB requests to: reviewboard@bigdawgzgaming.com. The incident report must state the lap the incident occurred, the car(s) involved and the reason why the driver submitted the request. The IRB will post their final decision and may issue penalties ranging from points deductions through driver suspensions.

CLEARING PENALTIES

Race officials do not want to clear penalties if at all possible. ARCA 08 does a good job of issuing correct penalties. BDRL does recognize there are glitches or situations that arise where a cleared penalty would be appropriate. We would suggest asking an official their thoughts on the ARCA 08 penalty reported. There may be other drivers that saw the incident that lead to the penalty and can give their opinion as well. However, all cleared penalties will be reviewed. If a driver requests an

ARCA 08 penalty be cleared and the IRB later determines the requested penalty was removed in error, a sanction will be issued.

QUALIFYING

No talking, typing or quick chats are allowed during qualifying.

CAUTIONS

No Unnecessary Chatter

When a caution flag is thrown it is important that all drivers not involved in the incident remain quiet. The leader may indicate the location of the pace car. The people involved in the incident and Admins need time to determine who is at fault. If you need to speak with teammates use the whisper function on TeamSpeak.

If You Spin Under the Caution

When the yellow flag comes out the field is frozen. If you spin out you need to rejoin the field when it is safe to do so. You are not allowed to pass any vehicles to gain spots back. Any driver attempting to deliberately gain positions after the yellow is out can be reported to the IRB.

Stagger and Stay Low

When the yellow comes out all drivers should gradually slow down and be staggered on the low side of the track. This allows the lucky dog on the top of the track some room to go by the field.

Hitting a Car Under Caution

Any driver who hits another driver during a yellow flag lap after the field is at pace speed will be issued a drive through penalty that will be served under green flag conditions. Additional sanctions can be implemented by the IRB.

Race to the Finish

Drivers may race back to the start/ finish line once the white flag has been dropped on the last lap of the race only.

3 STRIKE RULE

1st Caution

Any driver who is assessed their first caution in a race will be issued a longest line penalty.

2nd Caution

Any driver who is assessed their second caution in a race will be issued a drive through penalty to be served under green flag conditions.

3rd Caution

Any driver who is assessed their third caution in one race will be asked to park for the remainder of the race.

Determining Fault

If there is a disagreement on track regarding who is at fault for a caution it is up to the drivers involved to decide who will take the penalty or leave it up to the IRB. Sanctions will be issued for drivers who deny responsibility in-game and are later found to be at fault. The driver who takes responsibility for the caution needs to clearly call out their name and car number. An admin will verify the driver taking responsibility for the caution.

Purpose of 3 Strike Rule

The purpose of these graduated sanctions are to promote competitive but fun and responsible racing. If you find yourself in a race where you caused two cautions or, week in and week out getting sanctions for aggressive driving, it would be a good idea to slow down and error on the side of caution until you can figure out what is causing the problems.

Lucky Dawg Rule

The Lucky Dawg will be awarded to the 1st driver a lap down. Any driver receiving the Lucky Dawg will need to drive through pit road under caution allowing the vehicles on track to pass. The Lucky Dawg will not be awarded to a driver that causes the caution or with 10 laps or under of racing.

PIT ROAD ENTRANCE

Before entering pit road under green (on turn 3 or 4), drivers must send an auto chat message or voice communication indicating their intention to pit. Auto chat messages are not needed under caution. When on pit road drivers should stay in the far right lane until just before their pit stall. Drivers are responsible to make sure it is safe to move over into their pit stall. Racing on pit road is allowed but blocking is not and is considered unsportsmanlike. Passing on the left on pit road is not advised and can be seen as blocking. Drivers are not allowed to drive through other pit stalls while entering or exiting their own stall. On most tracks, we allow drivers to go through one stall on the way in and one stall on the way out. When exiting their pit stall drivers should move to the right side of pit road as soon as possible. Merge with traffic carefully. At the end of pit road drivers must send an auto chat or voice communication message indicating they are leaving pit road under green. All on track rules about passing and reckless driving apply to pit road as well. Practice pitting prior to the race and know the speed limit as well as where to correctly enter and exit the pits. If you find yourself one lap down or more, you will not be allowed to pit on the first pace lap. Listen to your spotter to tell you when it is okay to pit.

PIT ROAD EXIT

Merge onto the track safely when the spotter tells you to do so. But, be careful. We do not enforce an "exit on the backstretch only rule." Drivers are required to stay low while exiting under green until they get up to speed. Passing cars must also be careful to avoid slower traffic. Use TeamSpeak and auto chat to communicate the safest approach.

TEN LAP RULE

When a caution comes out, causing a restart with 10 or less laps to go, all lapped cars must drive down pit road to allow lead lapped cars ahead of them. Lapped cars should do this on the second caution lap (so, all lead cars that want to pit need to do it on the first lap by or they may be forced to restart behind the lapped cars). This rule is to respect the leaders and let them battle for the win. Lapped cars do not have to actually pit, a drive through is sufficient. Passing will not be permitted on pit road during execution of this rule unless the car in front of you actually makes a stop in their pit box. Everyone needs to be aware, that if the caution comes out with about 13 laps to go the restart will come with 10 laps to go or less. Any driver who fails to follow this rule will have the opportunity to pit the next time by or will be reported to the IRB. If you are unsure of when you should pit, you need to ask an admin on TeamSpeak or type in the game as the yellow comes out. It is always the second lap of caution. The first lap is for lead lap cars only. On some tracks, the lead car one lap down on pit road may be instructed to slow the pit road speed to ensure they are behind all lead lap cars when they get back on the track.

RACE RESTARTS

No Server Restarts

Once the green flag has been displayed there will be absolutely no restarts. If there is an incident prior to the green flag a restart is possible.

Server Issue with 50% of Race Complete

If we have completed more than 50% of a race and we have a server issue we will use the replay to obtain the finish order and the race will be official.

Server Issue with Less Than 50% of Race Complete

If there is a server issue with less than 50% of a race completed the race will be rescheduled or, if all drivers are in agreement, restarted that night.

Restarts After Caution

On race restarts, the leader calls out pace speed and must maintain a consistent speed until the green flag is dropped. Drivers may not lay back and must stay close to the car in front of them. Drivers can only pass on the right side of another driver before the Start/ Finish line.

Green/ White/ Checker Restart

We will have one attempt at a Green/White/Checker finish. Drivers may race back to the start/ finish line once the white flag has been dropped. If a caution flag comes out prior to the white flag, drivers must stop and not pass the start/ finish line. The field will be frozen at the point of the caution and the IRB will determine the running order. The car responsible for the caution will be scored as the last car on the lead lap.

OFF THE PACE/ LAPPED DRIVERS

Drivers that are off the pace for any reason should stay out of the preferred line or racing groove when being approached by faster cars. Preferably, they should stay high and give faster cars the low line. Under caution, any car not on the lead lap should be on the inside line before the green flag drops as their spotter suggests.

PASSING

We expect drivers to race hard, be competitive and want to win. However, it is very important to pass drivers in a safe manner. Drivers must not dive low to pass going into a corner when it is not clear. Sometimes you will have to adjust your line to prevent running into the other driver. There will be many situations where you will have to drive two wide in a turn. Each driver has a right to be there but race carefully. Clean passing requires skill and patience. Practice and learn from mistakes. Just because you see an opening, does not mean it will be open when you get there. **The responsibility for a clean pass is on the shoulders of the driver trying to make the pass.** Responsibility for an incident will typically be assess to the driver making contact with the vehicle they are trying to pass. This is especially true if the passing driver hits the rear area of the car they are trying to pass. The Admins will watch passing and blocking closely and penalize reoccurring issues accordingly.