2026/27 RADICAL CUP CANADA

WINTER SERIES PRESENTED BY BIS

RULES & FORMAT | OFFICIAL SERIES INFORMATION

BROADCAST COVERAGE

The series will be broadcast live on BiS Sim Leagues and the FEL Channel. Broadcast coverage runs for 1.5 hours per event, starting at 8:30 PM EST and continuing until all post-race sessions are complete.

CORE SERIES REGULATIONS

- **Setup:** Fixed iRacing-based setup across all sessions.
- **Starts:** Rolling starts for all races.
- **Fast Repairs:** 0 Fast Repairs allocated.
- **Incidents & Penalties:** 15x incident points result in a Penalty; 20x incident points result in a Disqualification per race session.
- **Pit Strategy:** Straight sprints with no required pit stops during Heats and the LCQ. The Feature requires a pit stop for fuel.
- **Race Duration:** Race lengths are defined by lap count with a 5-minute buffer applied to the race session length to ensure predictable broadcast scheduling.
- **Weather & Track Conditions:** Rain is not active on the Radical SR-10.

SEASON STRUCTURE & SCHEDULE

The championship features 8 events, each consisting of three races (24 total races across the season).

- **Official Practice:** Tuesdays, 7:00 PM – 11:00 PM EST.
- **Event Night Schedule:** Official event sessions begin at 7:00 PM EST. All times are approximate.

Race Night Timeline

TIME (EST)	SESSION	DETAILS
7:00 PM – 8:20 PM	**Practice**	Official pre-race session (1h 20m)
8:20 PM – 8:35 PM	**Qualifying**	15-minute solo and lap limited session. Sets grid for Heats (Odds Heat 1, Evens Heat 2)
8:30 PM	**Broadcast Start**	Show intro & starting lineup coverage
8:35 PM – 8:50 PM	**Heat 1**	Sprint race (15m, Top 15 advance to Feature, 16th+ to LCQ)
8:50 PM – 9:05 PM	**Heat 2**	Sprint race (15m, Top 15 advance to Feature, 16th+ to LCQ)
9:05 PM – 9:25 PM	**LCQ**	Sprint race (20m, Top 5 advance to Feature)

TIME (EST)	SESSION	DETAILS
9:25 PM – 9:30 PM	**Warmup / Break**	5-minute break
9:30 PM – 10:00 PM	**Feature**	Main Event (30m with stop)
10:00 PM – 10:20 PM	**Post-Race**	Driver interviews & post-race analysis

GRID REGULATIONS & CHAMPIONSHIP RULES

Grid Formations & Advancement

- **Qualifying:** Solo and lap limited. Sets the grid for both heats, with odd positions going to Heat 1 and even positions going to Heat 2.
- **Heats (1 & 2):** 15-minute sprints. The top 15 finishers in each heat advance directly to the Feature. Finishers in 16th and below proceed to the LCQ.
- **Last Chance Qualifier (LCQ):** 20-minute sprint (no pit stop). The top 5 finishers advance to the Feature. 6th place and below do not advance and score points for 36th place downwards. No bonus points are awarded in the LCQ.
- **Feature:** 30-minute race with a required pit stop. The grid consists of the 30 advanced drivers from the Heats plus the 5 advancing drivers from the LCQ starting at the back. The top 10 starting positions (from the Heats) are reversed, meaning the Heat winners start on Row 5, 2nd place on Row 4, and so on. These 35 drivers race for 1st through 35th place.

Drivers Championship

- **Drop Races:** Drivers may drop their lowest 2 event scores across the 8-event season. Drop races do not apply to bonus points and have no effect on Team Championship scoring. The final event of the season cannot be dropped.
- **Tie-Breaker System:** Ties in points are resolved first by total event attendance, followed by best average finishing position.

Teams Championship

- **Roster Limit:** 3 drivers per registered team.
- **Scoring Drivers:** Only the top 2 finishing drivers score points for the team per race.
- **Mid-Season Transfers:** Teams may add drivers during the season; however, newly acquired drivers do not carry previously scored individual points to the new team. Mid-season team changes require explicit admin approval.
- **Tie-Breaker System:** Team ties are resolved based on total team attendance.

POINTS BREAKDOWN

Drivers score points based on their finishing positions in the Heats and Feature races.

POSITION	HEATS	FEATURE
1st	12	25
2nd	10	22
3rd	8	20
4th	7	18

POSITION	HEATS	FEATURE
5th	6	16
6th	5	15
7th	4	14
8th	3	13
9th	2	12
10th	1	11
11th	0	10
12th	0	9
13th	0	8
14th	0	7
15th	0	6
16th	0	5
17th	0	4
18th	0	3
19th	0	2
20th	0	1
21st+	0	0

Bonus Point Structure

- **Pole Position (1 pt):** Awarded to the fastest driver in Qualifying. One Pole award per event.
- **Fastest Lap (1 pt):** Awarded in each point-scoring race. Available to all drivers regardless of finishing status.
- **Lead a Lap (1 pt):** Awarded to any driver who leads at least 1 lap in a point-scoring race.
- **Hard Charger (1 pt):** Awarded in each point-scoring race to the driver gaining the most positions. Shared in the event of a tie.

No points, including bonus points, are awarded for the Last Chance Qualifier (LCQ) as it is a qualifying race. All points are scored in class.

CLASSES

- **Championship Classes:** Although we race as a single car class in iRacing, the series is divided into distinct internal classes (Pro and Am). There is no overall championship; drivers compete exclusively within their assigned class.
- **Class Equality on Track:** The Pro and Am classes are equal on track, and neither takes precedence over the other. Am drivers are not obligated to yield to Pro drivers and may choose to race them for position. Drivers must make their overtakes as if racing someone in their own class.

- **Racing Room:** Every driver is entitled to room on the race track. No driver is expected or required to jump out of the way of another car fighting for position.
- **Lapped Traffic & Blue Flags:** The only exception to the above is when a driver is being lapped. In this scenario, Blue Flag rules and Multi-Class Etiquette apply: be predictable, telegraph your intentions, give people space, and keep it clean.
- **Gridding:** Since iRacing recognizes 1 car per class, we cannot grid the classes separately. We must give each other the space needed and race smartly.

PACE LAP AND RACE STARTS

- **Rolling Off:** The cars will roll from the furthest point per track.
- **Full Pace Lap:** If we run a full pace lap, the field will pull away SINGLE FILE. This allows each driver space to warm their tires. You must form up side-by-side on the final long straight before the final section.
- **Short Pace Lap:** If we pull away from halfway around the track, we will be starting on colder tires. You are expected to stay strictly within your half of the track if you would like to warm your tires. Weaving too far over the center line and making contact is considered avoidable contact.
- **Pacing & The Green Flag:** The pace car sets the pace until it pulls off. From that point until the green flag, it is up to the Pole sitter to choose when to go. The pole sitter must maintain a constant pace until they decide to go or the green flag is shown; you may not go and then slow down again.
- **Start Incidents:** Any pile-ups that happen during the start will be investigated to find the at-fault driver. The driver deemed to go and stop, instigating the collision, will be charged with causing a pile-up.

ON TRACK BEHAVIOUR AND INCIDENTS

- **Regulations:** We will be adhering to the BiS Sim Leagues Rules and Community Behaviour doc, which operates on a place drop and license point system.
- **Avoidable Contact:** Given the heat and LCQ format, it is possible to gain a significant advantage by taking out a rival and forcing them to race their way back through the field. Because of this, race administration will take a harsh view on any avoidable contact that results in a driver dropping down the order. You must maintain control of your vehicle and will suffer the consequences if you take someone out.
- **License Penalty Point System & Place Drops Summary:**
  - Penalty points accumulate on your league profile throughout the season. Reaching 12 Penalty Points results in an automatic 1-Race Ban.
  - After a ban, points reset to 5 and the driver is placed on severe probation (double points for subsequent penalties).
  - Completing a season earns a clean driving deduction of 5 points.
  - Place drops are applied directly to the race where the incident occurred. If it cannot be served in full (e.g., the driver crashes out), the remainder carries over to the next possible race.
  - Penalties scale based on severity, ranging from 1 point (e.g., Unsafe Rejoin, Reactive Blocking) up to 12 points (Intentional Retaliation). Redressing a position safely may reduce an infraction to a Racing Incident (0 points).
  - The iRacing automated incident limits are absolute and are not subject to steward review.

IN-RACE COMMS

- **Open but Monitored:** Comms will be open, but they will be restricted if drivers use them to argue.
- **Post-Incident Etiquette:** If you have an incident, you must stay quiet on the radio. Incidents will be reviewed after the race.
- **Community Standard:** You are trusted to be nice to each other. We may be racing for something tangible, but we are also here to have fun, and arguing ruins that fun. Let's be mature about issues, talk, and figure out how to move forward. You are allowed to disagree; you are not allowed to argue.

LIVERIES

We are looking for everyone to have the correct, uniform class decal kits on their cars. This is designed to make everything easier to understand and spot on track and on the broadcast.

- **Custom Liveries Required:** Drivers must have a custom livery equipped with the proper class decals and sponsors.
- **Sim-Stamped Numbers:** All liveries must be sim-stamped; no custom number liveries are allowed. If your livery isn't working correctly, you must fix it.
- **Decal Sets & Number Panels:** All cars must use the official decal sets. You can move logos a little if needed, but leave them mostly untouched. All cars must have the correct number panels.
- **Penalties for Non-Compliance:** Any driver not using their correct class colours, or not running a livery at all, will NOT score points. It is your job to show up with everything correct and working.
- **Content Restrictions:** Liveries must not contain any inappropriate or political statements.
- **Team Exclusivity:** Liveries must not mimic that of another active team or driver (e.g., you cannot run a Lima livery if Lima is running a Lima livery).