



# Summer Hotter

JUST GOT

**2020 MODIFIED SEDAN  
eSPORT NATIONALS**

**SUPPLEMENTARY  
REGULATIONS**





Supplementary Regulations apply any time before, during or after a race meeting and are not subject to appeal. Please direct any queries to Speedway Australia in the first instance.

## AMENDMENT OF THESE REGULATIONS

Speedway Australia reserve the right to update, change or amend any of the supplementary regulations at any time and no correspondence will be entered into.

## CONTACTS AND CALENDAR

### 1 2020 MODIFIED SEDANS eSPORT CONTACTS

Speedway Australia	Head Office	08 8139 0777	9am – 5pm weekdays, SA time
Race Director	Clint Smith	0452 531 804	CShostedevents@hotmail.com
Race Secretary	Adam Brook	0429 333 528	adam@speedwayaustralia.net.au

### 2 2020 MODIFIED SEDANS eSPORT CALENDAR

<b>Qualifying Night 1 -</b>	Friday 3rd April	7:00pm AEDT	60 Drivers
	Friday 3rd April	9:30pm AEDT (approx.)	60 Drivers
<b>Qualifying Night 2 -</b>	Saturday 4th April	7:00pm AEDT	60 Drivers
	Saturday 4th April	9:30pm AEDT (approx.)	60 Drivers
<b>Finals Night -</b>	Sunday 5th April	7:00pm AEST	60 Drivers

## VEHICLE SELECTION

The only eligible vehicle will be the iRacing Dirt Street Stock. Vehicle setup is free.

## VENUE AND TRACK CONDITIONS

This event will be hosted using the Dirt Track at Charlotte. Weather settings will not be made available to competitors prior to the event.

With special thanks to





## GENERAL SERIES INFORMATION

### 3. Event Nominations:

- (a) Drivers who wish to participate in eSports Nationals will be required to complete the online Nomination form available by [clicking here](#) and pay a \$15 AUD nomination fee.
- (b) All drivers must be nominated and have paid the required fee no later than 11:59pm March 31, 2020. Late nominations can be accepted at Speedway Australia's discretion, with Clause 4(b) to apply.
- (c) The Speedway Australia officials reserve the right to determine the eligibility of any competitor and accept or reject any nomination.

### 4. Event Night Selection

- (a) Heat race grids will be allocated once nominations close, after which drivers will be allocated to a Qualifying Night server at random. Notification of servers and event times will be forwarded via email.
- (b) Late nominations may result in drivers starting rear of field for each of their allocated heat races.
- (c) If less than 120 nominations are received, Qualifying will be reduced to one night (Saturday)

### 5. Reserved Competition Numbers

Competition numbers will not be reserved, with custom numbers permissible in game.

### 6. iRacing Licence

All drivers must hold a minimum of a D Class licence for iRacing.

### 7. Speedway Australia Rulebook

eSports National Title events will be run to the Speedway Australia Racing Rules & Regulations, in conjunction with these supplementary regulations, with the exemption of the Speedway Australia Drug and Alcohol Policy, Apparel and Licencing Requirements.

### 8. Server Chat Channel

The iRacing Server Voice Chat Channel is to only be used by Race Control. Drivers are not permitted to talk over this channel. Anyone other than Race Control found to be using the Server Chat Channel, whether that is to talk to other drivers or to disagree with a Race Control Decision, may face a penalty at the discretion of the Chief Steward.

### 9. Series Decals

- (a) All cars must display the supplied official decals of major Speedway Sedans Australia sponsors to be eligible for contingency prizes.
- (b) To be eligible for any contingency awards or points fund, all contingency decals will be displayed by the relevant broadcaster as pictured (right), on the forward edge of the roof line.



## GENERAL SERIES INFORMATION

### 10. **Speeding Under Yellow**

- (a) Once started, drivers are not permitted to break traction (wheel spin) or speed whilst the yellow light is on or until the Chief Steward directs the drivers via the Server Channel to form up for a race start
- (b) Any driver breaking traction or speeding while under rolling laps or yellow lights prior to being informed by the stewards with the one-way communication through the server channel may be issued with a penalty at the discretion of the Chief Steward.

### 11. **Race Control Call Keys**

All drivers must adhere to instructions from the Chief Steward via the server channel. These will include, but will not be limited to; -

- (a) DRIVER 'X' TO ENTER TRACK – Driver is to enter track, not exceeding 60km/h.
- (b) GREEN FLAG – Vehicles are to go racing.
- (c) YELLOW FLAG – Vehicles are to slow to 60kph in a safe manner.
- (d) GREEN NEXT LAP – Racing will resume next lap.
- (e) WHITE FLAG – Last lap of the race.
- (f) CHEQUERED FLAG – Completion of the race
- (g) DRIVER TO REAR OF FIELD – Vehicle must fall to back of field by moving out of formation and allowing all cars to pass.

### 12. **Drivers Meeting**

All drivers must be present in the relevant server for compulsory drivers meeting at the scheduled start time. An infraction of this this rule will result in a 25-point penalty.

### 13. **Promotional Requirements**

Drivers competing in eSport National Titles may be required to be involved in promotional activities, including but not limited to, Grand Parade or Flag Ceremonies. Once notified of this requirement, failure to complete these responsibilities will incur a 25-point penalty.

### 14. **Track Access**

No driver is permitted on the track unless called for by the Race Director or the Chief Steward.

### 15. **Pit Road / Infield**

Pit Road is closed once cars have entered the track. This extends to all races and hot lap sessions. Drivers involved in an incident requiring a tow back to the pits, or any driver who drives into the pits, is not permitted to re-enter the race.

### 16. **Formats**

Begin on next page



## **EVENT FORMAT**

### **1. Qualifying Night**

- (a) Each driver will take part in 3 x Heat Races on their respective Qualifying Night.
- (b) Heat races will be conducted over a race distance of 10 laps.
- (c) If a driver sustains damage and doesn't receive the chequered flag, drop out points will be awarded based on his position at the time of withdrawing from the heat race.
- (d) The Top-15 Drivers on points from each Qualifying server will transfer to the Final Night of competition.
- (e) In the event of a points tie, the highest finishing position(s) will form the tie breaker.
- (f) Heat race points will be awarded as follows; -

1 <sup>st</sup>	36 Points
2 <sup>nd</sup>	28 Points
3 <sup>rd</sup>	23 Points
4 <sup>th</sup>	17 Points
5 <sup>th</sup>	13 Points
6 <sup>th</sup>	10 Points
7 <sup>th</sup>	8 Points
8 <sup>th</sup>	6 Points
9 <sup>th</sup>	5 Points
10 <sup>th</sup>	4 Points
11 <sup>th</sup>	3 Points
12 <sup>th</sup>	2 Points
13 <sup>th</sup>	1 Point

### **2. Finals Night**

Subject to total competitor numbers, Finals Night will use the relevant format below.

#### **(a) 1-60 ENTRIES**

- (i) Each driver will take part in 3 x Heat Races as per Qualifying Night Rules.
- (ii) Top 16 drivers on total points will qualify directly to the 40 lap A Main.
- (iii) 2 x 15 lap B Mains (odds and evens positions 17 to 60) with the top 4 to transfer from either B Main to A Main (B mains odds top 4 to positions 17, 19, 21, 23 and B Main evens top 4 to positions 18, 20, 22, 24 of the A Main).

#### **(b) 60+ ENTRIES**

- (i) The top 15 in points from each Qualifying Server will transfer to Finals Night.
- (ii) Each driver will take part in 1 x Heat Races as per Qualifying Night Rules.
- (iii) Top 16 drivers on total points will qualify directly to the 40 lap A Main.
- (iv) 2 x 15 lap B Mains (odds and evens positions 17 to 60) with the top 4 to transfer from either B Main to A Main (B mains odds top 4 to positions 17, 19, 21, 23 and B Main evens top 4 to positions 18, 20, 22, 24 of the A Main).