

UNITED RACING LEAGUE

ARCA SERIES — SEASON 2

OFFICIAL RULEBOOK

Updated September 20, 2026

SECTION 1 — LEAGUE INFORMATION

1.1 League Information

- League: United Racing League
- Series: ARCA Series
- League ID: 14617
- Drivers must search for the league and apply to participate.
- All drivers are expected to know, understand, and follow this rulebook.

1.2 Driver Eligibility

- Drivers must have an iRating of 5,000 or below to participate.
- Professional drivers are not permitted.
- League administration reserves the right to determine professional-level status.
- Drivers must be 18 years of age or older, unless an exception is approved by administration.
- A steering wheel and pedals are mandatory.
- Joysticks and controllers are not permitted.

1.3 Driver Numbers

- Duplicate numbers are not allowed.
- Numbers are assigned first-come, first-served.
- Drivers must provide their requested number when signing up.
- If no number is selected, administration may assign one.
- Drivers must use their assigned number.
- Incorrect numbers may require the driver to leave the session to correct the issue.

1.4 League Administration

- Administration has discretion regarding penalties, chat restrictions, and disciplinary actions.
- Drivers may be removed for serious or repeated violations.
- No new drivers may join once the Chase begins.

1.5 Session Information

- Every Friday night from November 6, 2026 through April 2, 2027.
- Practice: 7:45 PM EST
- Qualifying: 8:50 PM EST
- Green Flag: 9:00 PM EST
- All races follow these times unless otherwise announced by league administration.

SECTION 2 — DRIVER CONDUCT

2.1 General Conduct

- Drivers must treat drivers, administrators, broadcasters, and league personnel with respect.
- No disrespectful, insulting, or harassing behavior.
- Penalties or disqualification may be issued for inappropriate conduct.
- There is no official team championship or team prize.

2.2 Microphones & Chat

- A working microphone is required.
- Voice/chat must remain available for race-control communications.
- Drivers must follow race-control instructions.
- All drivers must follow the iRacing Sporting Code.

2.3 Race Manipulation

- Intentional race manipulation is prohibited, including intentional wrecking, intentional spins to manipulate the race, deliberate cautions, or other attempts to manipulate a race result.
- First occurrence: Immediate DQ and 2-race suspension.
- Second occurrence: Removal from the league.

SECTION 3 — RACE FORMAT

3.1 Race Distance

- Races will generally be approximately 200 miles on tracks over one mile.
- Tracks one mile or shorter will generally use 200 laps.

3.2 Race Settings

- 110% horsepower
- 100% fuel
- 3 total sets of tires
- No Fast Repairs
- 3 Green-White-Checkered attempts

3.3 Competition Caution

- Tracks over one mile: Lap 30.
- Tracks one mile or shorter: Lap 40.
- A caution within 10 laps of the scheduled competition caution may be treated as the competition caution.

SECTION 4 — POINTS SYSTEM

4.1 Race Points

- 1st — 50 points
- 2nd — 45 points
- 3rd — 44 points
- 4th — 43 points
- 5th — 42 points
- 6th+ — Continue downward by one point per position

4.2 Bonus Points

- Pole Winner: +1
- Lead at least one lap: +1
- Lead most laps: +1

- Fastest Lap: +1

4.3 Halfway Leader

- If there are 24 or more drivers in the race, the driver leading at the designated halfway point receives +2 championship points and a \$10 halfway leader reward.
- If there are fewer than 24 drivers, the halfway leader receives no bonus points and no \$10 reward.
- The \$10 reward is separate from the normal race payout.

SECTION 5 — IN-SEASON TOURNAMENT

Weeks 7–10

- Weeks 7–10 are the In-Season Tournament.
- There is NO separate tournament championship.
- There is NO separate tournament champion.
- The purpose is to provide an opportunity to earn additional Chase Points.

Tournament Bonus

- Any driver who wins a race during Weeks 7–10 receives +5 Chase Points.
- Drivers can earn the bonus multiple times.
- 1 win = +5; 2 wins = +10; 3 wins = +15; 4 wins = +20.
- If a driver wins a tournament race but fails to qualify for the Chase, those bonus points are voided.

SECTION 6 — THE CHASE

6.1 Regular Season

- The regular season consists of 14 races.
- The Top 16 in regular-season points advance to the Chase.
- The regular-season champion receives +10 points to begin the Chase.

6.2 Chase Starting Points

- Regular-season Champion — 2,000
- 2nd — 1,990
- 3rd — 1,987
- 4th — 1,984
- Continue downward by 3 points per position.
- In-Season Tournament bonus points are added to the driver's Chase starting total.

6.3 Chase Format

- The Chase consists of 6 races.
- The Top 16 compete for the championship.
- The driver with the most total points at the conclusion of the Chase wins the championship.

6.4 Tiebreakers

1. Highest average finish during the Chase.
2. Highest finishing position in the final Chase race.

SECTION 7 — RACING PROCEDURES

7.1 Qualifying

- Qualifying will consist of 2 laps this season.

- Every driver is expected to make a qualifying attempt.
- No EOL unless it is the result of a prior penalty.
- Going below the yellow line during superspeedway qualifying is permitted.
- If a driver receives an EOL during a race, that driver will not be permitted to qualify for the next race or the driver's next league appearance, whichever comes first.

7.2 Starts & Restarts

- Initial start is on the green flag.
- No lane changing on the initial start or restart until the start/finish line.
- Subsequent restarts begin when the leader reaches the restart zone.

7.3 Cautions

- iRacing will generally control cautions.
- Administration may call a caution for road-course blockages or unusual circumstances.
- Drivers are responsible for maintaining control under caution.
- Drivers must maintain proper distance from the pace car and other competitors.
- Improper conduct under caution may result in a penalty.

7.4 Yellow-Line Rule

- On superspeedways, passing below the yellow line is prohibited during the race.
- 1st offense: EOL; 2nd offense: Drive-through; 3rd offense: DQ.
- Below the yellow line during qualifying is permitted.

7.5 Choose Cone

- There will be NO Choose Cone this season.
- Drivers will restart in the lane assigned by iRacing.
- Drivers may not choose their preferred lane following a caution or restart.

SECTION 8 — PENALTIES

8.1 Causing a Caution

- If a driver is determined to be 100% at fault: 1st EOL; 2nd Drive-through; 3rd DQ.

8.2 X Penalty System

- 20X: Drive-through
- 25X: Second drive-through
- 30X: DQ

8.3 ARCA Braking

- Blatant ARCA braking is prohibited.
- 1st occurrence: EOL.
- 2nd occurrence in same race: Pit road + 2-lap hold.
- Penalty begins after the restart on the first lap.
- Leaving pit road before release results in DQ.

8.4 EOL Qualifying Restriction

- Any driver who receives an EOL during a race will not be allowed to qualify for the next race or the driver's next appearance.
- The restriction applies regardless of the reason the EOL was issued, unless league administration formally clears or changes the penalty.

8.5 EOL Season Accumulation

- An EOL is recorded toward the driver's season EOL total whenever an EOL penalty is officially issued.
- If a driver receives 8 EOLs during a season, the driver will receive a 2-race suspension.
- The 2-race suspension applies immediately after the eighth EOL is confirmed by league administration.
- League administration will maintain the official EOL count.

8.6 Penalties That May Be Cleared

- Pit-road speeding necessary to avoid an accident.
- Passing under yellow when caused by another driver failing to catch the field or properly line up.
- All other penalties must be served.

SECTION 9 — PIT ROAD PROCEDURES

9.1 Pit Road

- Enter pit road in the furthest outside lane until no more than two boxes from the pit stall.
- Drivers may not drive more than one box ahead of their assigned pit stall.
- Drivers must maintain control and follow proper pit-road procedures.

SECTION 10 — CONNECTION ISSUES

10.1 Connection Procedures

- Drivers experiencing connection or blinking issues may be asked to leave the session.
- After a first connection incident, race control may monitor the driver for 3 laps.
- If the issue does not clear, the driver may be asked to pit until the connection is stable.
- These procedures are for the safety of the entire field.

SECTION 11 — RACE RESULTS

11.1 Official Results

- Results immediately following the race are UNOFFICIAL.
- Results become official after administrative review.
- Incidents may be reviewed before official points are released.
- Administration may adjust finishing positions, penalties, and points when warranted.

SECTION 12 — PAYMENTS & PAYOUTS

12.1 Entry Fees

- Weekly entry fees must be paid before entering the race session.
- Weekly fees are due by midnight Thursday.

12.2 Weekly Payouts

- After the broadcast fee is deducted, 90% of the remaining funds go toward the weekly payout and 10% goes toward the championship fund.
- Example: 30 entries × \$10 = \$300; \$300 – \$50 broadcast = \$250; 10% championship fund = \$25; weekly payout = \$225.

12.3 Paid Positions

- Under 40 entries: Top 5 paid.
- 40+ entries: Top 7 paid.

12.4 Top 5 Payout Percentages

- 1st — 30%

- 2nd — 25%
- 3rd — 20%
- 4th — 15%
- 5th — 10%

SECTION 13 — POST-RACE INTERVIEWS

13.1 Interviews

- The Top 3 finishers are expected to participate in post-race interviews.
- Failure to participate without an approved reason may result in forfeiture of 50% of the driver's race prize money.

SECTION 14 — FINAL AUTHORITY

14.1 Administration Authority

- United Racing League administration reserves the right to review race incidents, issue penalties, modify official results when necessary, restrict or remove drivers for serious violations, and address circumstances not specifically covered by this rulebook.
- All drivers are responsible for knowing, understanding, and following the rules.

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OFFICIAL RULEBOOK — APPEALS PROCESS

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SECTION 15 — APPEALS PROCESS

15.1 Appeals Timing

- All appeals will be conducted after the race has concluded.
- Appeals will be handled during the post-race review process.
- Appeals will not interrupt the active race session.

15.2 Post-Race Review Voice Channel

- All appeals will be reviewed in the designated Post-Race Review voice channel.
- The appeal review will take place after the race has concluded.

15.3 Appeal Waiting Room

- Drivers who submit an appeal must remain in the designated Waiting Room.
- Drivers must wait in the Waiting Room until they are brought up for their appeal.
- Drivers should not enter the Post-Race Review channel on their own unless instructed by league administration.

15.4 Appeal Board

- All Appeal Board members will be present during the appeal review.
- The Appeal Board will review the incident and any available evidence.
- The driver appealing the decision will be given an opportunity to explain their side and provide relevant information or evidence.

15.5 Appeal Vote

- After the appeal has been reviewed, the Appeal Board will conduct a vote that same night.
- The vote will determine the outcome of the appeal.
- The decision will be based on the information and evidence presented during the review.

15.6 Posting of Appeal Decision

- The appeal decision will be documented following the review.
- The decision will be posted later in the week after the appeal process has been completed.

15.7 Final Appeal Decision

- Appeal Board decisions are considered final unless league administration determines that additional review is necessary because of new information, procedural issues, or circumstances affecting the original decision.