



All-American Racing Network (AARN)

Official Rulebook - Updated 03/02/2026

1. League Mission & Philosophy

The All-American Racing Network (AARN) exists to provide competitive, clean, NASCAR-authentic racing in iRacing. The league prioritizes racecraft, respect, and consistency. While hard racing is encouraged, avoidable contact and reckless driving will not be tolerated.

2. Series Overview

AARN Next Gen Cup Series - Sunday Mornings

- \$30 league fee (ineligible to race during the season until paid)
- There will be driver payouts which will be finalized prior to the midway point in season
- Track Types: Ovals, Superspeedways, Road Courses
- Setups: Fixed
- Race Length: 50%
- Stages: Disabled (no stage cautions)
- Cautions: iRacing system only

AARN O'Reilly's Open Series - Monday Nights

- \$20 league fee (ineligible to race during the season until paid)
- Driver payouts (TBD)
- Track Types: Ovals, Superspeedways, Road Courses
- Setups: Open
- Race Length: Approximately 1hr in length
- Stages: Disabled (no stage cautions)
- Cautions: iRacing system only

AARN Craftsman Truck Series - Wednesday Nights

- \$10 league fee (ineligible to race during the season until paid)
- Driver payouts which will be finalized prior to the midway point in season
- Track Types: Ovals, Superspeedways, Road Courses
- Setups: Fixed
- Race Length: Approximately 1hr in length
- Stages: Disabled (no stage cautions)
- Cautions: iRacing system only

3. Schedule & Session Format

All races are held in Eastern Time.

AARN Next Gen Cup Series

Practice: 9:00 AM – 9:50 AM

Qualifying: 9:50 AM – 10:00 AM

- 2-lap solo qualifying for all races

Race Start: 10:00 AM Green Flag

AARN O'Reilly's Open Series

Practice: 7:25 PM – 7:55 PM

Qualifying: 7:55 PM – 8:00PM

- 2-lap solo qualifying for all races

Race Start: 8:00 PM Green Flag

AARN Craftsman Truck Series

Practice: 7:30 PM – 7:55 PM

Qualifying: 7:55 PM – 8:00PM

- 2-lap solo qualifying for all races

Race Start: 8:00 PM Green Flag

Drivers are expected to be in the server and ready prior to qualifying.

4. Driver Eligibility

- Cup & Truck Series Maximum iRating: 2500 (must be at or below 2500 when the season begins)
- O'Reilly's Series Maximum iRating: 4000 (must be at or below 4000 when the season begins)
- Drivers exceeding 2500 during the season will not be removed
- Admin exemptions may be granted at discretion
- Maximum field size: 43 drivers (Waitlist Applies after 43)

5. Teams/Charters

- AARN Drivers are free to form teams with other competitors as they choose
- Team names and branding are option but encouraged
- Teams will consist of 1 to 4 drivers
- Teams do not affect the individual championship points/eligibility
- One driver will need to reach out to an admin for approval, so the proper notification to the broadcast teams can be made and discord team channels created

6. Race Procedures

Fuel & Tires:

- Fuel limits and tire allotments vary by race and are published in the official season schedule.

Restarts:

- Double-file restarts following NASCAR procedures
- Drivers must maintain lane discipline until the start/finish line
- Leader has lane choice (inside/outside) but must verbally declare at 1 to go.
- Leader may go at any point inside the restart zone
- The start of the race is controlled by iRacing

Lucky Dog and Wave Arounds:

- Enabled and handled by iRacing

Fast Repairs:

- Disabled for all races except Superspeedways
- One optional fast repair at Daytona, Talladega, and Atlanta (EchoPark)

Voice Communication:

- Microphones must be operational for in-race communication (in the iRacing session), green flag pitstops, emergency situations etc.
- Drivers are not required to be in a discord voice channel during the race (unless being interviewed by broadcast booth)
- Drivers without a working microphone may be removed from the session at an admin's discretion.

Car Schemes & Visual Standards:

- All car paint schemes must be broadcast-appropriate and respectful
- Admins reserve the right to have a driver change their car scheme prior to the start of race

7. Flags, Penalties & Admin Control

End of Line (EOL) Penalties:

- Championship EOL Rule
 - **FOR CUP SERIES** - From race 8 through race 20, the top 3 drivers in championship standings will receive an End of Line penalty on the initial race start only. Admins may issue EOL penalties at any time for race control, unsafe behavior, or avoidable contact
 - **OTHER SERIES** - From race 6 through race 9, the top 2 drivers in championship standings will receive an End of Line penalty on the initial race start only. • Admins may issue EOL penalties at any time for race control, unsafe behavior, or avoidable contact

Black Flags:

- Issued by iRacing and race control when necessary
- Admins may clear black flags if received to avoid a wreck or due to a system error

8. Incident Limits & Disqualifications

- 25x incidents results in automatic disqualification
- Disqualified drivers receive last-place finishing points
- No bonus points awarded
- No exceptions

9. Post-Race Review & Penalties

- Driver-submitted incidents only via the designated Discord Channel
- Submissions must include lap number, corner, cars involved, and brief description

Possible outcomes include warnings, points penalties, or race suspensions. Repeat offenders will face escalating penalties.

9. Post Race Interviews

- Races will be broadcasted with the top 3 drivers each race be available for possible post race interviews
- Interviews are optional but encouraged
- Must be in a discord voice channel in order to be pulled into the broadcast booth
- Expected to be respectful and professional and give brief shoutouts to sponsors
- Drivers should thank the "fans" as well for coming out (our live viewers)

10. Points System

Base Points:

- **FOR CUP SERIES** - 1st place earns 43 points, 2nd place earns 42 points, etc.

• **OTHER SERIES** - Finishing position points follow iRacing NASCAR-style scoring with 1st place earning 40 points, 2nd place earning 39 points, etc.

Bonus Points:

- +1 Lead at least one lap
- +1 Most laps led
- +1 Fastest lap
- +1 Race winner
- +1 0x incidents

Tie Breakers:

- Wins
- Highest finishes (most 2nds, then 3rds, etc.)
- Most laps led

11. Provisional Races

FOR CUP SERIES - Each driver is granted three (3) provisional races to use during the regular season when unable to attend a scheduled event.

- A provisional awards last place points for that race
- No bonus points of any kind are awarded
- Provisionals may not be used during the chase (playoffs)
- +1 Race winner
- +1 0x incidents

OTHER SERIES - Each driver is granted one (1) provisional races to use during the regular season when unable to attend a scheduled event.

- A provisional awards last place points for that race
- No bonus points of any kind are awarded
- Provisionals may not be used during the chase (playoffs)

12. The Chase

FOR CUP SERIES

- 12 Drivers will qualify for The Chase at the end of the regular season
 - The top 10 drivers in points will be automatically in The Chase
 - 2 bonus Chase spots will be granted of the remaining field of drivers as follows:
 - 1 for most regular season wins
 - 1 for the most regular season starts (this will be earned for dedication and consistency)
- There is no "Win and In" as you will need to earn points to qualify for The Chase (More races you run, the more points you earn)
- There will be no eliminations during The Chase
- The Chase drivers will have their points reset. See flyer below:

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CHASE FOR THE CHAMPIONSHIP

POINTS RESET FOR THE TOP 12 DRIVERS

After the regular season, the top 12 drivers will advance to the AARN Chase for the Championship with the following points reset:

POSITION	RESET POINTS
1st	1,055
2nd	1,050
3rd	1,045
4th	1,040
5th	1,035
6th	1,030
7th	1,025
8th	1,010
11th	1,005
12th	1,000

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CHASE FOR THE CHAMPIONSHIP

POINTS RESET FOR THE TOP 8 DRIVERS

After the regular season, the top 8 drivers in the O'Reilly Series and Craftsman Truck Series will advance to the AARN Chase for the Championship with the following points reset:

POSITION	RESET POINTS
1st	1,055
2nd	1,050
3rd	1,045
4th	1,035
5th	1,030
6th	1,025
8th	

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- 5 Bonus points will be awarded for each category below at the beginning of The Chase:
 - Regular season champion
 - Most wins in the regular season
 - Most laps led
- The 2 bonus Chase spot drivers will be ineligible to receive the bonuses above.
- The driver with the most points at the end of Homestead will be the All-American Racing League Champion!

OTHER SERIES

- The top 8 drivers in points will qualify for The Chase at the end of the regular season
- There is no "Win and In" as you will need to earn points to qualify for The Chase (More races you run, the more points you earn)
- There will be no eliminations during The Chase
- The Chase drivers will have their points reset. See flyer above: