



Membership Guide

Revised 12/12/2021

1. Membership Requirements

- a. A minimum iRacing oval license of Class B with 2.0 safety rating is required for new drivers. A 3000 minimum Oval iRating, at the time of application is required to join American SimRacing League. Drivers who have been advocated for and recruited to join the league by a current ASL member are exempt from these requirements. The admin board reserved the right to reject applicants who otherwise meet the minimum requirements for competitive or safety reasons, based on an iRacing statistical review.
- b. Drivers who have previously held a pro license are not eligible to join.
- c. Drivers are required to maintain an active membership to the iRacing service while participating in league activities. Drivers are responsible for the purchase of any content, such as vehicles and tracks, that may be required in order to participate in sanctioned events.
- d. All applicants must be 21 years of age or older to participate.
- e. All new members will go through a probationary period for their first five races at American SimRacing League. During the probationary period, you can be removed at any time from the league at the admin board's discretion.
- f. Upon applying to join the league, drivers authorize American SimRacing League to use their name and likeness to promote league activities on social media, the league

website and broadcasted events.

2. Membership Dues

- a. League dues for all full-time members are \$15 per six months (January-June and July-December). Payment of league dues allows for participation in all league events as well as eligibility for championships and prizes (in accordance with qualification requirements). All returning members must pay by the communicated deadline, or they may lose ownership of car numbers.
- b. Part-time status is available for both returning and new drivers at no cost. Part-time drivers are ineligible for prizes and the playoffs.
- c. All dues paid are non-refundable, except in the event of season cancellation by the league.
- d. American SimRacing League is a non-profit entity and is not intended to financially benefit league management. Any surplus league dues will be rolled into future season expenses or prize offerings.

3. Management Structure

- a. American SimRacing League is primarily governed by its Admin Board, which consists of three members. The Admin Board consists of the league owner and two administrators appointed by the league owner. Admin Board duties include but are not limited to executive administration, coordination of league events and activities, promotion of league events and primary adjudication responsibilities.
- b. The Appeals Board consists of delegated representatives from each eligible team as well as one delegated representative for independent drivers. In order for teams to be eligible for representation on the Appeals Board, the team must have two active drivers that have participated in at least 20 ASL events in the past calendar year. Appeals Board duties include but are not limited to secondary adjudication responsibilities and serving as an advisory panel to the Admin Board for key league decisions.
- c. Admin Board and Appeals Board terms begin prior to the Elite Series Fall Season each calendar year, and last approximately 12 months.

4. Communications

- a. The league website is located at <http://www.americansimracingleague.com>. The league website will serve as the portal for all public announcements, race results, standings and league information.
- b. Pre-race information and critical announcements will be communicated through iRacing Private Messaging to all league members prior to each event and will be posted on the Facebook group. Drivers are responsible for staying current on these announcements.
- c. Membership in the league Discord server is required of all drivers. Drivers must use their iRacing name as their username in the Discord group. To join the Discord server, go to <https://discord.gg/ZKj8nUYmwE>.
- d. The league uses its Twitter account to promote league events and its partners. Drivers are welcomed to follow the account and retweet posts. The link to the Twitter account is <https://twitter.com/ASLeSports>.
- e. Any rules changes will be posted prior to the start of each season before any participation fees are due. In the event that a rules or schedule change is proposed by the admin board after the season has started, the rules change will be put up to a vote consisting of the combined and advisory board members, with a majority deciding whether or not to adopt the change.

4. Car Paint Schemes & Number Assignments

- a. Upon joining the league, drivers will be able to reserve their preferred car number. drivers may select any available one or two-digit number. Car numbers will remain reserved as long as the driver remains in good standing with the league and has paid all required dues on time. In the event that a member does not pay any outstanding dues by the communicated deadline, their reserved car number will be available for other drivers to claim.
- b. Trading Paints will be used to ensure drivers' paint schemes are visible to drivers and viewers of broadcasts. Drivers are responsible for uploading their own custom paint scheme to the Trading Paints service if desired.
- c. Drivers are responsible for compliance with league paint scheme guidelines, including use of any required contingency decal packages. Refer to the "Paint Scheme Guidelines" page on the league website for more information.

5. Driver Conduct & Chat

- a. American SimRacing League is a private racing league within the iRacing service. American SimRacing League follows the iRacing sporting code for all events. Drivers are responsible for understanding and complying with all facets of the iRacing sporting code during events.
- b. Drivers are responsible for their actions and behavior in race servers, the American SimRacing League Discord server, and social media. Any form of misconduct will be up for review and penalties. Drivers are required to follow posted league rules and/or in-race directions by league Admins. Failure to follow league rules, admin instructions, or conduct deemed detrimental to the league will result in race penalties, probation, suspensions and/or removal from the league. All rulings on behavior are final upon decision by the combined Admin and Appeals Boards.
- c. "Flaming," described as disrespectful or threatening communication to another driver, is not permitted in the server. We allow drivers the freedom to say what they want to a point regarding on-track incidents, however drivers are expected to keep things civil. Drivers violating this policy will be muted immediately. Repeated incidents may be grounds for removal of the league, at the admin board's discretion.
- d. Any disagreements should be handled after the race. If you receive private messages during or after the race that are inflammatory in nature, and wish to protest the conduct of a driver, screenshot the communication and provide to a league admin board member for review.
- e. iRacing Simulator Chat:
 - Drivers must have their in-sim chat enabled for all races. Only race-related in-sim chat is allowed during green flag conditions. For instance, we strongly encourage letting another driver know when you're pitting, approaching a slower car, or are damaged/off the pace. If a driver does not follow these simple chat rules, they will have their chat muted for the remainder of the event.
 - Drivers must communicate in the @DRIVERS channel when pitting in the proximity of other drivers under green flag conditions. A hotkey text or verbal message must be used on the backstretch prior to pitting.
- f. Discord:
 - Drivers are encouraged to use the "ASL Hangout" Discord lobby for general

conversation before the event, during practice and after the event. Team lobbies are available for private chat among team members--we request that these are primarily used only during qualifying, warmup and the race so that the entire league membership has an opportunity to converse together before and after events.

- The top three finishers are required to be available on Discord for post-race interviews. drivers may also be interviewed while under caution by the broadcast crew via Discord.
- In the event a driver would like to be interviewed during the race (due to crash, connection issues, etc.), they are welcome to join the “Infield Care Center” Discord lobby. Use the invitation link on the league website to request admission to the Discord lobby.