

The World Cup  
of iRacing™

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*2009 Official Guidelines*

**Dear iRacing.com™ Members,**

*Welcome to the inaugural year of the World Cup of iRacing!*

*After literally years of planning and development, today we are happy to announce the official guidelines of the World Cup of iRacing™. We thank all of you who provided us with feedback based on the World Cup of iRacing Preview document that we released in the fall of 2008. Your comments and ideas were invaluable as we worked to finalize these official guidelines.*

*The World Cup of iRacing™ is a global competition among various geographical clubs around the world. The World Cup was created to provide every iRacing member the opportunity to compete for a world championship, regardless of skill level or experience. While there can be only one individual world champion driver within a particular series and division, the World Cup of iRacing™ makes it possible for a group of committed club members to win a global title by working together. After all, the entire winning club will share in the World Cup of iRacing prizes!*

*While a club's highest-rated (i.e., most skilled and most active) drivers have a larger impact than its lowest-rated drivers, it was important to us to give every driver of every club the opportunity to contribute in various ways. Consequently, we place each member into a geographic club based on where he or she resides. The club boundaries have been set with equal attention paid to existing cultural affinities and number of members (which is a key factor for keeping the competition close), and we will update the club boundaries annually as iRacing membership grows.*

*The World Cup of iRacing™ is a key focus of iRacing.com.™ The first World Cup of iRacing™ tournament will begin with the Regional Annual Club Championship Runoffs starting on January 26, 2009 and conclude with the World Cup of iRacing Finals on February 6, 2010. The details for the inaugural World Cup of iRacing™ are below.*

**Good Luck!**

**John Henry and Dave Kaemmer**

**Co-founders**

**iRacing.com Motorsport Simulations, LLC**

## World Cup of iRacing™ Overview\*

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The World Cup of iRacing™ is an annual, global, team-style competition among geographically based clubs. The World Cup of iRacing™ was established to provide all iRacing members with an opportunity to compete for a global title. Open to members of all skill levels (including every license level within the FIRST Competition License Program except Rookie), The World Cup of iRacing™ places a higher priority on active participation (i.e., racing regularly) and cooperation with the members of your club than individual innate talent or years of experience.

Fundamentally, The World Cup of iRacing™ is a year-long tournament with three tiers of competition. The road to the Cup begins with each club competing against the other clubs in their geographic region in a season-long points chase. With four 12-week competition seasons each year, a club has four chances per year to accumulate the most points and win the Regional Season Club Championship (RSCC) for their region.

Clubs that have won at least one RSCC during a given competition year advance to the second level of the tournament, the Regional Annual Club Championship (RACC), which includes a five-day Club Runoff among the RSCC-winning clubs followed by a one-day RACC Final, to determine the year's top club in each region.

The final round of the tournament is the World Cup of iRacing Finals, in which the RACC-winning clubs face off for the title of World Cup of iRacing Champions, and the trophies and prizes that accompany the honor. This round of the tournament takes place on the Saturday following the RACC Final.

*\*Note: This document assumes a basic understanding of iRacing competition, as sanctioned by FIRST, including the Competition License program and Safety Rating system, the iRating skill measure and Racing Divisions. For more information on these topics, please refer to the FIRST Official Sporting Code (available on the iRacing members' Web site). These guidelines are subject to change at iRacing's sole discretion. Any changes to the guidelines will be announced within the iRacing service.*

# World Cup of iRacing Calendar

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The first tier of the 2009/2010 World Cup of iRacing tournament, for Regional Season Club Championship competition, will consist of four standard 12-week iRacing seasons.

**Season 1: *February 2, 2009 – April 26, 2009***

**Season 2: *May 5, 2009 - July 27, 2009***

**Season 3: *August 4, 2009 - October 26, 2009***

**Season 4: *November 3, 2009 - January 25, 2010***

The second tier of the 2009/2010 World Cup of iRacing tournament, for Regional Annual Club Championship competition, will consist of a one-week Runoff for each region among all of the RSCC-winning clubs from the four standard seasons.

**Regional Annual Club Championship Runoffs: *January 26, 2010 – January 30, 2010***

**Regional Annual Club Championship Final: *January 31, 2010***

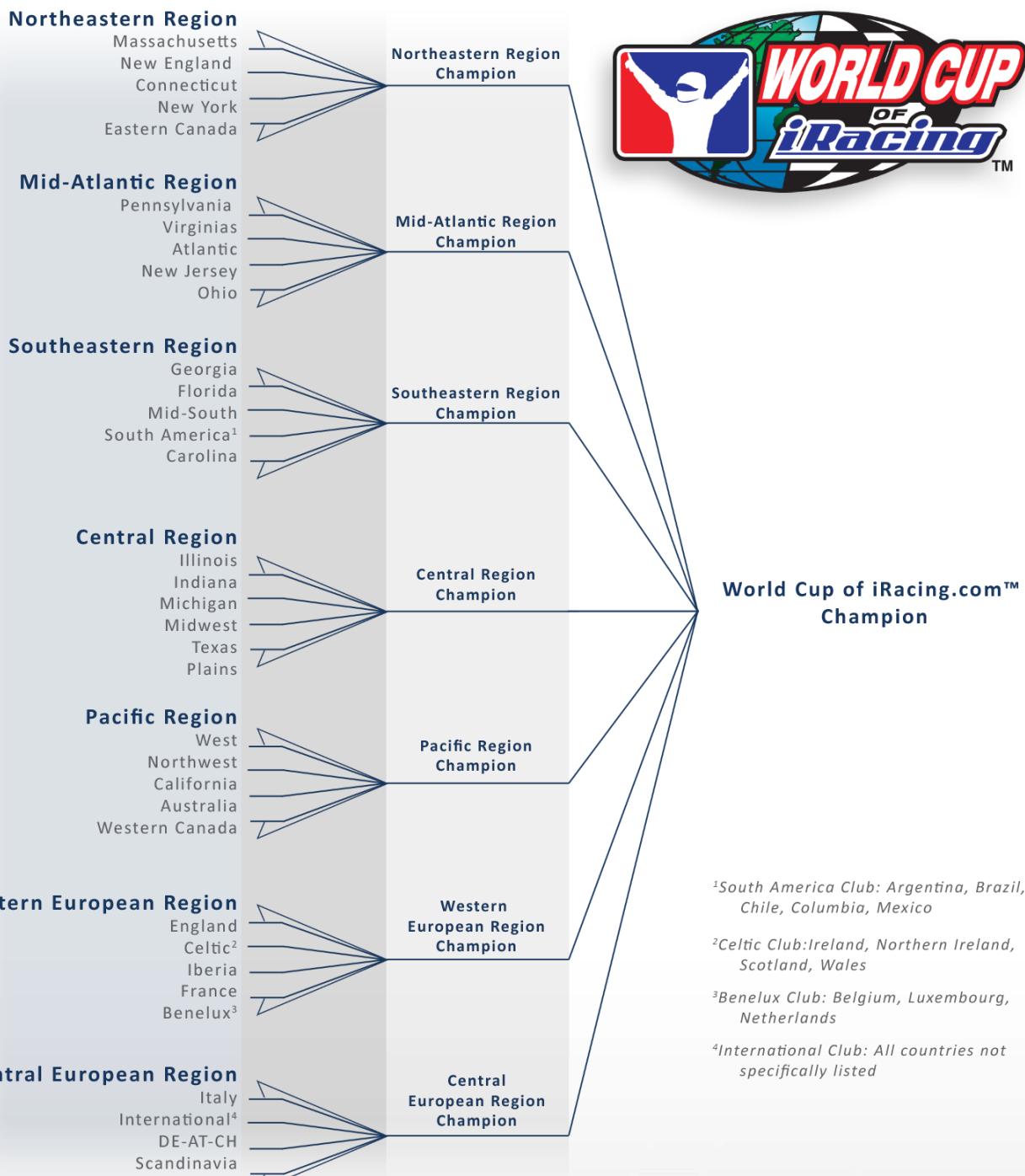
The third tier of the 2009/2010 World Cup of iRacing tournament, the World Cup of iRacing Finals, will consist of a single-day schedule of races open to drivers who score the most points for their RACC-winning clubs during the five-day RACC Runoffs.

**World Cup of iRacing Finals: *February 6, 2010***

# Region and Club Structure

Starting with Season 1 on February 2, 2009, there will be 35 clubs divided into 7 regions. As iRacing.com™ membership grows, the number of clubs may be adjusted in the interest of close competition, but new clubs may only be created once annually, after Season 4.

## 2009 REGIONS & CLUBS



## **Regional Season Club Championships**

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Each region – there are seven for 2009 – will have four Regional Season Club Championships (RSCCs) during a year. Clubs will compete for their region's RSCC title during each of the 12-week iRacing competition seasons in an effort to earn a berth into the second tier of World Cup of iRacing tournament, the Regional Annual Club Championship (RACC) competition.

Each RSCC competition is a season-long points chase. As stipulated in section 4.7 of the FIRST Official Sporting Code, each club's point total is calculated by a driver gaining 1 point for every driver he finishes ahead of and loses 1 Club point for every driver he finishes behind in official sanction races.

A driver with a Club Score for the race of less than zero receives zero Club Points.

Club Standings will be based on total Club Points.

A multiplier shall be used to balance the size of clubs. Such multiplier will be based on the number of paid subscribers a club has at the end of each racing year. The multiplier will be reset at the end of each racing year at a minimum or more often as determined by iRacing.

The multiplier shall be a proportion of the club with the most current paid subscribers. Example:

If the largest current paid subscriber club is California with 500 subscribers, then:

### Club Subscribers Multiplier

California 500 1.000

Ohio 250 2.000

Georgia 300 1.666

Atlantic 120 4.166

Multiplier will be disabled for RACC Runoffs, RACC Final, and World Cup Final.

Note: Each of the first three seasons includes a 13<sup>th</sup> week. These are transition weeks between RSCC competitions. Racing and points scored during these weeks will not count for the World Cup of iRacing.

## Club Movement

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If a member physically relocates, he or she will be required to change their permanent address within the iRacing system. The member will subsequently be placed into the geographic club that corresponds with his or her new permanent residence. Address changes during the course of the season will not change the member's club or points historically. Additionally, an address change, corresponding new club assignment – and any resulting change in points scoring – will not take effect until the start of the next season. To maintain the integrity of competition, iRacing may at its sole discretion require relocating members to submit documentation verifying the move.

## Regional Annual Club Championship: Runoffs and Finals

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The four regular seasons are followed by the World Cup of iRacing™ Regional Annual Club Championships (RACCs), roughly a week-long competition to determine the year's top club in each region. The RACC includes the RACC Runoffs during which members of all qualifying clubs – clubs that won a Regional Season Club Championship (RSCC) during the year – race and accumulate points for their club in accordance with the same formula used during the RSCC.

Every member holding a class D license or above of every eligible club is encouraged to race during the RACC Runoffs. One "car reset" will be allowed per race. Races will be spread out during the day for both road and oval racing. At the start of the week, drivers will be automatically placed in divisions based on several factors determined by iRacing, including the just-concluded season.

The RACC Runoffs will be followed by the RACC Finals on Sunday, January 31, 2010, which will determine who represents each region in the World Cup of iRacing. All drivers are encouraged to register for the RACC Finals prior to race start time, but only the top two (or possibly three) drivers from each division (or groups of divisions as determined by iRacing) based on Gross Club Points scored during the just concluded RACC Runoffs will be in the Finals race. For example, based on the week's scoring, if drivers ranked 1-8 within a division and club registered to race, only drivers ranked 1 & 2 from that division would be allowed into that championship race. If drivers 1 & 2 do not register to race than the system will select the next highest rated two drivers who have registered. Club members can register for as many races as they want.

If a club does not have the required number of drivers for a particular Racing Division, the club shall still only score the actual club points for that particular Racing Division even if it is zero.

The clubs that score the most points across both categories (Road and Oval) and all divisions in their region during the one-day RACC Finals will be the Regional Annual Club Champions and advance to the World Cup of iRacing™ Championship to be held on February 6, 2010.

If the driver rankings for the RACC Runoffs results in multiple drivers having earned the same amount of Gross Club Points, ties will be broken first by iRating and second by order of registration for the RACC Final or World Cup race as appropriate.

If multiple clubs in the same region tie in the RACC Final or tie in the World Cup, the winning club will be determined by comparing the Gross Club Points of the top drivers of each club locked in the tie. If there is still a tie, then the points of the second place drivers and so on will be compared until the winning club is determined.

The RACC Runoffs races, as well as the RACC Finals, will utilize License Class-A car and track content, but racers holding class D or higher licenses will be eligible to race that content all week and in the WORLD CUP of iRacing Final (should they qualify).

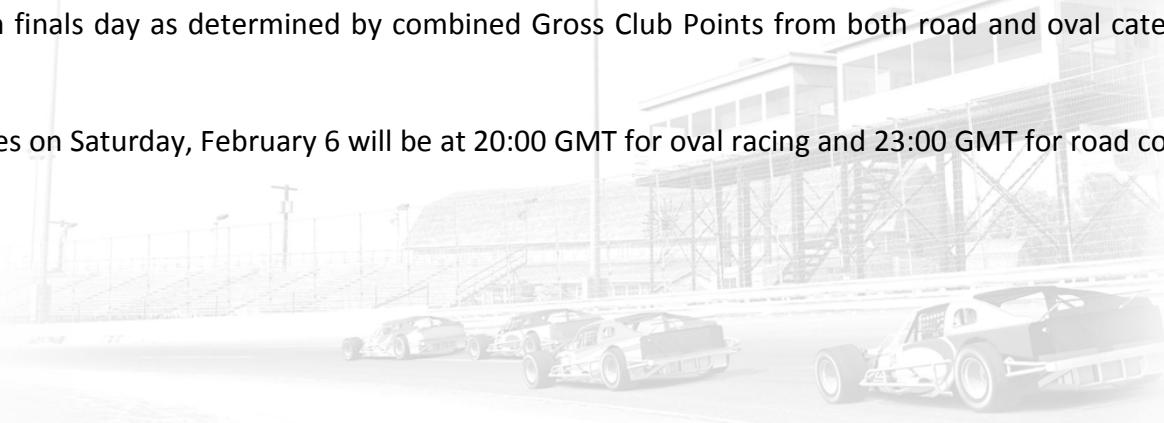
Race times for the RACC Finals will be at 17:30 and 23:30 GMT for oval racing and 20:00 and 2:00 (next day) GMT for road course racing.

## World Cup of iRacing.com™ Finals

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The seven RACCs will enter their overall top 5 racers for both road and oval. The top 5 racers will be determined by Gross Club Points scored during the five-day RACC Runoffs. Each of the two final races (one oval and one road) will feature a 35-car field and Class-A content. One “car reset” will be allowed per race. The winner of the World Cup of iRacing will be the club that scores the most Gross Club Points on finals day as determined by combined Gross Club Points from both road and oval category events.

Race times on Saturday, February 6 will be at 20:00 GMT for oval racing and 23:00 GMT for road course racing.



## Awards and Prizes

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Each member of the World Cup of iRacing winning club will automatically receive a package including a World Cup of iRacing Trophy, \$15 dollars of iRacing credit to be used within the service and iRacing stickers or cap at the conclusion of the 2009 World Cup of iRacing.

The winning club and members will also be prominently featured within the service.