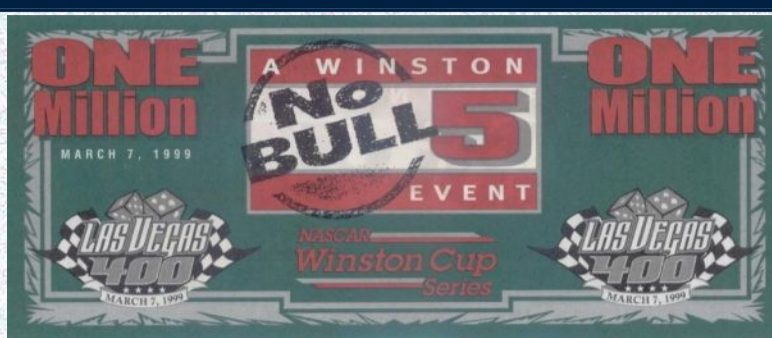




Simcar.info is a site dedicated to the sport of on-line simulated auto racing. Our purpose is to bring together drivers to help each other become better on-line racers, and promote the sport of on-line racing.



Simcar.info 2009 No Bull Cup Series Rules.

This is a six race series using rFactor v1.255 and the NSS v4.0 mod. Races will be held every 7 to 13 days on alternating Saturdays and Sundays (see [Calendar](#)) starting February 22nd at Daytona. The winner of this series will receive the No Bull One Million bill shown above. This bill was use in the pits at the Las Vegas 400, March 7, 1999 to promote the No Bull Las Vegas race.

1. Car numbers will be reserved on a first come first serve basis with drivers currently running having priority. You may use any of the stock 2008 Cup cars. We will not have custom cars for this event.

2. 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 accessed.

3. The driver on the pole must maintain a constant speed until the exit of turn 4, you must remain behind the pace car until taking the green flag. Absolutely no one is to lag back to get a running start on the field. The race start may be delayed if cars are not lined up properly. When we start the pace lap you must be ready to move out. If you are too slow you will be put to the end of the line.

5. All Simcar.info No Bull Series races will be:

Alternating Saturdays and Sundays, see [Calendar](#). Qualifying at 6:30pm Pacific Time, the server should be up all day for anyone that wants to practice but will start by 6:00pm at the latest.

25% Length
2x Pit Frequency
Open Setup
70% Damage
Cautions on
No Forced View
Hardcore Mode - No Driving Aids

6. We will use the NASCAR point system. First place = 180 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.

7. Every race will be scored, if you are unable to make a race you will receive 110 provisional points.

8. In the event that the caution comes out you must maintain your position back to the start finish line, catch up to the pace car. Watch your message window for what to do. The car you are to lineup behind should have an orange pointer with the drivers name. If you don't see the pointer hit your Tab key to toggle them on and off. This mod uses the Lucky Dog for the first driver one lap down. Watch your message window to see what to do. You may not receive the Lucky Dog if you were involved with the caution coming out or if there are less than 10 laps to go.

9. 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 it will count as a spin and 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 their 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 that brings out the caution unless other cars are involved. If any of your spins cause damage to others you may be penalized for over aggressive driving. We will allow a little more leeway at some tracks.

10. 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. You will find that you can drive these cars much closer than with N2k3 and make light contact without sending the other car spinning.

11. 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. Be advised that a pit stop can take about 30 seconds and you car go a lap down under caution at some tracks. Also if you are speeding in the pits or receive a black flag (is indicated by the red/green light in the upper left of the screen) for passing under the caution you will have to serve the black flag in a few laps or you will be booted from the race.

12. 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 (zipped) with the type of infraction and the car in violation [here](#). Please send only what is needed DO NOT try to send the whole race! Save your replays.

13. 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 accessed a penalty. Most of the time, racing incidents are the direct result of warp but not with rFactor, there is little or no 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 something that looked different to you. 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.

14. Our goal is for highest quality racing and maximum enjoyment for all. Rules may be changed from time to time as needed with approval of the Admins and majority of participants.

15. 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.