

Asphalt League Rules & Regulations

Last Updated on 12 December 2025

Introduction	2
Code of Conduct	2
1.1 Have Fun	2
1.2 Don't Be a Dick	2
1.3 Retaliation	2
1.4 iRacing Sporting Code	2
1.5 Protests	2
Schedule	3
2.1 Session Day and Time	3
2.2 Season Schedules	3
2.3 Tracks and Vehicles	3
Race Format	3
3.1 Race Session	3
3.2 Session Settings	3
Points	4
4.1 Points Table	4
4.2 Points Multipliers	4
4.3 End of Season	4
Special Events	5
5.1 Special Event Championship	5
Miscellaneous and Staff	5
6.1 League Language	5
6.2 Administrators and Consultants	5

Introduction

In the summer of 2017, the idea was conceived by Ryan Hellyer to create an iRacing league to promote the fun side of racing without the seriousness that other leagues possessed. On 15 September 2017, the Undiecar League was born. Fast forward 5 years later, after 22 great seasons, Ryan announced on 17 August 2022 that the league would be ending on 13 September 2022, almost 5 years to the day that it started. Within a few days of said announcement, a group of members from the Undiecar League set out to create a new league to continue racing with each other just like they had done before. This is that league that they had come up with. Many of the rules, or the lack thereof, are directly inspired by the simplistic rules of the Undiecar League. The main goal of this league is to continue to promote the fun side of racing.

Code of Conduct

1.1 Have Fun

The main goal of the league is to have fun. Anyone not promoting this idea can be subject to a race or league ban.

1.2 Don't Be a Dick

Anyone deemed to have acted with "dickish" behavior by a majority vote of the league organizers can accrue a penalty ranging from a small time penalty to a league ban. The league organizers will decide on a fitting penalty for the offender based on the severity of the offense. In the event a league organizer has been deemed to have acted with "dickish" behavior, the offender will be excluded from the decision process.

1.3 Retaliation

If someone is being a dick, do not retaliate or get angry. Just make sure a league organizer is aware of the incident. We are here to have fun and anyone that decides to break this rule will be given a penalty with the same guidelines as the "Don't Be a Dick" rule.

1.4 iRacing Sporting Code

The iRacing Sporting Code will cover any rule not stated within this rules and regulations document.

1.5 Protests

Any protest about an incident within an Asphalt League session must be submitted on the league's Discord server on the "protests" channel. The protest may only be submitted at least 1 hour after the event and at most 24 hours after the event. The protest must include the protestor's name, the protested driver, the event season, the event week, the race number and the lap of the incident. Any additional information is optional.

Schedule

2.1 Session Day and Time

Race sessions will be held on the Tuesday of every week, with a 18:00 UTC start time in the summer and a 19:00 UTC start time in the winter. Qualifying will start at 19:30 UTC in the summer, and 20:30 UTC in the winter.

2.2 Season Schedules

The season schedule dates will be determined by the league organizers. The season will consist of 9 races with a Special Event after every 3 races. Each season will coincide with the iRacing Official Race seasons.

2.3 Tracks and Vehicles

After the conclusion of the eighth event of the ongoing season, league members will have the opportunity to vote on one of the cars to be used in the next season. Each season will make use of three different free or cheap content vehicles, and nine different tracks. Only one of the three vehicles may be carried over to a new season, but a vehicle may be used no more than two consecutive seasons. League organizers will make track selections based off of the vehicles selected for the season. The voting process will be communicated on the league Discord.

Race Format

3.1 Race Session

Each race event can consist of 4 different types of sessions. For road sessions, there will be either one 60 minute race, one 20 minute race and one 40 minute race, or three 20 minute races. For oval sessions, the limit will be a certain amount of laps or 80 minutes, whichever comes first. Green/White/Chequered will be used when applicable. There will also be a 90 minute practice and a 5 minute closed 2 lap qualifying session or a 10 minute open qualifying session. A longer 15 minute qualifying may be used if a track exceeds a 2 minute lap time. The top 10 drivers will be reversed on the grid from the first to the second race and from the second to the third race.

3.2 Session Settings

The session settings will be finalized at the beginning of each season. Constant rules are:

Fixed Setup

Generated Weather

Fast Repair Limit: 1

iRating minimum limit: 500

Safety Rating minimum limit: D 1.0

Qualifying Conduct Scrutiny: Off

Allow All Driving Aids

Track Condition: Generated and Carried Over

Incident Warnings: drive-through penalty at 15 inc points in a race for 20+20+20 minute sessions; 20 inc points in a race for 20+40 minute sessions; 25 inc points in a race for 60 minute sessions and oval sessions; then: another drive-through penalty every 5 inc points

Points

4.1 Points Table

The following is the points table to be used by the league. One lap must be completed in a single race to be eligible for points and bonus points. Only drivers who are no more than 2 laps behind the leader will receive bonus points for least incidents.

Race Finish Points							
Place	Points	Place	Points	Place	Points	Place	Points
1	34	6	20	11	10	16	5
2	30	7	18	12	9	17	4
3	27	8	16	13	8	18	3
4	24	9	14	14	7	19	2
5	22	10	12	15	6	20	1
Pole Award: 1 Point				Most Laps Led: 2 Points			
Leading At Least One Lap: 1 Point				Least Incident Points: 1 Point			
Fastest Lap: 1 Point							

4.2 Points Multipliers

Points multipliers shall be awarded for 40 minute, 60 minute and oval races. A 2x points multiplier shall be awarded to the points finishers of a 40 minute race. A 3x points multiplier shall be awarded to the points finishers of a 60 minute race and oval races. Points multipliers will not be awarded in 20 minute races. Bonus points are not multiplied.

4.3 End of Season

After the conclusion of an Asphalt League Season, the driver with the most points after deduction of their two lowest season scores will be Asphalt Champion. In case of a points tie, the driver with the highest individual week score will receive the better position. The top three points scorer after deduction of their two lowest season scores will receive prizes, as well as drivers winning their first ever Asphalt race. The Asphalt Champion will be the only driver allowed to use #1 in the next season, provided they inform league staff regarding their decision to use #1 for organizational reasons.

Special Events

5.1 Special Event Championship

In weeks when there are no season events scheduled, a Special Event will fill this gap. Special Events can use both free and paid content. A yearly Special Event medal tally (beginning to end of year) is posted to the website with the top three finishers of each class and race receiving gold, silver and bronze medals. The best three drivers, all drivers of the best three nations and all drivers of the best age group will receive a prize at the end of the year.

Miscellaneous and Staff

6.1 League Language

All communication within Asphalt League shall be done in English. This includes the league's Discord server, in-session voice chat, in-session text chat and website.

6.2 Administrators

The current administrators of the league are as follows:

Jordan Brubaker

Steven Fendt

Thomas Lademann

We thank Ryan Hellyer for creating Undiecar League on which this league is based.