



YES2MOTORSPORT VIRTUAL OFF-ROAD TEAM ENDUROXCROSS (VORTEX) 2022 SERIES RULEBOOK

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I. SERIES INFORMATION

#Yes2Motorsport Virtual Off-Road Team Endurocross (VORTEX) is pleased to welcome drivers to its inaugural season in 2022. Built upon the success of the Shenandoah Shine Group Therapy 100 in December 2021, this three-race series takes the endurance, multi-class, team racing format to off-road racing. All VORTEX events utilize the iRacing platform (www.iRacing.com).

SCHEDULE OF EVENTS

There will be three events in the 2022 VORTEX season, running in April, August, and December. Please refer to the below chart for the preliminary schedule, but note that events are subject to change:

RD.	DATE	EVENT NAME	TRACK	LOCATION
1	April 21	Great Lakes 100	Bark River International Raceway	Bark River, MI
2	August 25	Sierra Nevada 100	Wild West Motorsports Park	Sparks, NV
3	December 29	Group Therapy 100	Crandon International Raceway	Crandon, WI

EVENT FORMAT AND RULES

- Race sessions open at 8:30PM ET/5:30PM PT
- Open practice + qualifying (15 minutes, track starts at 0% in each).
- 100 minutes race. Track reset to 0%.
- VORTEX events are team races with a mandatory two or three drivers per entry.
- Drive fair share is **ON**.
- Damage is **OFF** so that all entries may compete for as long as possible.
- No cautions and no restarts.
- Rolling start. All cars in each class will be gridded together.

DRIVE FAIR SHARE RULE

iRacing's "drive fair share" rule means that each driver must run at least 25% of an equal share of the event, rounded up to the next whole lap. As an example, here's how the math works out for a 67-lap event (which was the Crandon length):

- 2 drivers: $67 \text{ laps} / 2 = 33.5$ (34); 25% of 34 is 8.5; **each must run 9 laps**
- 3 drivers: $67 \text{ laps} / 3 = 22.6$ (23); 25% of 23 is 5.75; **each must run 6 laps**



II. COMPETITION SETUP

To be able to compete in VORTEX events, drivers must 1) be a part of the #Yes2Motorsport iRacing league and 2) have a team set up within iRacing.

JOINING THE LEAGUE

We will be utilizing the #Yes2Motorsport league for the event. [Click here](#) to submit a request to join the league if you haven't already. **You must do this before you can join any VORTEX race!**

EVENT REGISTRATION

To help us promote leading up to each event, event registration forms will be shared weeks prior to the race. Please fill them out! This enables us to give the broadcasters an advance entry list, and allows us to assign correct driver numbers within the league. Eligible last-minute entries that did not file an entry blank will not be denied as long as they join the session.

Please refer to the Vehicle Numbers section within Section III (Race Classes) for more information on number assignments.

CREATING A TEAM

Please refer to the [iRacing Teams How-To](#) pages to learn how to create a team. Drivers that enter the race without a teammate will be disqualified for violating fair share rules. **IMPORTANT: You must create your team within iRacing before the event!**

SETTING YOUR PAINT SCHEMES

We will be utilizing Trading Paints for this broadcast. To set a team paint, first make sure your team is properly created, then go to your Trading Paints [dashboard](#). Click the car that corresponds to the class you plan to race and scroll all the way to the bottom to set your team paint as you would for any other league or series.

In addition, to help our broadcasters, please [click here](#) to download branded windshield banners for your vehicle and apply them to your paint before uploading!



III. RACE CLASSES

There will be four Classes of competition in the VORTEX season: Unlimited Truck, Unlimited Car, Limited Truck, and Limited Car. Each has been assigned a set of vehicle numbers for timing and scoring purposes.

EVENT CLASSES

Please refer to the below chart for VORTEX Class information:

CLASS NAME	UNLIMITED TRUCK	UNLIMITED CAR	LIMITED TRUCK	LIMITED CAR
Vehicle	Pro 4 Off-Road Truck	Subaru WRX STI	Pro 2 Off-Road Lite	Volkswagen Beetle Lite
Horsepower	800	585	400	262
Weight	4000	2860	4000	2866
WTP Ratio	5.0	4.8	10.0	10.9
Numbers	00-09, 1-99	100-199	200-299	500-599

VEHICLE NUMBERS

Each VORTEX Class has a specific set of numbers assigned to it per the above chart for sake of ease in following along with the event for competitors, fans, and broadcasters alike. Advance event registration is strongly encouraged so VORTEX officials can assign the correct numbers to each driver within the #Yes2Motorsport iRacing league prior to the race.

Numbers will be assigned on a first-come, first-serve basis prior to the first event of the season. Each event registration form allows for the input of as many options as possible until an acceptable number is found. Any previously assigned number for other #Yes2Motorsport events will be reassigned to participating drivers following the completion of VORTEX race weeks.

Following the 2022 season, VORTEX will hold the number 1 for the defending Unlimited Truck champion in subsequent seasons. Numbers 100, 200, and 500 will also be held for defending champions in other classes.



IV. POINTS

Utilizing its points system, VORTEX will track multiple championships for both Drivers and Teams. Both Overall and Class Championships will be awarded at the conclusion of the season.

DRIVER AND TEAM POINTS ELIGIBILITY

All drivers who are registered to a team that competes within VORTEX regulations will receive Driver Points at the end of each race. These points will be awarded manually at the end of events after review by VORTEX officials. In addition, all teams that compete within VORTEX regulations will also receive Team Points. These points will be locked to each team's car number in a given class.

SCORING SYSTEM

The last place finishing entry in any VORTEX Class will receive 500 points towards the Team Points standings, and its drivers will receive 500 points each towards the Driver Points standings. The second to last place finishing entry will receive 600 points, third to last will receive 700, and so on in 100 point intervals until points are assigned to the first place finishing entry. Competing entries that do not meet Drive Fair Share criteria will receive 0 points.

Please refer to the below chart for an example breakdown for a 12-vehicle Class:

POS.	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH	10TH	11TH	12TH
PTS.	1600	1500	1400	1300	1200	1100	1000	900	800	700	600	500

Please refer to the below chart for sample winning point values using the results of the 2021 Shenandoah Shine Group Therapy 100:

CLASS	NO.	TEAM NAME/WINNING DRIVERS	ENTRIES*	POINTS
UT	21	Factory Simsport Keaton Swane/Crystal King	14	1800
UC	199	Jim Beaver eSports A Team Josh Edmundson/Dave Bodio	6	1000
LT	217	AMX iRacing (Don't Do That Motorsports) Anthony Jaynes/Taylor VandenBush/Nick Nowak	10*	1400
LC	548	Jim Beaver eSports Cam Pedersen/Chris Leone/Brandyn Proudfoot	6	1000

**Limited Truck had 11 entries, but one would not have met Drive Fair Share rules.*



IV. POINTS (continued)

CLASS AND OVERALL CHAMPIONSHIPS

VORTEX will award Class Championships to the Driver(s) and Team(s) who score the most points in any given class across all of its events. VORTEX will also award Overall Championships to the Driver(s) and Team(s) who score the most points in total across all of its events.

DRIVER AND TEAM CHAMPIONSHIP ELIGIBILITY

Drivers are allowed to change Teams and Classes during the season, and will continue to accrue points for themselves in the Overall Championship based on their combined total across multiple Classes. However, Team points are locked by class. For example, a Team that competes in one Class in the first event and switches in the second to try to give its Drivers a better shot at the Overall Championship will be lodged as a separate Team entry. **VORTEX reserves the right to restrict Drivers participating in the Group Therapy 100 to running in Classes that they have already entered during the season at its own discretion.**

CHAMPIONSHIP TIEBREAKERS

VORTEX will not assign tiebreakers to any of its Class Championships. Multiple Class Champions in both Driver and Team standings will be awarded if necessary.

In the Overall Championships, tiebreakers will be as follows:

- Best in-class finishing position during the season
- If equal, larger entry count in race where best in-class finish is scored
- If equal, second-best in-class finishing position
- If equal, larger entry count in race where second-best in-class finish is scored
- If equal, third-best in-class finishing position
- If equal, larger entry count in race where third-best in-class finish is scored
- If equal, first team to score best in-class finishing position
- If equal, first team to score second-best in-class finishing position

If all of the above are equal, all eligible competitors will be invited to a 15-minute showdown event at Wild Horse Pass Motorsports Park in January following the completion of the season. Each driver will compete in their own vehicle, with the class to be chosen at that time deliberately avoiding vehicles that any competitors used in the VORTEX season. The race winner will earn the Overall Championship for themselves as a Driver, for their Team, or both.



V. ADDITIONAL CONCERNS

The following section details various other information as it pertains to VORTEX events, ranging from driver etiquette to promotional information.

ETIQUETTE

Do your part to keep VORTEX events fun for everyone. That means driving with respect for other drivers and event officials, and respecting that the damage off setting is designed to allow everyone to race for as long as possible, not to create a demolition derby. Drivers who choose to fly in the face of these expectations may be removed with or without warning at officials' discretion.

RECRUITMENT

VORTEX is committed to providing a fun and fair racing environment for all and will happily welcome any interested driver at any time who is willing to follow its regulations.

BROADCASTS

VORTEX races will air live on [Racecraft TV](https://www.racecraft.tv).

PRIZES

Each Driver on the winning Team in each Class in any VORTEX event will receive \$1, plus additional non-cash prizes courtesy of event sponsors that will be announced in conjunction with each event. Overall and Class Championships are for pride only unless otherwise announced.

TEST EVENTS AND ADDITIONAL SESSIONS

Please refer to the #Yes2Motorsport league within iRacing for a full schedule of official practices. Additional recruitments may pop up within iRacing's Hosted sessions as VORTEX official availability allows.

NON-VORTEX EVENTS

#Yes2Motorsport regularly schedules events on Thursday evenings from 7PM-9PM ET within the league, and on Saturday evenings after the completion of real-world Supercross events under Hosted sessions. All drivers who are part of the league for VORTEX are encouraged to run on Thursdays, and to join us in Hosted on Saturdays.