

**eNASCAR College iRacing Series 2023-2024 (the “Competition”)  
Official Rules and Regulations**

**THE COMPETITION IS OPEN TO STUDENTS THAT ARE ENROLLED AT AN ACCREDITED HIGHER LEARNING INSTITUTION (A “SCHOOL”) WITH A PHYSICAL ADDRESS IN THE UNITED STATES OR CANADA.** PLEASE REVIEW SECTION 5 BELOW FOR FURTHER ELIGIBILITY REQUIREMENTS BEFORE ENTERING THE COMPETITION. UNLESS SPECIFICALLY PROVIDED FOR BELOW, IF ANY STUDENT IS FOUND TO BE INELIGIBLE OR IS DISQUALIFIED AT ANY STAGE OF THE COMPETITION THEY AND/OR THEIR TEAM WILL NOT MOVE FORWARD TO THE NEXT ROUND OF THE COMPETITION AND IF APPLICABLE WILL BE REQUIRED TO RETURN ANY PRIZES THAT MAY BE AWARDED.

By entering and participating in the Competition, each Student-athlete, as defined below, and any associated Team coaches/managers/trainers/etc., unconditionally accept and agree to comply with and abide by these Official Rules and Regulations (the "Competition Rules"). All decisions regarding the interpretation of these Competition Rules lie solely with the Administrator, the decisions of which are final and binding in all respects. In addition, all Student-athletes and any associated Team coaches/managers/trainers/etc. must adhere to the [Esports Code of Conduct](#) (the “Code of Conduct”).

**1. ADMINISTRATOR**

- Playfly Esports (department of Playfly Sports LLC), the National Association of Collegiate Esports (“NACE”), and iRacing.com Motorsport Simulations, LLC (“iRacing”) are collectively responsible for organizing and administering the Competition.

**2. COMPETITION DATES**

The following dates will apply to the Competition:

<b>Stage</b>	<b>Dates</b>	<b>Location</b>
“Registration Period”	August 1 - April 9	Online
“Round 1 - Daytona International Speedway”	<b>Time Attack:</b> August 21 - September 3 <b>Race:</b> Tuesday, September 19	
“Round 2 - Charlotte Motor Speedway”	<b>Time Attack:</b> September 27 - October 10 <b>Race:</b> Tuesday, October 17	
“Round 3 - Dover Motor Speedway”	<b>Time Attack:</b> October 21 - October 31 <b>Race:</b> Tuesday, November 7	
“Round 4 - Watkins Glen International”	<b>Time Attack:</b> November 11 - November 21 <b>Race:</b> Tuesday, November 28	
“Round 5 - Michigan International Speedway”	<b>Time Attack:</b> January 3 - January 16 <b>Race:</b> Tuesday, January 23	
“Round 6 - Darlington Raceway”	<b>Time Attack:</b> January 31 - February 13 <b>Race:</b> Tuesday, February 20	

“Round 7 - Talladega Superspeedway”	<b>Time Attack:</b> February 21 - March 3 <b>Race:</b> Tuesday, March 19	Online
“Round 8 - Nashville Superspeedway”	<b>Time Attack:</b> March 27 - April 9 <b>Race:</b> Tuesday, April 16	
“Championship - Homestead–Miami Speedway”	<b>Championship Race:</b> Friday, May 3	

For all start and finish times see *Section 6 – Competition Structure*. All dates, times, and locations are subject to change. In the event that there is a change to the date, time and/or location of a Competition Stage, League Officials will use reasonable efforts to notify all Drivers (as defined below) at least 72 hours prior to the affected date and time.

### 3. DEFINITIONS

- **League Official(s):** Representatives of the Administrator; responsible for all decisions with respect to the operation of the Competition
- **Race Director:** Lead Competition Official and representative of the Administrator, with general oversight and control of the Competition including but not limited to enforcing rules, penalties, race creation and race management.
- **Competition Platform:** The online tournament platform where all Competition information is available and managed, including schedules, drivers, results, and more.
- **Competition Council:** The group of individuals elected from NACE member schools that provide oversight with respect to the awarding of penalties as a result of Code of Conduct violations.
- **Race Divisions:**
  - **A-Main Race:** The 40 fastest drivers from the Time Attack will be invited to the A-Main race, where they will race for scholarship prizes live on Youtube, Twitch, and Facebook.
  - **B-Main Race:** The next 40 fastest drivers (i.e. 41-80) will be invited to the B-Main race, where they will race for iRacing credits/currency. B-Main races will not be broadcast.
  - **C-Main Race:** The next 40 fastest drivers (i.e. 81-120) will be invited to the C-Main race. C-Main races will not be broadcast.
- **Driver:** A Student-athlete competing in the Competition; Drivers compete as individuals
- **Round:** One of eight distinct competitions. Each Round consists of an in-game Time Attack event and the A-Main/B-Main/C-Main Races for the fastest Drivers. Drivers earn Series Points for each A-Main Race, which count cumulatively towards qualifying for the Championship Race. See *Section 6: Competitive Structure: Series Points Distribution* for details.
- **Stage:** A distinct phase of the Competition. Top Drivers will progress from one Stage to the next.

### 4. COMPETITION PRIZES

- **Total value of all prizes:** \$60,000; \$3,750 per Round and \$30,000 for the Championship Race.
  - **A-Main Races:**
    - 1st place: \$1,000
    - 2nd place: \$750
    - 3rd place: \$550
    - 4th place: \$350
    - 5th place: \$250

- 6th place: \$225
- 7th place: \$200
- 8th place: \$175
- 9th place: \$150
- 10th place: \$100
- **Championship Race:**
  - 1st place: \$10,000
  - 2nd place: \$4,500
  - 3rd place: \$3,250
  - 4th place: \$2,500
  - 5th place: \$2,250
  - 6th place: \$2,000
  - 7th place: \$1,750
  - 8th place: \$1,500
  - 9th place: \$1,250
  - 10th place: \$1,000
- **Series Points:** After each Round, the 40 drivers in the A-Main race will be awarded Series Points based on where they finished. The top 25 drivers with the most Series Points at the end of the season will advance to the Championship Race. See *Section 6: Competitive Structure: Series Points Distribution* for details.
- All Prizes will be awarded as Scholarship Dollars.
- All prize values are listed in United States dollars (“USD”), are non-transferable, and must be accepted as awarded, without substitutions.
- Scholarship Dollars will be distributed to the winners within 30 days of the Playoffs. Prizes will only be distributed to Drivers that have provided League Officials with all required identification documents. See *Section 9 – Winner Notification* for more details. Additional information regarding prize distribution may be provided to the winners at the time of notification. Prizes that have not been claimed within one calendar year will not be awarded.
- Prize winners shall be solely responsible for all federal, provincial, state, and/or local taxes, and the reporting consequences thereof, and for any other fees, costs or required withholdings associated with the applicable prize as required by law.
- Scholarship Dollars won by Drivers will be awarded directly to the institution of choice that the Driver chooses to attend.
- Scholarship Dollars will be held in escrow with NACE’s designated scholarship administration partner and will be held in the name of the Driver. The funds will not be accessible by any party until the Driver attends an institution. You will be able to check on the funds through the third party hosting party's client.
- If an institution has specific policies regarding the distribution of Scholarship Dollars, League Officials will abide by those policies.

**iRacing Credits:** In addition to the Prizes available:

- The 1st place Driver of each *B-Main* race will be awarded \$30 in iRacing credits.
- The 1st place Driver of each *C-Main* race will be awarded \$15 in iRacing credits.

## 5. ELIGIBILITY

To participate in the Competition each Driver must comply with the eligibility requirements listed below.

It is the responsibility of the Driver to be aware of all rules around eligibility. Drivers that participate without first verifying their eligibility risk forfeiture of lap times, forfeiture of Race qualification or prizes, and additional penalties. Please contact League Officials ([esports-support@playfly.com](mailto:esports-support@playfly.com)) if you have any questions or concerns.

### School and Team

- **Accredited Institution:** All participating Drivers must be enrolled at an accredited higher learning institution (“School”) with a physical address in the United States or Canada. The School must offer at least a two-year degree program. Online-only Schools are not eligible to compete.
- **One School:** Drivers are only allowed to compete for one School during the course of the Competition.
- **Same School:** Drivers are only allowed to compete for the School they are enrolled at.
- **Coordinator:** Drivers are responsible for managing all communication with League Officials and other Drivers. Alternatively, a Driver may have a third-party act as Coordinator (this may be a representative of the School, Esports Club, or a coach).
- **Driver Names:** Only Drivers permitted to use their School’s name and/or logo may do so. League Officials reserve the right to modify Team and Driver Names if they do not abide by the rules of the Competition. Team and Driver Names must be in-line with the standards set out in the Code of Conduct. A Driver will be notified by League Officials if their Team or Driver Name must be changed and will be permitted to change to an acceptable name.
- **Multiple Drivers per School:** Each School may field multiple Drivers in the Competition.

### Academic

- **Student Email:** Each student-athlete must have a valid email address provided by their School (i.e. [example@school.edu](mailto:example@school.edu)).
- **Enrollment Status:** Each student-athlete must be enrolled “full-time”, as determined by the academic regulations of their School. In most cases this is 12 credit hours per semester/term. Exceptions are provided for below:
  - **Graduating Students:** Students in their last academic semester/term may participate while enrolled in the minimum number of hours necessary to complete their degree requirements and graduate, as determined by the institution. Once this one-time allowance is used, the student-athlete must meet the full-time requirement of 12 or more credit hours.
  - **Graduate Students:** Graduate Students are eligible, provided they are declared “full-time” by the academic regulations of their respective School. Verification must be available from the registrar of their respective School.
  - **Co-op/Work Study:** Students who are enrolled in work-study or co-op programs and are in the work placement section of their program are eligible, provided they are declared “full-time” by the academic regulations of their respective School. Verification must be available from the registrar of their respective School.
- **Academic Standing:** Each student-athlete must be in “good standing”, as determined by the academic regulations of their School. In most cases this is a cumulative GPA of 2.0.
  - **Athletics Exception:** If a School’s collegiate varsity athletics program has different GPA requirements for participation, and the student-athlete meets those requirements, an exception will be considered by League Officials upon request.

- o **First Term/Semester Exception:** A student-athlete who is in their first term/semester of post-secondary education will be considered to have satisfied the Academic Standing requirement.
- **Loss of Eligibility:** Drivers are responsible for being aware of their loss of eligibility for any reason, and must take appropriate proactive action to notify League Officials.

#### Game Account

- **iRacing Member ID:** Prior to the start of the Competition, all Student-athletes must have a good standing iRacing Member ID. This same Game Account must be used for the full duration of the Competition. In-game Names (if applicable) must be in-line with the standards set out in the Esports Code of Conduct. A Student-athlete will be notified by League Officials if their name must be changed and will be permitted to change to an acceptable name.
- **Platform:** The Competition will use the iRacing platform.

#### Additional Requirements:

- **iRacing Rules:** These Competition Rules, together with the [Official Sporting Code](#), [Terms of Use and End User License Agreement](#), [iRacing.com Motorsport Simulations, LLC Privacy Policy](#), and [Online Competitions and Contests Official Contest Rules](#) form the body of rules and procedures applicable to all iRacing members and all iRacing events, including the eNASCAR College iRacing Series (collectively, the »iRacing Rules«). Each member is required to read, understand and agree to all iRacing Rules prior to participation in any eNASCAR College iRacing Series event. The iRacing Rules form a contract between each iRacing member and iRacing.com Motorsport Simulations, LLC. An iRacing member may accept the iRacing Rules by accepting the click-through terms on iRacing.com, or registering to participate (or participating) in any eNASCAR College iRacing Series event.
- **Place of Residence:** Each Driver must reside in the United States or Canada while participating in the Competition.
- **No employees:** Employees, contractors, officers, and directors of the Administrator and any Competition sponsors, and each party's respective parents, affiliated and subsidiary entities, are not eligible to participate in the Competition.
- **Age of Majority:** Any Student-athlete that is under the age of majority in their province or state of residence (each a "Minor"), must have permission from a parent or legal guardian to participate. If it is determined that a Student-athlete is a Minor in their province or state of residence and does not have parental consent to participate, they will be disqualified and will not be permitted to continue in the Competition. Note: Age of majority may differ depending on province or state of residence. It is each Student-athlete's responsibility to verify the age of majority where they live.
- **Account in Good Standing:** During the Competition, if it is determined by League Officials that a Student-athlete that is currently suspended due to a Code of Conduct violation, harassment of other NACE Starleague Drivers and/or League Officials, or suspected or confirmed fraud or unfair gameplay, that Student-athlete will be considered ineligible, will be disqualified from the Competition, and, if applicable, will be required to return any prizes that may be awarded.

A Student-athlete will not be permitted to compete if they fail to meet the eligibility requirements detailed above. Administrators reserve the right to request proof of identity and/or a University/College transcript or the equivalent at any time to prove that said Student-athlete attends their School and complies with all eligibility requirements.

Penalties for non-compliance with any eligibility requirements detailed above may include match forfeiture and/or disqualification for the current Competition and/or subsequent Competition

The Competition is subject to all applicable United States federal, state, and local laws and regulations and is VOID WHERE PROHIBITED BY LAW.

## 6. COMPETITION STRUCTURE

**All details are subject to change at the discretion of the Administrator. Any changes will be communicated to each participating Driver and posted on the Website (as defined below) as early as possible. Any disputes will be resolved by League Officials, whose decision shall be final, conclusive and binding. League Officials decisions shall be made strictly in accordance with these Competition Rules, the Code of Conduct, and any other rules and procedures put in place during each of the individual Stages.**

The Competition will consist of four individual Rounds. For each Round there will be two Stages: a Time Attack qualifying period and an A-Main/B-Main/C-Main Races for the fastest Drivers. Each Round is an independent event and does not impact or influence other Rounds. Racers that participate in the Premier Class Races will earn Series Points that accumulate over the duration of the four Rounds.

**For all questions related to the iRacing platform please contact [support@iRacing.com](mailto:support@iRacing.com) or visit the [Support Portal](#). Support is available Monday to Friday from 8:00 AM to 5:00 PM ET.**

### Time Attack:

- **How to Sign-up:** *To sign-up for the Competition all Drivers **must** complete the registration form [here](#). Any Driver that does not complete the registration form but still participates in an in-game Time Attack event will not be considered eligible to qualify for that A-Main/B-Main/C-Main Race.* For more information about registering for the Competition as a Driver [click here](#). During registration, all Drivers must provide a valid Game Account. Only Drivers who submit times using Game Accounts that match those submitted through the registration form will be eligible to qualify for the A-Main/B-Main/C-Main Races.
- **Posting a time:** To earn a spot in any one of the A-Main/B-Main/C-Main Races, a Driver must participate in the corresponding in-game Time Attack event **and** they must post one of the 40 fastest lap times (A-Main), one of the 41-80 fastest lap times (B-Main), or one of the 81-120 fastest lap times (C-Main). Each in-game Time Attack event will last for 14 days, beginning at 12:00 AM GMT on the first day of the event and ending at 11:59 PM EST on the last day. Drivers may participate an unlimited number of times during each in-game Time Attack event, with only their fastest lap counting towards qualification. To participate in an in-game Time Attack event:
  - Open iRacing
  - On the left bar click “Go Racing”
  - Click “Time Attack Competitions”
  - Search for “eNASCAR College iRacing Series”
  - Click “Drive Now”.
- **Schedule:**
  - **Round 1 Daytona International Speedway:** August 21 - September 3

- **Round 2 Charlotte Motor Speedway:** September 27 - October 10
- **Round 3 Dover Motor Speedway:** October 21 - October 31
- **Round 4 Watkins Glen International:** November 11 - November 21
- **Round 5 Michigan International Speedway:** January 3 - January 16
- **Round 6 Darlington Raceway:** January 31 - February 13
- **Round 7 Nashville Superspeedway:** February 21 - March 3
- **Round 8 Daytona International Speedway:** March 27 - April 9
- **Qualifying for an A-Main Race:** At the end of each in-game Time Attack event, the Drivers with the 40 fastest times will qualify for the corresponding A-Main Race (the “Finalists”). To clarify, posting a top 40 time during the first in-game Time Attack event will earn you a spot in the field of the first A-Main Race. Further, there will be a limit on the total number of Drivers per School (see “*Maximum number of Finalists per School*” below for more details). In the event that a qualified Driver is unable to participate, or is disqualified or found to be ineligible by League Officials a replacement will be determined, at the discretion of League Officials, by selecting the Driver with the next fastest time during the corresponding in-game Time attack event.
- **Maximum number of Finalists per School:** Each School may be represented by up to three Drivers in a single A-Main Race. If fewer than 40 Drivers qualify as Finalists for an A-Main Race, additional Drivers from each School may be invited to participate at the discretion of League Officials based on the results of the in-game Time Attack event.
- **Qualifying for a B-Main Race:** At the end of each in-game Time Attack event, the Drivers with the next 40 fastest times (After the top 40 fastest times are determined for the A-Main Race) will qualify for the corresponding B-Main Race.
  - Example: The top 40 fastest times are all selected and are eligible for the A-Main Race, the Racers with the 41st-80th fastest times will be selected for the B-Main Race (assuming all Racers are eligible).
- **Qualifying for a C-Main Race:** At the end of each in-game Time Attack event, the Drivers with the next 40 fastest times (After the top 40 fastest times are determined for the A-Main Race and After the next 40 fastest for the B-Main Race) will qualify for the corresponding C-Main Race.
  - Example: The top 40 fastest times are all selected and are eligible for the A-Main Race, the 41st-80th fastest times will be selected for the B-Main Race; the Racers with the 81st-120th fastest times will be selected for the C-Main Race (assuming all Racers are eligible).

A-Main/B-Main/C-Main:

- For each A-Main/B-Main/C-Main Race, League Officials will invite the Finalists into a dedicated in-game event.
- **Number of Cars (per A-Main):** 40
- **Grid:** Grid positions determined by preliminary Qualifying session
- **Vehicle:**
  - NASCAR Xfinity Series Cars (Rounds 1, 3, 4, 6, 8, and the Championship)
  - NASCAR Craftsman Series Trucks (Rounds 2, 5, 7)
- **Tire Limit:** 3 additional sets
- **Schedule:**
  - **Round 1 - Daytona International Speedway (60 Laps):** Tuesday, September 19
    - Open Practice: 7:00 PM ET / 4:00 PM PT
    - Qualifying session: 7:45 PM ET / 4:45 PM PT

- Race: 8:00 PM ET / 5:00 PM PT
- **Round 2 - Charlotte Motor Speedway (90 laps):** Tuesday, October 17
  - Open Practice: 7:00 PM ET / 4:00 PM PT
  - Qualifying session: 7:45 PM ET / 4:45 PM PT
  - Race: 8:00 PM ET / 5:00 PM PT
- **Round 3 - Dover Motor Speedway (110 laps):** Tuesday, November 7
  - Open Practice: 7:00 PM ET / 4:00 PM PT
  - Qualifying session: 7:45 PM ET / 4:45 PM PT
  - Race: 8:00 PM ET / 5:00 PM PT
- **Round 4 - Watkins Glen International (31 laps):** Tuesday, November 28
  - Open Practice: 7:00 PM ET / 4:00 PM PT
  - Qualifying session: 7:45 PM ET / 4:45 PM PT
  - Race: 8:00 PM ET / 5:00 PM PT
- **Round 5 - Michigan International Speedway (65 Laps):** Tuesday, January 23
  - Open Practice: 7:00 PM ET / 4:00 PM PT
  - Qualifying session: 7:45 PM ET / 4:45 PM PT
  - Race: 8:00 PM ET / 5:00 PM PT
- **Round 6 - Darlington Raceway (100 laps):** Tuesday, February 20
  - Open Practice: 7:00 PM ET / 4:00 PM PT
  - Qualifying session: 7:45 PM ET / 4:45 PM PT
  - Race: 8:00 PM ET / 5:00 PM PT
- **Round 7 - Talladega Superspeedway (60 laps):** Tuesday, March 19
  - Open Practice: 7:00 PM ET / 4:00 PM PT
  - Qualifying session: 7:45 PM ET / 4:45 PM PT
  - Race: 8:00 PM ET / 5:00 PM PT
- **Round 8 - Nashville Superspeedway (90 laps):** Tuesday, April 16
  - Open Practice: 7:00 PM ET / 4:00 PM PT
  - Qualifying session: 7:45 PM ET / 4:45 PM PT
  - Race: 8:00 PM ET / 5:00 PM PT

**All Drivers *must* be logged in to the in-game event by the start of the Qualifying Session or they will forfeit their right to participate in the Race.**

- **Liveries:** More information on liveries will be provided at a later date.
- **Car Numbers:** Each Driver will be assigned a number based on preferences submitted during their initial sign-up.

#### **Series Points (“SP”) Distribution (A-Main Only)**

- 1st place – 40 points
- 2nd place – 35 points
- 3rd place – 34 points
- 4th place – 33 points
- 5th place – 32 points
- 6th place – 31 points
- 7th place – 30 points
- 8th place – 29 points
- 9th place – 28 points
- 10th place – 27 points
- 11th place – 26 points



- 12th place – 25 points
  - 13th place – 24 points
  - 14th place – 23 points
  - 15th place – 22 points
  - 16th place – 21 points
  - 17th place – 20 points
  - 18th place – 19 points
  - 19th place – 18 points
  - 20th place – 17 points
  - 21st place – 16 points
  - 22nd place – 15 points
  - 23rd place – 14 points
  - 24th place – 13 points
  - 25th place – 12 points
  - 26th place – 11 points
  - 27th place – 10 points
  - 28th place – 9 points
  - 29th place – 8 points
  - 30th place – 7 points
  - 31st place – 6 points
  - 32nd place – 5 points
  - 33rd place – 4 points
  - 34th place – 3 points
  - 35th place – 2 points
  - 36th place – 1 point
  - 37th place – 1 point
  - 38th place – 1 point
  - 39th place – 1 point
  - 40th place – 1 point
- **Qualifying for the Championship Race:** Drivers will earn points based on the final results of each A-Main Race. After all Rounds, the 25 Drivers with the most accumulated points will qualify for the Championship. In the event that a qualified Player is unable to attend the Championship Race, or is disqualified or found to be ineligible by the Administrator a replacement will be determined, at the discretion of the Administrator, by selecting the Player with the next highest accumulated points.
    - **Maximum number of Finalists per School:** Each School may be represented by up to three Drivers in the Championship Race.

#### Championship Race:

- League Officials will invite the 25 Finalists into a dedicated in-game event.
- **Number of Cars:** 25
- **Grid:** Grid positions determined by preliminary Qualifying session
- **Tire Limit:** 3 additional sets
- **Schedule:**
  - **Finals - Homestead-Miami Speedway (90 Laps):** Friday, May 3rd
    - Open Practice: 7:00 PM ET / 4:00 PM PT
    - Qualifying session: 7:45 PM ET / 4:45 PM PT

- Race: 8:00 PM ET / 5:00 PM PT

**All Drivers *must* be logged in to the in-game event by the start of the Qualifying Session or they will forfeit their right to participate in the Race.**

- **Liveries:** More information on liveries will be provided at a later date.
- **Car Numbers:** Each Driver will be assigned a number based on preferences submitted during their initial sign-up.

## 7. GAMEPLAY RULES

- **Vehicle:**
  - NASCAR Xfinity Series Cars (Rounds 1, 3, 4, 6, 8, and the Championship)
  - NASCAR Craftsman Series Trucks (Rounds 2, 5, 7)
- **Setup:** Fixed
- **Tracks:**
  - Daytona International Speedway
  - Charlotte Motor Speedway
  - Dover Motor Speedway
  - Watkins Glen International
  - Michigan International Speedway
  - Darlington Raceway
  - Talladega Superspeedway
  - Nashville Superspeedway
  - Homestead-Miami Speedway
- **Weather:** Non-dynamic
- **Tire Limit:** 3 additional sets

## 8. OFFICIATING

- **Race Director:**
  - iRacing appoints a Race Official or Race Director for each Pro, World Championship license level Series or Premier series. The Race Official(s) will have general oversight and control of the race or series and will represent iRacing. The race Official and / or Race Director has full authority to represent iRacing, and his or her decisions and instructions must be followed. Not every decision is appealable, and in those cases, the Race Officials' decisions are final. Any decisions made by the appeal board are also final.
  - Any Race Official has the authority to remove a driver from a race at their sole discretion if they deem there is inappropriate behavior either on the track or in voice chat.
  - The race Official and or Race Director may shorten or lengthen pace laps, grid holds, change rules such as restarts single or double file, or any other decision or instructions at any time. His or her decisions and or instructions must be followed.
- **Race Review:**
  - Every A-Main/B-Main/C-Main Race will be reviewed by the Race Director live and/or through replay/broadcasts.
  - Race control is automated in-sim and penalties issued must be honored by Drivers (i.e. serving black flag penalties for any reason). League Officials and/or the Race Director may issue additional penalties independent of the automated race control system at their sole discretion to ensure fair competition. All penalties, whether issued by in-sim race control, League Officials, or the Race Director, must be served accordingly.

- Penalties against a Driver for rules infractions or any action deemed detrimental to the Competition may include, but are not limited to, time adjustments, disqualification, or other penalties.
- **Protests:**
  - Drivers may file a protest to the Race Director ([race.director@iracing.com](mailto:race.director@iracing.com)) with a detailed description and a replay for review if one suspects misbehavior or violations to the sporting code.
  - By participating in this series, every Driver agrees to accept the decisions of League Officials.
  - A Driver who is suspended based on incidents in this Competition may or may not also be suspended from iRacing.
  - The Race Director will only communicate with impacted Drivers about incidents, race rules and any Competition related questions.
- **Appeals:**
  - Only a Driver that has been penalized may appeal a decision.
  - A Driver may appeal a protest decision by emailing [race.director@iracing.com](mailto:race.director@iracing.com) with details on why they think the wrong decision has been made.
  - Drivers will be notified by email to the address connected to their iRacing account regarding any penalties or incidents.
  - Drivers have 48 hours from the time of notification to submit an appeal. League Officials may take up to 7 days to rule on any appeals.
  - Appeals are reviewed by the appeal board which is independent of the Race Director. All decisions are final.

## 9. CODE OF CONDUCT

- By entering and participating in the Competition, all Drivers and any associated Team coaches/managers/trainers/etc. agree to adhere to and be bound by the [Code of Conduct](#).
- **Reporting Violations:** Violations of the Code should be reported immediately to League Officials using the form [here](#). League Officials will review all claims of misconduct and may escalate to the Competition Council for further review.
- **Penalties:** Upon confirmation of any Code of Conduct violation, and depending on the severity of the violation, League Officials reserves the right to issue any one of the following penalties:
  - Written Warning
  - Game Forfeiture
  - Match Forfeiture
  - Driver Suspension/Disqualification
  - Team Disqualification

Repeated violations will be subject to escalating penalties, and particularly severe violations will be subject to harsher penalties up front.

- **Appeals Process:** If a Team feels that League Officials acted without all of the information available, acted in a biased or malicious manner against their Driver, or acted in a way that is not within the spirit or the Competition Rules, the Team Captain, Manager, or School may appeal the decision to the Competition Council within 24 hours of the original decision being made and/or communicated. Appeals may be filed [here](#) and will be responded to within seven days of receipt. When an appeal is filed, the Competition Council will confer with League Officials, and the affected School's Drivers, coaches, and/or administrators, as needed, to review all evidence and gather additional information, and then vote on the initial appeal with a

simple majority needed to uphold the League Officials decision or overturn it. Teams will receive a In addition, due to the nature of the infraction, the Competition Council may also refer the appeal directly to the NACE Board of Directors who would then form an Appeals Review Committee to hear the case. The full appeals process can be viewed [here](#).

## **10. WINNER NOTIFICATION**

- Drivers that win a prize (each a “Prize”) will be notified by email within 48 hours of the conclusion of the Competition. Each of these “Winners” will be required to provide their full name, contact details, tax information, and banking information to League Officials within 30 days from the date of the email advising them that they are a Winner, to successfully claim the Prize or such Prize may be deemed forfeited. In the event of any dispute concerning the operation of any element of the Competition, or these Competition Rules, the decision of League Officials will be final. Any Driver found to have violated these Competition Rules, even after a Prize has been awarded, will be disqualified and will be required to return the Prize awarded, or cash equivalent in full within thirty (30) days following notice from the Administrator that the Driver has violated the Competition Rules.

## **11. RELEASES**

- By registering for and participating in the Competition, all Drivers: (i) confirm their eligibility to participate in the Competition and acceptance and compliance with these Competition Rules; (ii) accept the Prizes offered (if applicable and if deemed a Winner); (iii) provide their permission to record the Driver’s participation in the Competition, and use the Driver’s name, photo, image and any footage or photo taken of the Driver; (iv) release the Administrator, any Competition sponsors and promoters, and each party’s respective parent, related and affiliated companies and entities, subsidiaries, members, dealers, advertising and promotional agencies, and each of their respective directors, successors, sponsors, partners, licensees, officers, subsidiaries, agents, employees, advisors, assignees, and all others associated with the development and execution of the Competition (collectively, the “Releasees”) from any and all liability in connection with this Competition or participation in any Competition related activities. In the event that a Driver is a Minor, their parent or legal guardian must consent to the foregoing on their behalf. If the parent or legal guardian does not consent to the foregoing, the affected Driver will be disqualified.

## **12. PUBLICITY RELEASE**

- Please note, some Matches during the Competition may be filmed for entertainment and promotional purposes and that photographs and video footage may be taken during said Matches. By participating in the Competition, each Driver grants the Administrator, the Game providers, and Competition sponsors with the right to use: (i) their name, email address, mailing address, telephone number and other personal information provided during their registration in the Competition and any data collected while the Driver is playing the Game, for the purpose of administering the Competition, including but not limited to contacting and announcing the Winners; and (ii) their name, city and province or state of residence, video footage, images, voice recording, comments and opinions for entertainment, publicity and promotional purposes relating to the Competition, in any and all media now known or hereafter devised, without further compensation unless prohibited by law. In addition, by participating in the Competition all Drivers acknowledge and agree that the Releasees may disclose their Personal Information to

third-party agents and service providers in order to affect any of the activities listed above, in accordance with Playfly Esport's [Privacy Policy](#).

### **13. LIMITATION OF LIABILITY**

- By entering this Competition, each Driver, or in the case of a Minor, their parent or legal guardian on their behalf, acknowledges compliance with, and agrees to be bound by, these Competition Rules and consents to the use of their name, city of residence, and/or likeness in any publicity carried out by Releasees, and/or their advertising and promotional agencies and agents without further notice or compensation. Drivers release and hold harmless the Releasees from and against any and all manner of action, causes of action, suits, debts, covenants, contracts, claims and demands, including legal fees and expenses, whatsoever, including but not limited to, claims based on negligence, breach of contract and fundamental breach and liability for physical injury, death, or property damage which the Drivers or their administrators, heirs, successors or assigns might have or could have, by reason of or arising out of the Drivers participation in the Competition and/or in connection with the acceptance, use and/or misuse by the Driver of the Prize.
- None of the Releasees shall be responsible for or bear any liability for: (i) late-received, lost, unintelligible/illegible, incomplete, or misdirected registrations, entries or Game scores; (ii) entries or game plays which fail to comply with the Competition Rules; (iii) any technical or human error that may occur in the administration of the Competition, including any problems or technical malfunction of any computer online systems, servers, access providers, computer equipment, software, failure of any e-mail or entry to be received on account of technical problems or traffic congestion on the Internet or at any website, or any combination thereof, all of which may affect a Driver's ability to participate in the Competition, or the ability of the Administrator to receive and/or record and Drivers Game score; (iv) any unauthorized human and/or mechanical intervention in any part of the entry process of the Competition; and (v) any act of God that disrupts all or part of the Competition.
- As a condition of participating in this Competition, Driver agrees that (i) under no circumstances will Driver be permitted to obtain awards for, and Driver hereby waives all rights to claim, punitive, incidental, consequential, or any other damages, (ii) all causes of action arising out of or connected with this Competition, or any prizes awarded, shall be resolved individually, without resort to any form of class action, and (iii) any and all claims, judgments, and awards shall be limited to actual out-of-pocket costs incurred, but shall in no event include attorney's fees. Void if prohibited by law.
- Any attempt to deliberately undermine the legitimate operation of this Competition is a violation of the Competition Rules and criminal and civil laws, and should such an attempt be made, the Administrator reserves the right to seek remedies and damages to the fullest extent permitted by law, including criminal prosecution. Drivers agree to abide by the Competition Rules.
- The Administrator reserves the right, in their sole discretion, to disqualify any Driver who violates the Code of Conduct or tampers with the entry process, and/or void any game results submitted fraudulently. Should multiple users of the same email account enter the Competition and a dispute thereafter arise regarding the identity of the Driver, the authorized account holder of said email account at the time of entry will be considered the Driver. "Authorized account holder" is defined as the natural person who is assigned an email address by an Internet access provider, online service provider or other organization which is responsible for assigning email addresses or the domain associated with the submitted e-mail address. If, for any reason, the Competition is affected by any computer virus, worm, bug, tampering, hacking, unauthorized intervention,

fraud, technical failure or other cause which, in the sole opinion of the Administrator, corrupts or otherwise affects the administration, security, fairness, integrity or proper conduct of this Competition, the Administrator may, in their sole discretion, cancel, terminate, modify, or suspend the Competition, and determine winners from gameplay already received or as otherwise deemed fair and equitable by the Administrator. Automatic gameplay is prohibited, and any use of automated devices will cause disqualification.

- Administrator reserves the right, in its sole discretion, to terminate the Competition, in whole or in part, and/or to modify, amend or suspend the Competition, and/or to the Competition Rules in any way, at any time, for any reason without prior notice. Any changes will be made available on <https://playfliesports.com/enascar/>

#### **14. CHOICE OF LAW**

- The Competition is subject to all applicable United States federal, state and local laws. All issues and questions concerning the construction, validity, interpretation and enforceability of the Competition Rules or the rights and obligations as between the Driver and the Administrator in connection with the Competition shall be governed by and construed in accordance with the laws of the state of Maryland.

#### **15. WINNERS LIST**

- The list of winners will be posted on <https://playfliesports.com/enascar/> once the verification process has been completed.

#### **16. CHANGE LOG.**