



# **MX-5** **PROVING** **GROUND**



WHERE SIM TALENT MEETS REAL OPPORTUNITY

# **MX-5** **PROVING GROUND**

## **SPORTING REGULATIONS**

### **SEASON 1**

*Official Rulebook*



Community-run *iRacing* MX-5 Championship



# Document Control

Item	Detail
Document	MX-5 Proving Grounds Sporting Regulations
Season	Season 1
Version	Version 1.1
Primary Update	Updated Season 1 registration and roster policy: one-time driver registration, automatic active roster status, no mandatory weekly race form, and attendance based on showing up to the official event session.
Sponsor Status	Sponsor and partner placement will be added in a later revision once confirmed.
Status	Working Season 1 rulebook for launch, recruitment, sponsor discussions, test events, and official race operations.

**Important:** This is an independent community-run iRacing league document. It is not legal advice and does not create any official relationship with iRacing, IMSA, Mazda, Whelen, Michelin, Andersen Promotions, or the real-world Mazda MX-5 Cup.

The rulebook may be revised as sponsors, broadcast partners, software partners, and final race operations are confirmed. Sporting changes should be posted clearly before official qualifying for the affected event begins.

## Mission Statement

MX-5 Proving Grounds exists to build a serious, organized, broadcast-ready iRacing MX-5 championship centered on clean racing, meaningful qualifying, professional race control, and a single unified competitive ladder.

The series is designed to capture the spirit, discipline, and presentation quality of real MX-5 Cup-style competition while remaining an independent community-run league. Every driver competes for the same championship outcome. Splits are used only to keep race-night fields manageable and to reward qualifying performance.

**Race hard. Race clean. Respect the process. Build something worth watching.**

# Table of Contents

1. Series Identity and Purpose
  2. Unofficial Status and Rule Authority
  3. Driver Eligibility, Roles, and Registration
  4. Car, Setup, and Technical Rules
  5. Race Day Format - Three iRacing Sessions
  6. Official Qualifying Procedure
  7. Split Assignment and Grid Construction
  8. Race Session Procedures
  9. Unified Championship Points and Classification
  10. Incident Limits and Safety Standards
  11. Driving Standards
  12. Flags, Track Limits, Pit Lane, and Restarts
  13. Penalties, Protests, and Appeals
  14. Broadcast, Media, Sponsors, and Partners
  15. Discord Operations and Race Week Workflow
- Appendix A. Race Week Bulletin Template
- Appendix B. Incident Report Template
- Appendix C. Quick Rules Summary

# 1. Series Identity and Purpose

MX-5 Proving Grounds is a Season 1 iRacing championship using the Global Mazda MX-5 Cup car. The series is organized for drivers who want structured MX-5 racing with clear rules, official qualifying, race control, standings, broadcast presentation, and a serious race-night environment.

This is not intended to operate as a loose hosted lobby. The series should feel organized from the moment a driver enters the Discord through registration, qualifying, split assignment, race night, results, and post-race review.

## Core Principles

- One overall championship. All drivers are fighting the same season-long points ladder.
- Qualifying matters. The top qualifying drivers race in the top split, and the lower qualifying drivers race first.
- Split 2 is not a separate championship. It continues the overall classification after Split 1.
- Broadcast order builds the show. Split 2 opens the broadcast and Split 1 closes the broadcast.
- Rules, race control, and stewarding should protect clean racing and long-term series credibility.
- Sponsors and partners support presentation and operations but do not influence sporting decisions.

# 2. Unofficial Status and Rule Authority

MX-5 Proving Grounds is independent and unofficial. The series is not affiliated with, endorsed by, licensed by, sponsored by, or officially connected to iRacing, IMSA, Mazda, Whelen, Michelin, Andersen Promotions, the real-world Mazda MX-5 Cup, or any related official property.

The series may be inspired by the structure and seriousness of real MX-5 Cup-style racing, but it does not represent itself as an official real-world series, official iRacing series, or manufacturer-backed championship.

## Rule Authority

- 1 The iRacing Sporting Code and simulator-enforced rules.
- 2 This MX-5 Proving Grounds Sporting Regulations document.
- 3 The posted Race Week Bulletin for the specific event.
- 4 Driver briefing notes and posted Race Control instructions.
- 5 Final Race Control, Stewarding, and Admin decisions.

If Discord discussion conflicts with the posted Race Week Bulletin, the Race Week Bulletin controls. If this document conflicts with an event-specific bulletin, the bulletin controls only for that event and must clearly explain the temporary adjustment.

# 3. Driver Eligibility, Roles, and Registration

Drivers must complete one initial registration process before competing in official points events. Registration may be handled through Google Forms, Google Sheets, RaceDirector, Discord workflows, or another official method posted by Admin.

Drivers do not need to complete a new form every race week. Once a driver joins the Discord, completes the initial registration form, accepts the rulebook and conduct requirements, and is approved by staff, that driver is added to the official roster and remains a Driver unless they withdraw, become inactive under a posted policy, or are removed by Race Control/Admin.

Race-week participation is based on showing up to the official event session and completing qualifying. If a rostered driver does not show up for qualifying or does not set an official time, they may be left out of that event classification unless Race

Control grants an exception.

## Driver Requirements

- Own the required iRacing car and track for the event.
- Join the official Discord server and select or receive the correct role.
- Complete the one-time registration form with required league information, including iRacing name and iRacing Customer ID.
- Remain on the official Driver Roster after approval unless removed, inactive, or withdrawn.
- Use a recognizable racing identity that can be matched to the registration record.
- Accept the rulebook, conduct expectations, broadcast consent, and unofficial-status disclaimer.
- Race safely enough to not endanger the event or other drivers.

## Recommended Discord Roles

Role	Use
Driver	Approved rostered racer. Has access to race-week, qualifying, setup, and driver operation channels. Driver status does not require a new weekly form.
Spectator	Follower or supporter. Has access to public information, broadcasts, results, and general discussion.
Race Control	Race Director, session admin, or operational staff. Assigned manually.
Steward	Incident review and penalty team. Assigned manually.
Broadcaster	Broadcast booth, commentary, stream production, or media support. Assigned manually.
Admin	Full server and series administration. Assigned manually.

Race Control may deny, delay, or revoke entry from any driver for unsafe racing, repeated misconduct, false information, toxic behavior, or actions that damage the quality or reputation of the series.

## 4. Car, Setup, and Technical Rules

The official car is the Global Mazda MX-5 Cup car within iRacing unless an event bulletin states otherwise.

Season 1 is intended to use a fixed setup unless Race Control announces a different format before the first official qualifying session of an event. A fixed setup keeps the focus on driving, consistency, racecraft, and execution.

### Permitted

- Normal iRacing controls, force feedback settings, legal graphics settings, overlays, and spotter tools.
- Telemetry review, replay review, button boxes, wheel displays, pedal haptics, and normal sim hardware.
- Custom liveries that are broadcast-appropriate and do not falsely imply official affiliation.
- Crew Chief or similar tools, provided they do not automate driving inputs.

### Not Permitted

- Any exploit, physics manipulation, illegal automation, or file modification intended to gain a driving advantage.
- Intentional abuse of netcode, intentional disconnecting to avoid penalties, or manipulation of qualifying/results.
- Offensive liveries, slurs, obscene imagery, or sponsor/series branding used without permission.

- Fake official branding that implies the league is formally sanctioned by iRacing, IMSA, Mazda, Whelen, or the real-world MX-5 Cup.

## 5. Race Day Format - Three iRacing Sessions

Each event uses one official qualifying process and two race sessions based on qualifying order. Drivers race only in the split they are assigned to for that event unless Race Control publishes an exception.

Session	Purpose	Standard Format	Operational Notes
Session 1	Official practice and qualifying	40-minute practice, then 20-minute qualifying	All registered and eligible drivers qualify together. Official qualifying times determine split placement and grid order.
Session 2	Lower qualifying-order split race	5-10 minute warmup, then race	Drivers below the Split 1 cutoff race first. Grid is manually built from official qualifying order.
Session 3	Higher qualifying-order split race	5-10 minute warmup, then race	Top qualifying drivers race last. Grid is manually built from official qualifying order. This is the broadcast closing race.

The standard race length is 45 minutes unless the Race Week Bulletin states otherwise. Warmup may be 5 minutes for a tight schedule or 10 minutes when extra time is needed for drivers to load in, Race Control to verify the custom grid, and broadcast to reset.

No doubleheaders are used in the standard Season 1 format. The two races are split races from the same event, not Race 1 and Race 2 for the same driver field.

## 6. Official Qualifying Procedure

Official qualifying is the only source used for split assignment and race grids. Practice times, screenshots, Discord claims, third-party leaderboards, or unofficial hosted sessions do not determine the official event lineup.

### Qualifying Format

- Session 1 opens with a 40-minute practice period.
- Session 1 then moves into a 20-minute official qualifying period.
- Each driver has 5 timed laps to set an official qualifying time.
- The out lap does not count as one of the 5 timed laps.
- The best valid qualifying lap determines the driver's overall qualifying position.
- Drivers are responsible for leaving pit lane with enough time to complete their qualifying attempts.
- Drivers must not block, impede, stop on the racing surface, or intentionally interfere with another qualifying attempt.

If iRacing session settings do not perfectly enforce the 5 timed-lap limit in the selected configuration, Race Control will use the closest available settings and may validate qualifying using official results, replays, timing data, or admin review.

Drivers who fail to set a valid qualifying lap may be placed at the rear of the lowest available split, moved to reserve status, or denied entry for that event at Race Control discretion.

## 7. Split Assignment and Grid Construction

Split placement is based on official qualifying order. The Race Week Bulletin will confirm the split cutoff. The default cutoff is the top 30 qualifiers to Split 1, with all remaining eligible qualifiers assigned to Split 2.

## Default Split Structure

Qualifying Position	Assigned Race	Race Order	Overall Classification Logic
1-30	Split 1	Runs last	Competes for overall positions 1-30.
31 and lower	Split 2	Runs first	Continues the same overall classification after Split 1. If Split 1 has 30 cars, Split 2 winner is 31st overall.

Race Control may adjust the final cutoff if entry count, no-shows, server limits, broadcast limits, or admin needs require it. Any change must be posted before race grids are finalized.

## Grid Construction

- Session 2 grid is built from the lower qualifying-order drivers assigned to Split 2.
- Session 3 grid is built from the higher qualifying-order drivers assigned to Split 1.
- Both grids should follow official qualifying order unless penalties or admin corrections are applied.
- Race Control may promote drivers from Split 2 to Split 1 before grid lock if a top-split driver withdraws or fails to confirm attendance.
- Once the grid is locked, late changes are made only for major administrative, technical, or fairness reasons.

## 8. Race Session Procedures

### Session 2 - Lower Qualifying-Order Split

Session 2 opens race night for drivers below the top split cutoff. It is a full points event within the same overall championship classification. The winner of this split is recognized as the Split 2 winner, but is scored in the overall event order after the Split 1 field.

### Session 3 - Higher Qualifying-Order Split

Session 3 closes race night and contains the top qualifiers from Session 1. This split determines the overall event winner and the top positions in the race classification.

### Warmup and Loading Period

Each race session should include a 5-10 minute warmup period. This gives drivers time to load into the server and gives Race Control time to confirm the custom grid, session settings, broadcast readiness, and any last-minute admin notes.

### Starts

The default starting procedure is a rolling start unless the Race Week Bulletin states otherwise. Drivers must hold position, remain predictable, and follow iRacing and Race Control instructions through pace laps, start zones, and restarts.

### No Cross-Split Double Racing

A driver may not race in both Split 2 and Split 1 for the same points event. Exceptions are limited to non-points tests, admin recovery procedures, broadcast demonstrations, or specifically announced exhibition formats.

## 9. Unified Championship Points and Classification

MX-5 Proving Grounds uses one overall Drivers Championship. There is no separate Challenger Series or separate second-split championship in the standard Season 1 format.

Splits organize the event, but the points ladder is unified. Split 1 determines the top overall positions. Split 2 continues the same event classification behind Split 1.



**Example: If Split 1 has 30 cars, the Split 2 winner is classified as 31st overall. Second place in Split 2 is 32nd overall. Third place in Split 2 is 33rd overall, and so on.**

### Base Points Table

Pos	Pts	Pos	Pts	Pos	Pts	Pos	Pts
1	350	11	200	21	100	31	9
2	320	12	190	22	90	32	8
3	300	13	180	23	80	33	7
4	280	14	170	24	70	34	6
5	260	15	160	25	60	35	5
6	250	16	150	26	50	36	4
7	240	17	140	27	40	37	3
8	230	18	130	28	30	38	2
9	220	19	120	29	20	39	1
10	210	20	110	30	10	40	1

Positions 39 and lower score 1 point unless the Race Week Bulletin publishes a revised extended points table before qualifying begins. Race Control may add non-points awards such as Pole Award, Fastest Lap, Hard Charger, Clean Driver, Driver of the Race, and Split 2 Winner without changing the championship points.

### DNS, DNF, and Disqualification

- A driver who qualifies but does not start may be classified as DNS and may receive reduced or zero points at Race Control discretion.
- A driver who starts but does not finish is classified behind finishers according to laps completed and iRacing results, subject to penalties.
- A disqualified driver may receive zero points for the event and may be subject to further review.
- Race Control may correct obvious scoring errors before final results are locked.

## 10. Incident Limits and Safety Standards

iRacing incident points are a baseline safety tool. They do not replace Race Control review. A driver can be under the incident threshold and still receive a penalty for avoidable contact, unsafe driving, blocking, or misconduct.

Incident Level	Standard Treatment
12x	Warning threshold. Driver should immediately clean up driving and avoid unnecessary risk.
17x	Penalty threshold. Race Control may configure or apply a drive-through, stop-and-go, time penalty, points penalty, or mandatory review.
25x	Hard review or disqualification threshold depending on event settings.
Repeated high incident events	Probation, qualifying restriction, split review, suspension, or loss of entry priority may be applied.

Race Control may review repeated high-incident drivers even when individual incidents are not protested. Protecting the quality of the field matters more than preserving any one driver's entry if behavior becomes unsafe.

## 11. Driving Standards

### 11.1 Racing Room

When two cars are reasonably alongside, both drivers must leave racing room. A driver may use the full width of the circuit only when they are not required to leave space for an overlapping car.

### 11.2 Defending and Blocking

Defending is allowed. Blocking is not. A reactive move made after the attacking driver has committed to a direction may be treated as blocking. Moving under braking, weaving, late reaction blocks, and squeezing overlap off track may be penalized.

### 11.3 Contact Standard

MX-5 racing is close, but contact that changes another driver's race is reviewable. Contact causing a spin, off-track, damage, loss of position, or major avoidance action may result in a penalty.

### 11.4 Divebombs and Passing Responsibility

The overtaking driver must have a realistic opportunity to complete the pass safely. Late moves with no reasonable overlap, no control, or no ability to make the corner may be penalized even if the passing driver reaches the inside before contact.

### 11.5 Unsafe Rejoins

A driver leaving the racing surface must rejoin safely and predictably without gaining an advantage. The rejoining driver is responsible for avoiding cars that remained on the racing surface.

### 11.6 Retaliation and Intentional Wrecking

Retaliation, intentional wrecking, malicious contact, brake checking, threatening to wreck another driver, or using the car as a weapon is zero tolerance behavior. Penalties may include disqualification, suspension, or removal from the league.

### 11.7 Voice and Text Conduct

Drivers must avoid abuse, slurs, personal attacks, public incident arguments, spam, or behavior that damages the broadcast or the league. Post-race frustration is not an excuse for misconduct.

## 12. Flags, Track Limits, Pit Lane, and Restarts

### Track Limits

iRacing track limits are the baseline. A driver who gains a position or lasting advantage by leaving the racing surface must give the advantage back safely. Repeated abuse may be reviewed even if iRacing slowdowns are served.

### Blue Flags

Blue flags are advisory. Lapped drivers must be predictable and must not intentionally block lead-lap cars. Lead-lap drivers remain responsible for completing safe passes.

### Pit Lane

Pit stops are not mandatory unless stated in the Race Week Bulletin. Drivers must obey iRacing pit speed, pit entry, pit exit, blend lines, and safe pit lane conduct.

## Full-Course Yellows

Full-course yellows should be limited in Season 1 unless Race Control is prepared to manage them consistently. They may be used for major lap-one incidents, track-blocking crashes, server/admin issues, or Race Control emergencies. They should not be used for normal spins, minor contact, or driver requests caused by frustration.

## Restarts

Restart rules will be posted in the Race Week Bulletin. Single-file restarts are recommended early in Season 1 unless Race Control confirms double-file restarts can be managed cleanly.

# 13. Penalties, Protests, and Appeals

Penalties exist to correct unfair advantage, discourage unsafe behavior, and protect the quality of the championship. Penalties may be applied live, post-race, or before the next event depending on available Race Control resources.

Violation	Possible Penalty
Minor avoidable contact with no major effect	Warning or 5 seconds
Contact causing position loss or off-track	5-15 seconds
Contact causing spin or significant damage	15-30 seconds, grid penalty, or points penalty
Unsafe rejoin causing incident	10-30 seconds or stronger if severe
Blocking or moving under braking	Warning, time penalty, or grid penalty
Jump start or start procedure violation	10 seconds, drive-through equivalent, or grid penalty
Retaliation or intentional wrecking	DQ, suspension, or removal
Public abuse of Race Control or drivers	Warning, mute, probation, suspension, or removal

## Incident Reports

Incident reports must be filed through the official workflow by the posted deadline, normally within 12 hours after race completion. Reports should include event, split, lap, corner, drivers involved, and replay/video evidence when available.

## Appeals

Appeals must be submitted within 24 hours of a posted penalty notice and must identify new evidence, a scoring error, or a procedural error. Appeals are not for simply disagreeing with steward judgment.

# 14. Broadcast, Media, Sponsors, and Partners

By participating, drivers agree that their car, name, iRacing identity, voice when applicable, race footage, results, and league activity may be used in broadcasts, highlights, social posts, Discord graphics, standings, sponsor deliverables, and promotional material for the series.

Drivers are expected to help the broadcast look professional. This includes appropriate liveries, respectful interview conduct, no toxic chat, and no public arguments during the event broadcast.

## Sponsor and Partner Placement

Sponsor placement may be added to future versions of this rulebook, race posters, Discord graphics, stream overlays, results graphics, and broadcast mentions. Sponsor support does not grant sporting influence, stewarding authority, grid influence, or penalty influence.

Partner Type	Possible Placement
Title / Founding Partner	Cover page, sponsor page, Discord sponsor section, race graphics, stream overlay, verbal mentions.
Race Night Partner	Event announcement, stream overlay, pre-race mention, post-race mention, results graphic.
Split Sponsor	Split-specific overlay and verbal mention for Split 2 or Split 1.
Award Sponsor	Pole Award, Fastest Lap, Hard Charger, Clean Driver, Driver of the Race, or Split 2 Winner.
Operations Partner	Software, stewarding, check-ins, overlays, broadcast, or automation partner placement.

Sponsor slots are intentionally marked as update-ready in Version 1.1 so confirmed partners can be added cleanly in Version 1.1 or later.

## 15. Discord Operations and Race Week Workflow

Discord is the operational hub for the league. Drivers are responsible for checking announcements, race-week briefings, qualifying information, session links, results, and stewarding notices.

### Recommended Channel Use

Channel	Purpose
#start-here	Mission statement, first steps, role selection, and registration instructions.
#rules-and-regulations	Current rulebook PDF and regulation updates.
#driver-registration	One-time Google Form, RaceDirector onboarding if used, and official driver roster data collection.
#race-check-in	Optional RaceDirector attendance/reminder tool if used. It does not replace the official roster and is not a required weekly registration form.
#race-week-briefing	Event bulletin, format notes, session times, and admin instructions.
#qualifying-info	Session 1 details, qualifying settings, lap-limit reminders, and official qualifying results.
#race-server-info	Session 2 and Session 3 links, passwords, warmup timing, and custom-grid notes.
#results	Official results, overall classification, points updates, and race posters.
#incident-reports	Official incident submission workflow. Public arguing is not permitted.
#steward-verdicts	Final penalty decisions and appeal notices.

### Race Week Workflow

- 1 Drivers complete the one-time registration process and are added to the official Driver Roster.
- 2 Drivers select or receive the correct Discord role.
- 3 Race Week Bulletin is posted.
- 4 Rostered drivers show up to Session 1 for official practice and qualifying; no weekly race form is required.
- 5 Session 1 runs 40-minute practice and 20-minute official qualifying.
- 6 Race Control publishes official split assignments and custom grids from qualifying results.
- 7 Session 2 runs the lower qualifying-order split race.
- 8 Session 3 runs the higher qualifying-order split race.
- 9 Race Control combines results into one overall classification and updates points.

## Appendix A. Race Week Bulletin Template

Field	Template Entry
Event Name	Round __ - Track Name
Date / Time	Date, time zone, Session 1 time, Session 2 time, Session 3 time
Car / Setup	Global Mazda MX-5 Cup / Fixed setup
Session 1	40-minute practice + 20-minute qualifying; 5 timed laps excluding out lap
Session 2	Lower qualifying-order split; 5-10 minute warmup; race length __ minutes
Session 3	Higher qualifying-order split; 5-10 minute warmup; race length __ minutes
Split Cutoff	Top 30 to Split 1; 31st and lower to Split 2 unless adjusted by bulletin
Start Type	Rolling start unless otherwise stated
Incident Settings	12x warning, 17x penalty threshold, 25x DQ/review threshold
Weather / Track State	Fixed or dynamic details
Broadcast	Stream link, broadcaster, call time, interview expectations
Sponsor / Partner	Race night sponsor, split sponsor, award sponsor, or operations partner if applicable
Deadlines	Qualifying start, session load-in times, incident-report deadline, appeal deadline

## Appendix B. Incident Report Template

Incident reports should be clear, factual, and limited to relevant evidence. Emotional commentary, name-calling, or public arguments may result in the report being ignored or the driver being warned.

Required Field	Details
Driver submitting report	Name and Discord username
Event and split	Track, date, Split 1 or Split 2
Lap / corner	Exact lap and corner or time stamp
Drivers involved	Names and car numbers
Incident type	Contact, unsafe rejoin, blocking, retaliation, start issue, track limits, other
Evidence	Replay clip, video link, screenshot, or iRacing replay reference
Requested review	Briefly state what Race Control should review

## Appendix C. Quick Rules Summary

This summary is not a substitute for the full rulebook. It exists as a quick reference for drivers before race night.

Topic	Rule
Season	Season 1.
Roster	One-time registration only. Once approved, a driver stays on the official roster and does not fill out a weekly race form.
Qualifying	Session 1: 40-minute practice, 20-minute qualifying, 5 timed laps excluding out lap.
Splits	Top 30 qualifying times to Split 1. 31st and lower to Split 2 unless adjusted by bulletin.
Race order	Session 2 is the lower qualifying-order split. Session 3 is the higher qualifying-order split.
Grid	Both race grids are manually/custom built from official qualifying results.



Topic	Rule
Points	One overall championship. If Split 1 has 30 cars, Split 2 winner is 31st overall.
Warmup	5-10 minutes at the start of each race session for drivers to load in and Race Control to verify grid.
No separate Challenger Series	Split 2 is part of the same championship and continues the same classification.
Conduct	Race hard, race clean, no retaliation, no public incident arguments.
Sponsors	Sponsor placement will be added in future versions once confirmed.
Authority	Race Control decisions and posted Race Week Bulletins control event procedure.