

MX-5

PROVING GROUNDS

SPORTING REGULATIONS

SEASON 1 / VERSION 1.3

Updated race structure: single full-field race up to 60 drivers

Independent community-run iRacing league - not affiliated with iRacing, IMSA, Mazda, Whelen, or the real-world MX-5 Cup

This document is built for league operations, driver onboarding, sponsor discussions, race control, stewarding, and Season 1 event administration.

Document Control

Item	Detail
Document	MX-5 Proving Grounds Sporting Regulations
Season	Season 1
Version	Version 1.3
Primary Update	Updated the standard race format from split races to one full-field race with up to 60 drivers. Removed the Split 1 / Split 2 race format and split-adapted scoring language.
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 one unified competitive ladder.

The series is designed to capture the spirit, discipline, and presentation quality of IMSA / Whelen Mazda MX-5 Cup-style competition while remaining an independent community-run league. Every driver competes for the same championship outcome in one full-field race format whenever server capacity and event conditions allow.

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

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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, grid assignment, race night, results, and post-race review.

Core Principles

- One overall championship. All drivers are fighting the same season-long points ladder.
- One standard race field. The standard Season 1 format is one full-field race with up to 60 drivers.
- Qualifying matters. The official qualifying order sets the race grid and determines entry order if the field exceeds capacity.
- No split championship. There is no separate Challenger Series, lower split, or secondary points ladder in the standard format.
- 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 is intentionally modeled after the structure and seriousness of IMSA / Whelen Mazda 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

Priority	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.

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 - Two iRacing Sessions

The standard Season 1 event format uses one official qualifying process and one race session for a single full-field race of up to 60 drivers. There is no lower split race, higher split race, Challenger Series, or separate split championship in the standard format.

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 grid order and entry priority if the field exceeds capacity.
Session 2	Race session	5-10 minute warmup, then race	Up to 60 drivers. Grid is set by official qualifying order unless penalties or Race Control corrections are applied.

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 grid, and broadcast to reset.

No doubleheaders are used in the standard Season 1 format unless Race Control announces an exhibition, test, or special event format before qualifying begins.

6. Official Qualifying Procedure

Official qualifying is the only source used for grid construction and event entry priority. 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 field, moved to reserve status, denied entry if the field is full, or classified as DNS/DNQ at Race Control discretion.

7. Grid Construction and Field Capacity

The standard event field is one race of up to 60 drivers. Official qualifying order determines the starting grid. If 60 or fewer eligible drivers qualify, all eligible qualified drivers may be placed into the race session unless Race Control applies a penalty, removal, or safety-based restriction.

Qualifying Result	Standard Treatment	Championship Logic
1-60	Eligible for the official race grid, subject to Race Control approval and event settings.	Classified and scored according to official finishing position.
61 and lower if more than 60 drivers qualify	Reserve, DNQ, or alternate list unless Race Control expands capacity or publishes a special format.	No race points unless the driver starts the official race or Race Control publishes an event-specific classification policy.

Qualifying Result	Standard Treatment	Championship Logic
No valid qualifying time	Rear priority, reserve, DNS/DNQ, or denied entry if field is full.	Reduced or zero points at Race Control discretion.

Race Control may adjust field capacity if iRacing server settings, track capacity, broadcast considerations, safety concerns, or admin needs require it. Any change must be posted before grids are finalized.

Grid Construction

- The race grid should follow official qualifying order unless penalties or admin corrections are applied.
- Race Control may move a driver to the rear or remove a driver for unsafe conduct, invalid qualifying, missed instructions, or technical issues.
- Once the grid is locked, late changes are made only for major administrative, technical, or fairness reasons.
- If a driver withdraws before grid lock, Race Control may promote the next eligible reserve driver into the field.

8. Race Session Procedures

Session 2 is the official race session. It contains the full eligible field up to the event capacity limit and determines the official event results, championship points, and race awards.

Warmup and Loading Period

The 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 session settings, grid order, 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.

One Race Per Points Event

A standard Season 1 points event uses one race for the field. Additional hosted practice sessions, test sessions, broadcasts, or exhibitions do not create separate points races unless explicitly announced by Race Control before official qualifying begins.

9. Unified Championship Points

MX-5 Proving Grounds uses one overall Drivers Championship. There is no separate Challenger Series, lower split championship, or split-adapted scoring table in the standard single-field format.

All drivers in the official race score according to their finishing position after Race Control corrections and stewarding penalties are applied. Qualifying position does not award championship points unless a Race Week Bulletin announces a specific award or bonus before qualifying begins.

IMSA/MX-5 Cup-Style Points Table

Pos	Points	Pos	Points	Pos	Points
1	350	11	200	21	100
2	320	12	190	22	90
3	300	13	180	23	80
4	280	14	170	24	70
5	260	15	160	25	60
6	250	16	150	26	50

Pos	Points	Pos	Points	Pos	Points
7	240	17	140	27	40
8	230	18	130	28	30
9	220	19	120	29	20
10	210	20	110	30	10

Positions 30 and lower score 10 points unless the Race Week Bulletin publishes a revised extended table before qualifying begins. Race Control may add non-points awards such as Pole Award, Fastest Lap, Hard Charger, Clean Driver, and Driver of the Race without changing championship points.

DNS, DNQ, 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 qualifies outside the event field when more than 60 drivers are present may be classified as DNQ or reserve and normally receives zero race points unless an event-specific bulletin states otherwise.
- 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, entry 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, 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.
Award Sponsor	Pole Award, Fastest Lap, Hard Charger, Clean Driver, or Driver of the Race.
Operations Partner	Software, stewarding, check-ins, overlays, broadcast, or automation partner placement.

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-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 link, password, warmup timing, and grid notes.
#results	Official results, overall classification, points updates, and race posters.
#incident-reports	Official incident submission workflow. Public arguing is not permitted.

Appendix A. Race Week Bulletin Template

- Event name and round number
- Track and configuration
- Race date and official start time
- Weather, track state, and session settings
- Session 1 practice and qualifying timing
- Grid lock timing and field capacity confirmation

- Session 2 warmup length
- Race length, incident limits, and restart procedure
- Broadcast link and driver briefing notes
- Any event-specific rule changes or stewarding reminders

Appendix B. Incident Report Template

Field	Required Information
Event	Round number and track
Lap / Corner	Lap number and corner/sector
Drivers involved	Names and car numbers if available
Description	Short factual description of what happened
Evidence	Replay file, clip, screenshot, or timestamp when available
Requested review	Explain what rule or behavior needs review

Appendix C. Quick Rules Summary

- Register once. Approved drivers remain on the Season 1 roster.
- Race nights use Session 1 practice/qualifying and Session 2 race.
- Qualifying is 20 minutes with 5 timed laps, excluding the out lap.
- The standard race field allows up to 60 drivers.
- If more than 60 eligible drivers qualify, official qualifying order determines the race field and reserve order unless Race Control publishes a different policy.
- The championship is unified. There is no separate Challenger Series or split championship.
- Race hard, race clean, no retaliation, no intentional wrecking, and no public incident arguments.
- Race Control decisions protect the quality of the league and may be revised through the official appeal process.