



JAC Racing League Rulebook

Season 1 | TCR - Short Track Championship

The JAC Racing League is a semi-casual league built around good racing and having fun. Our schedule takes us around the world, starting on North America's East Coast and traveling to the West Coast before crossing the ocean into Asia and continuing through Europe. We finish back home on the East Coast, with the season finale under the lights at Sebring.

1 Season and eligibility - There will be one pre-season test followed by seven rounds on short road layouts, beginning at Charlotte Motor Speedway Infield Road Course Long. Drivers must register before 7:45 PM EST to be eligible. Car changes between eligible TCR models ARE PERMITTED between every race.

2 Event format - Session opens at 6:45 PM EST: 60-minute practice, 10-minute open qualifying, 5-minute warmup and one 45-minute race. Rolling starts; no manual restarts or full-course cautions. All races use fixed setups supplied by iRacing, with unlimited fast repairs.

3 Pit stops and repairs – Car max fuel set to 30%. No tire changes will be permitted. Pit stops for repairs are allowed and there are unlimited fast repairs; drivers must rejoin the track safely. Weather and session specific info will be announced before each event.

4 Racing standards - Leave racing room when cars are alongside. No blocking, reactive defensive moves, deliberate contact or retaliation. Rejoin only when safe and yield to approaching traffic. Lapped drivers aren't required to obey yellow flags but if they do; drivers must hold a predictable line and allow for a safe pass. Slow and use caution for local yellows and obey all iRacing flags and penalties. (Nobody can clear these)

5 Incidents and conduct - There is no disqualification for incident limits. A drive-through penalty is issued for every 12 incident points (12x, 24x, 36x and so on).

6 Championship scoring - Only the top 10 score points, based on final position after penalties. Positions 11 and lower score zero. Drivers must complete at least 75% of the winner's laps; disqualified drivers score zero. All eight rounds count. No bonus points. Ties are broken by most wins, then most second places and subsequent finishing positions, then the better finish at the final round.

Place	1	2	3	4	5	6	7	8	9	10
Points	25	18	15	12	10	8	6	4	2	1

7 Stewarding and administration - Penalties may include warnings, added race time, next-race EOL, or disqualification, based on severity and repeat offenses. Clean racing is required through the finish. Driver agreement does not cancel an offense. Rule changes must be announced before they take effect.