

Next Level Nascar Series - Rulebook

For more information on the Next Level Nascar Series, [Click Here](#)

1. Introduction

Welcome to the Next Level E-Series races.

1.0 Entry Fee is €20,- paid via Paypal. (remember we are not a company, so don't choose the company option while paying in Paypal or else we will receive only €16,-)

1.1. Series Administration: It is our objective to create a friendly atmosphere with great racing, as well as to continue to grow the presence of these races and Next Level E-Series, and we hope for every competitor to have the same objective. By recognizing and addressing issues, being intuitive, conscious, and versatile in solutions to keep the series the best it can be, we can achieve this.

1.1.1. Staff Decisions: Through any issues, misconduct, problems, etc. the Series Staff will converse, have meetings and discussions, with applicable competitors if necessary, and work to come to the best conclusion and resolution possible in a timely manner. Once any decision has been made, it is final.

2. Series Conduct and Issues

2.1. Code of Conduct: Every driver MUST read and understand the code of conduct below. A brief list of basic rules every competitor must follow to ensure an enjoyable experience for everyone.

2.1.1. Conduct Rules: These are the basic rules of conduct the Next Level E-Series staff and competitors expect everyone to follow.

2.1.1a: No racial or prejudice comments of any sort towards another competitor at any time. Your race chat, Discord or social media privileges will be revoked.

2.1.1b: No taunting, insulting, or abusive actions, personal or otherwise towards another competitor at any time.

2.1.1c: Keep language and actions professional in the race. Tempers flare and we understand competitive feelings can cloud judgment at times. But a level of maturity is expected of every driver and penalties will be issued if needed.

2.1.1d: Be mature and respectful of everyone on and off the track. It's simple.



2.1.1e: The Next Level E-Series staff will step in at any time to discuss a competitor's conduct and respond to it reasonably.

2.1.2. Actions Detrimental: To Next Level E-Series, the Staff, and/or its competitors will not be tolerated. Any actions that are deemed to be with anger, malice, or spite towards any aspect, especially a competitor of the series, will be met with punishment quickly.

2.1.3. All drivers are responsible for their own comments/actions. Whether it's on Facebook, a league broadcast, the race server, other social media/forums. Disparaging comments of any kind towards another driver, a series official, or the series as a whole will not be tolerated and will result in penalties, up to and including removal from the series.

2.1.4. As a member of the races, you represent Next Level E-Series. Any member who expresses displeasure towards the series in a derogatory manner will be subject to a penalty, or suspension/removal from the series. Any issues should be discussed directly with a series administrator so that they can be resolved.

2.1.5. If you have an issue (positive or negative) with another driver, administrator, the series or a call or decision, please feel free to contact an admin(s) via iRacing, Discord or contact@nextleveseries.com.

2.2. Series Issues: Nothing is perfect, although perfection can be strived for. Next Level E-Series continues to work with that ideology. Issues will arise and our goal is to swiftly and properly resolve them. Whether they be a disagreement between drivers where the admins must step in to keep the situation under control, or it is a mishap with race procedures, or anything in between that holds the series back or keeps it from running smooth and enjoyable for everyone.

2.2.1. Staff Decision: When any issue arises in the series, the Staff will discuss the problem at length and come to a resolution. Once this resolution is met, it is final and will be implemented to fix the issue.

2.2.2. Reporting Issues: If you notice an issue in the races or with a driver and would like to bring it up or discuss it, you can file a protest or message an admin via email, iRacing, or through our Discord channel, and we will look into it. A meeting will be held with the Staff and yourself, as well as anyone else seeing the same issue, and a resolution will be made.

3. Series Registration



3.1. Series Registration: Drivers are to sign up for the races through <https://www.nextleveleseries.com/nles-nascar-cup>

3.2. Number Selection: Your car number identifies you on a racetrack. When you register for the races we ask that you include your requested car number. Numbers are allocated on a first come, first served basis, and if your preferred number is not available, you will be contacted for a secondary choice.

3.2.1. Using Your Number: It is required that in every race, you register with your car number. On signup to the league we will set your car number. If you want to change number, you must request a change at least 24 hours before the next race.

3.2.2. Number Choice is Final: After the first points race of the season, your car number is locked in for the entire season and you can not change it.

3.2.3. Car Numbers: Must be a number between 00-09 and 1-999.

4. Race Procedures

4.1. Race Specifics: We have determined what we feel is the best (and most fair) solution for race length, weather, start times and more.

4.1.1. Start Times: All times are reported in CET and CEST and adjusted for daylight savings.

- Driver Briefing In Discord 21.00 hrs
- Practice 20.00-21.00 hrs
- Race 1 21.15/ Race 2 21.35 +-

4.1.2. Fixed Setup: We have decided to use fixed setups. These will be provided by the series and ONLY available to competitors two weeks prior to each race.

4.1.2.a. Tyre Sets: Heat Races 0 extra tyre sets and Main Race 2 extra tyre sets.

4.1.3. Race Length: Our race lengths are circa 10 miles for the heat races and circa 60 miles for the feature race.

4.1.4. Default Weather: Next Level E-Series has decided to utilize the "default" weather option with dynamic skies.

4.1.5. All drivers will have one fast repair available to them per race.



4.1.6. Automatic cautions will be in place on ovals, with manual cautions thrown by race control on road courses.

4.2. Practice: Final practice for the race will be open from 7:45pm to 8:00pm. It is open to all race competitors. We ask that you keep communication in race chat to a minimum. As well, use caution during practice as other drivers are trying to run laps. There are no rules, per say, penalties or requirements during practice. Just be respectful of any other drivers, especially whilst exiting/re-joining the track.

4.4. Race: Gridding will start immediately after briefing at 21.15 CET or CEST. You will have 2 minutes to grid. You are not required to grid if you would prefer to start from the pits.

4.5. Race Chat: Please keep talk in the race room to a minimum and related to the race only so drivers can communicate what is going on and if there are any issues on the track.

4.6. Equipment: We require that you have a working microphone (or at least the ability to hear and acknowledge messages from race control) and steering wheel for each race. We need to be able to communicate with you easily. We also don't allow any drivers using gamepads, keyboards, mouses, touchscreens, etc. to race with as they are very unpredictable and much harder to race with and race around someone using them.

4.8. End of Line: No EOL's will be given at the start of any race. The position u finish in the heat race will be your position in the feature race. If you choose to not run a lap in the heat race, you will already be close to the back of the field. If you still want to drop to the back, just drop to the apron and let the field go by AFTER you pass the start finish line or you may also elect to start from the pits.

5. Green Flag Conditions

5.1. Start/Restarts: The leader will bring the field to the green flag at pace speed and must hold a reasonable distance behind the pace car of 1-1.5 car lengths. Once the pace car makes its turn off the track, the leader has control of the field and may accelerate at any time between then and the green light.

5.1.1. Start/Restart Etiquette: Your speed at the time the leader goes must be no more than 5 mph over the leaders speed. You are not allowed to beat the leader to the s/f line. You may pass to the outside of the cars in front of you after the green light has come out. You are NOT allowed to pass the inside before the s/f line. These are primarily in line with iRacing's start/restart rules and any black flags given on a restart will NOT be cleared. If a large checkup or wreck happens on a restart and causes a driver to get a black flag as a result of avoidance, it may be cleared after a Staff decision. Do not break out of your line or



go below the white/yellow line on a restart before reaching the start/finish line unless it is to avoid causing a wreck. any driver who does not follow this rule will receive a green flag pass through penalty.

5.1.2. Double File: Restarts will be double file with the lapped cars in the back. The leader has lane choice and must announce their decision when we get one to go. If there is a caution thrown on the FIRST green flag lap after a restart, then the following restart will be single file.

5.2. Pitting Under Green: If you decide to pit under green flag conditions, we ask that you make any drivers around you aware that you will be pitting when you are on the backstretch prior to entering pit road.

5.2.1. Exiting Pits: When exiting the pits under green flag, you must yield to cars on the track. DO NOT cross the pit exit blend line on road courses, and do not merge on ovals until you pass the blend line/blue cone. You will have to make a pass through penalty if you do not follow this.

5.3. Minimum Speed: You must maintain a reasonable speed on the racetrack to avoid being in the way or a danger to the other competitors. If we feel you are running too slow or are in the way of the other drivers, we will ask you to pull off the track and get more damage fixed. If you have all your damage fixed, and you are still not running at a reasonable speed, we will ask you to retire from the race. If you refuse to pull off, you will be disqualified and could be penalized the laps you gained while you were on the track with the damaged vehicle.

5.4. Race Manipulation/Cheating: Cheating will not be tolerated. Some examples of cheating include, but are not limited to, intentionally self spinning to bring out a caution, getting up to full speed (or close to full speed) on a start/restart to attempt to blow by the field, escaping (alt-f4) to avoid wrecking or bringing out a caution or second caution etc; especially if you then attempt to re-join the race. Every situation can be different and will be reviewed.

5.5. On an oval, If you are forced onto the apron or below the racing surface during green flag conditions DO NOT force yourself back onto the track. Stay on the apron and fall back in line when it is safe to do so.

5.6. There shall be NO PASSING below the yellow line at Daytona unless you are forced down. You will be issued a pass through penalty if you advance your position by passing below the line at any time during the race. If you advance your position by going below the yellow line on the last lap(unless you are forced down), the replay will be reviewed after the race and you will be given a 15 point penalty.

5.7. Bump drafting is allowed at Daytona, but please use your head, if you are too aggressive and/or cannot cleanly lock on to another car, you will be held responsible for any



incidents. If you are the second car in line, you are allowed to lock on to the car in front, if you are further down in the pack please breathe out the throttle if you get a big run, as your momentum will be more effective to move your lane forward by keeping stable and close, without unsettling the cars around you.

5.8. On a road course, track limits will be assessed by iRacing. If you receive an 'off track 1x' during qualifying, your lap will be invalidated. Further off tracks in the race will contribute to your incident point total, and could result in a penalty should you accumulate too many.

5.9. Race control will not cancel any track limits related penalties.

5.10. At the end of the race, please continue at reduced speed for a full lap back to the pitlane, the winner is able to go to the front straight and perform some burnouts/donuts.

6. Cautions

6.1. Caution Etiquette: While pacing and on restarts, you must be in your proper position going the mandated pace speed and holding a 2 car length gap back from the car in front of you. Keep the field bunched to avoid incidents with people trying to catch up.

6.1.1. Doubling Up: Once we get the one to go signal, we will go double file for the restart. At this point, you are allowed to safely pull into your assigned lane and up to the car lined up in front of you.

6.1.2. Wrecking Under Caution: There should be absolutely no wrecking or messing around under caution. If you make contact with another car under caution and it's a 0x incident, you may have to serve a stop and go penalty. If you spin a car out under caution, you will serve a one-lap penalty.

6.1.3. Intentional Wrecking: If you intentionally wreck another car under caution, you WILL be penalised.

6.2. Lucky Dog: The lucky dog will go to the highest running car not on the lead lap. It is awarded to the driver in the highest position at least 1-lap down after a caution is waved. iRacing's system will handle who is awarded the lucky dog.

6.2.1. Involved in Accident: If you are involved in the accident, you will not receive the lucky dog and it will be awarded to the next running lapped down car. This is how iRacing's system works when awarding the free pass.



6.2.2. Pass High: The lucky dog recipient must pass anyone in front of them on the high side when going around the field. The field must stay low and be aware of the lucky dog car passing. Any car making contact or impeding the progress of the lucky dog car will be penalised

6.3. Wave Around: Any car laps down is allowed to elect to not pit under a caution period, pull up to the pace car when all lead lap cars pit, and as long as there are no lead lap cars in between them and the pace car, will be able to take the wave around at one to go.

6.4. Causing Cautions: If you are a consistent cause of cautions in a race, you may be required to park your car for the remainder of the race. We ask that drivers take fault, if they feel it is their own fault, when an accident happens in the race. Otherwise an admin who sees the wreck will determine who was at fault. If it's too close to call during the race you could still lose position after the race in the post race review of the replay or if you don't own up to a caution you may have clearly caused.

6.5. All drivers that are involved in the cause of a caution will be penalised on a 'three strikes' basis:

Strike 1 - End of Line Penalty

Strike 2 - 1 Lap Penalty

Strike 3 - Disqualification

6.6. Pitting: When coming down pit road under a caution period, all drivers must hold a reasonable line on the right side of pit road, until they are within a reasonable 1 to 5 car lengths of their pit stall. There are dashed lines on the pit road at most tracks, we asked that you use those as a guide and stay to the right of them. Any driver who rides through the pit stalls/ghosted cars will be given a one lap penalty.

6.6.1. Stay Single File: When coming down pit road under a caution period, stay single file and behind the car in front of you. Running 'off-centre' to the car in front of you to help avoid running into the back of them in case of a big check up is allowed. But, once you are past the pit entrance line, marked by the yellow cones, ease back into line behind the car in front of you that you are scored behind.

6.7. Don't Pass the Leader: Under caution, no driver should pass the leader for any reason. These reasons may include, to falsely get a lap led, go ahead to get on pit road, and so on.

6.7.1. No Advancing Position: Under caution, there will be no advancing to the front or back of the field for any reason, which includes primarily to show displeasure to another driver, but to also gain position or time to get on pit road, cause a driver to get a black flag, etc. Stay in your position. If this happens, you will receive a one lap penalty.



7. Black Flags

7.1. Black Flags: All iRacing given black flags will be upheld unless race control says otherwise. Staff get final call on all black flags given.

7.1.1. Clearing Black Flags: If you feel you were wrongly given a black flag, or according to any of our rules, you should not have received one, then tell an admin your situation and we will clear it.

7.1.2. Cleared Black Flags: Any black flags cleared by race control during a race will be subject to a mandatory post race review. If during the post race review, there is evidence that someone lied about a black flag or Incident or mistakenly asked for it to be cleared, the black flag will be reinstated and they will lose a lap on the official results.

7.1.3. Black Flags for Avoiding a Wreck: If you're attempting to avoid a wreck, or you spin down pit road, and are NOT the cause of the accident/incident, any black flags given to you from this will be cleared. Just ask an admin to clear them.

8. Points System

8.1. Finishing Position: Points awarded for your finishing position in each race.

Heat race points :

Fastest Lap : 1 extra point

Lead a Lap : 1 extra point

Fastest Lap : 1 extra point

P1 - 10
P2 - 9
P3 - 8
P4 - 7
P5 - 6
P6 - 5
P7 - 4
P8 - 3
P9 - 2
P10 - 1





Feature race points :

Lead a Lap : 1 extra point

Lead the most Laps : 1 extra point

Fastest Lap : 1 extra point

P1 – 43	P23 – 21
P2 – 42	P24 – 20
P3 – 41	P25 – 19
P4 – 40	P26 – 18
P5 – 39	P27 – 17
P6 – 38	P28 – 16
P7 – 37	P29 – 15
P8 – 36	P30 – 14
P9 – 35	P31 – 13
P10 – 34	P32 – 12
P11 – 33	P33 – 11
P12 – 32	P34 – 10
P13 – 31	P35 – 9
P14 – 30	P36 – 8
P15 – 29	P37 – 7
P16 – 28	P38 – 6
P17 – 27	P39 – 5
P18 – 26	P40 – 4
P19 – 25	P41 – 3
P20 – 24	P42 – 2
P21 – 23	P43 – 1
P22 – 22	

8.3. Drop Round: We will discount each driver's worst score from their final points total.

9. Prizes



9.1. Championship Winnings: The top 3 in the series will receive a season ending payout. All eligible competitors will be contacted and payouts will be sent within 28 days of season end.

10. 'Boys Have At It' Policy

We maintain a NASCAR-like 'Boys Have At It' policy here. The Next level -Series staff does not like to step into situations between drivers unless need be.

The Main Point: Race drivers the way you want to be raced. (NO INTENTIONALLY WRECKING YOUR FELLOW DRIVERS)

A few bullet points on this topic:

- Drivers CANNOT be wrecking, hitting, or anything of the sort under a caution period.
- Race control will follow these situations when they appear to become a constant between a set of drivers. If, at any point, we feel that the differences between the drivers is affecting the racing and other drivers, we will be forced to step in.
- At first, a meeting between the drivers involved will be held. Asking for each driver to move on. If problems persist beyond there, penalties will be levied.
- We understand that with 20 to 40 drivers in any given race, tempers are likely to flare and not everyone is going to like everyone else. That being said, we do keep track of drivers habits and if we feel something needs to be done, then we will deal with said driver.
- If a driver is a constant nuisance and is bringing out cautions on a regular basis, that will be handled accordingly.
- There is no set point in which the Next Level E-Series staff might step into a situation, because we try to let it take its course and only step in once it's an issue to the overall race. However, beyond the point in which we do step in, every incident involving the same drivers will be analyzed and penalized where need be.

(For an example of all this, see the Kyle Busch & Kevin Harvick rivalry from 2010 to 2011 and how NASCAR handled their situation.)

Next Level E-Series reserves the right to reject or remove any driver that proves to be a nuisance or problem during the races at any point in time.

11. Appeals and Issues:



11.1 Any penalty can be appealed by contacting race control.

or

11.1.1. Send a Message: Any appeal to an admin decision or a series issue should be sent to an admin via message on iRacing or email, and in turn will be forwarded to the rest of the admins for consideration.

* All appeals should be submitted ASAP (within 3 days of violation/penalty/infraction/warning) with a replay file of the alleged incident.

12. Protests - To submit a protest, question or concern regarding an Next Level E-Series race or driver, please do so in the same manner.

14. Connectivity Issues

14.1. Your connection to the server is not controlled or maintained by the Next Level E-Series. If you experience connection issues during any event there is nothing we can do to help you. If you are disconnected you may re-enter the server. however, no wave arounds will be given.

14.2. If your car is blinking and the issue isn't corrected in a timely manner, you will be asked to drop to the back of the field until the issue is corrected. if the issue continues and it causes an accident during the race session, you will be asked to park your car in the pits. you will not be penalized for having to park it.

14.3. If you have to park your car due to connection issues, you will earn points for the position you are scored in at the conclusion of the race.

