



Simcar.info is a site dedicated to the sport of on-line simulated auto racing. Our purpose is to bring together drivers to help each other become better on-line racers, and promote the sport of on-line racing.

2008 Winston Cup Museum Chase & Cup Series Rules.

1. Car numbers will be reserved on a first come first serve basis.
2. We may limit the number of participants to 13 - 16 drivers per race depending on connection quality. If we have to limit the number of drivers. The top 10 drivers in the point standings will be allowed to race regardless of their qualifying position. The lowest qualifying car(s) not in the top 10 in points will be asked to sit out the race until we have an acceptable connection quality, at Simcar.info discretion. If you are forced to sit out a race because we need to limit the number of cars you will receive points for that race by your qualifying position down to 7th place. We will reserve 2 additional positions for drivers who have shown up previously and did not qualify for the race. The drivers who have had to sit out the most consecutive number of races will have a higher priority to be included in the additional two spots.
3. Starts and restarts will be double file, the last 10 laps will be single file. When there are less than 10 laps to go in a race restarts will be single file. Drivers not on the lead lap must proceed down pit road. You do not have to stop, just pass through. This will allow cars in front to race each other to the finish. Failure to follow this rule may result in a penalty if you cause a wreck or hinder the advancement of a car on the lead lap. Wrecks under caution may result in a penalty being assessed.
4. The driver on the pole should maintain a constant speed until taking the green flag. Absolutely no one is to lag back to get a running start on the field. No passing a car in the same pace line as you until after turn 1 on road courses, or the exit of turn 2 on oval tracks. If the car in front of you misses a shift or loses it you may pass that car if it is safer to do so, if you cause a wreck you may be penalized. Use your F2 to see if cars around you are a lap down and the distance of other cars around you. With 10 lap or less you may start racing after passing the start/finish line.
5. All Winston Cup Museum Chase Series races will be:
Tuesdays, Qualifying at 6:30pm Pacific Time, the server should be up by 6:00.
30% Length
2x Pit Frequency
Fixed fast setup
Moderate Damage
Cautions on, off at road courses
Weather clear 70, no wind
No Forced View
Driving Aids may be used

All Winston Cup Museum Series races will be:
Wednesdays, Qualifying at 6:30pm Pacific Time, the server should be up by 6:00.
35% Length
2x Pit Frequency
Open setup
Moderate Damage.
Cautions on, off at road courses
Realistic Weather
No Forced View - You may change driving views.
Hardcore Mode - No Driving Aids
6. We will use the NASCAR point system. First place = 175 points, 2nd = 170, less 5 point per spot to 150 for 6th place. 146 for 7th less 4 points for each place through 11th at 130, 12th place will receive 127 points less 3 points for each spot after that. A 5 point bonus for leading a lap and 5 points going to the driver that leads the most laps. Your 12 best races will be scored, no provisional points will be awarded.
7. In the event that the caution comes out you must maintain your position back to the start finish line. You should back off and watch for the leaders slowing. A lapped car may try to get their lap back if close to the leaders and the leader slows to allow it. The leaded is not obligated to slow for lapped cars. Any wrecks cause by a lapped car trying to get a lap back or the leader stopping is subject to a penalty. With 10 or less laps remaining, you may race back to the line.
8. Over driving your car and causing excessive cautions will be subject to penalty. No one will be penalized for simply spinning out, but if it continues or causes problems for others you may receive a warning or penalty. Contact that sends a car spinning is an accident and not a single car spin, however if it is determined that the accident was due to overaggressive driving you may be penalized if you are found at fault. Drivers that spins his/her car out more than two times bringing out a caution in a race will receive a 5 point penalty, plus 5 points for the third spin bringing out a caution. To avoid a penalty slow down or park your car, you must part it after the third caution that you cause. This penalty will apply only after the third spin unless other cars are involved. If any of your spins cause damage to others you may be penalized for over aggressive driving.
9. There will be no blocking with more than 10 laps to go, driving your line is not blocking. If you are racing someone and they get their nose underneath you DO NOT cut them off, hold your line and race them clean! Failure to do so may result in a penalty. Use your mirror and F2 key to see if a car is above or below you. If a car is somewhere alongside you, you must allow this car the line entering the turn.
10. Drivers should use auto-chat messages when entering/exiting the pits. Auto chat messages should be short and to the point so as not to distract other drivers, but to inform them of your intentions. When pitting, drivers should be aware of other cars entering/exiting their pit stalls. Keep your car on the outside lane until you're close enough to enter your pit stall. Wrecking a driver while you are reentering the racing groove after you leave pit road will be subject to penalty for reckless driving.
11. If you see any infractions of these rules you may file a complaint or send us an email so we may watch for questionable driving. Any Admin may file a complaint on any driver who violates any Simcar.info rules. To file a complaint or to ask an Admin to look at questionable driving, save your replay and send it with the type of infraction and the car in violation [here](#). Please send only what is needed DO NOT send the whole race! Save your replays.
12. Penalties: Minor infractions, you will receive a warning. Multiple minor infractions or violating any of these rules may result in losing points for that race. The penalty will be determined by the type and severity of the infraction. You have 24 hours to file a complaint, if you do not file within 24 hours then we may not act on the complaint. Do not complain about another driver while the race is still in progress. Wait until the race is over and check the replay. If you feel the other driver is at fault, send him an email, PM them on the Forum or file a complaint. Most drivers will admit when they make a mistake. Remember that we all make mistakes and have bad nights. You should keep a replay of the race in its entirety. If Simcar.info receives a complaint against you, your replay may show something different and could save you from being assessed a penalty. Most of the time, racing incidents are the direct result of warp. If we only have the replay of the driver who is complaining against you and it appears on the replay that you are at fault, you could suffer a penalty for an incident that was caused by warp. You can delete the replay after 72 hours of the completion of the race. If you haven't been asked for it by then, you probably won't need it. All drivers who have a complaint filed against them will have an opportunity to defend themselves. Simcar.info Admins will handle all complaints without bias or favoritism. Simcar.info will send the driver in question a "Notification of Complaint", which will alert the driver that a complaint has been filed against them. The complaint may originate from another driver notifying the Admin or from an Admins observation. The driver in question will have 48 hours to respond with a replay of the incident and any explanation. The ruling will be passed on to the driver in question, all decisions are final.
13. Our goal is for highest quality racing for all members and maximum enjoyment for all. Rules may change from time to time as needed with approval of the Admins and majority of participants.
14. The review committee (Monitors/Admin) may use any combination of the rules above and the Simcar.info rules to penalize a driver for overaggressive driving or unsportsmanlike conduct.

Please remember that we are here to have fun! So let's race each other clean.