



**2026 SEASON  
OFFICIAL RULES**

# Introduction

iRacing.com and NASCAR are excited to partner to form the premier virtual stock car racing eSports series in the world, the eNASCAR Coca-Cola iRacing Series. This series is limited to iRacing members who have qualified in through the eNASCAR Qualifying Series or have retained their license from the prior year's eNASCAR Coca Cola iRacing Series Results.

This document is meant as a guidebook for iRacing members already competing in this series and for those wishing to qualify to do so and should be read together with the other iRacing rules applicable to all members.

This guide, together with the [Official Sporting Code](#), [Terms of Use and End User License Agreement](#), [iRacing.com Motorsport Simulations, LLC Privacy Policy](#), and [Online Competitions and Contests Official Contest Rules](#) form the body of rules and procedures applicable to all iRacing members and all iRacing events, including the eNASCAR Coca-Cola iRacing Series (collectively, the »iRacing Rules«).

Each member is required to read, understand and agree to all iRacing Rules prior to participation in any eNASCAR Coca-Cola iRacing Series event. The iRacing Rules form a contract between each iRacing member and iRacing.com Motorsport Simulations, LLC. An iRacing member may accept the iRacing Rules by accepting the click-through terms on iRacing.com, or registering to participate (or participating) in any eNASCAR iRacing World Championship Series event.

All information in this document is subject to change.

# Progression to Championship Series

To earn a slot in the eNASCAR Coca-Cola iRacing Series, drivers must first progress through iRacing's ladder of Oval license levels and series. The progression is as follows:

- Class A 2.0 Oval License
- eNASCAR Qualifying Series
- eNASCAR Free Agency
- eNASCAR Coca-Cola iRacing Series

## eNASCAR QUALIFYING SERIES

The eNASCAR Qualifying Series will be the qualifying series for entry into 2026 eNASCAR Free Agency. This series will start in February and end in April.

- The 2026 eNASCAR Qualifying Series is open to all members in good standing who hold an Oval A Class 2.0 SR License.
- Races on Tuesday's at 8:00PM ET.
- This series will use the NASCAR Truck and Class B Cars and Cup Cars
  - Races 1 through 4 – NASCAR Trucks
  - Races 5 through 8 – NASCAR Class B Cars
  - Races 9 through 11 – NASCAR NextGen Cup Cars
- One drop race will be allowed.
- Race splits will be determined by iRating.
- The top 30 point scorers at the conclusion of the season, provided they are in good standing, will earn entry into the 2026 Free Agency.
- **INELIGIBLE TO COMPETE**
  - The 20 drivers from the 2025 eNASCAR Coca Cola Series season who retained their Pro/WC Licenses
  - The top 2 drivers from the 2024–25 eNASCAR College Series

## eNASCAR FREE AGENCY

Free Agency will take place from May 11th to May 13th, 2026.

### FREE AGENCY ELIGIBILITY

- The top 20 drivers from the 2025 eNASCAR Coca-Cola iRacing Series season
- The top 30 point scorers in good standing from the 2026 eNASCAR Qualifying Series
- The top 2 drivers (not already in the eNCCiS) from the 2024–25 eNASCAR College Series
- A total of 52 drivers will enter the 2026 eNASCAR Free Agency.
- 12 drivers will not be selected during Free Agency:
  - These 12 drivers will be eligible to accept "Fill-In Driver" roles.

# Championship Series Overview

40 drivers earn licenses to compete in the eNASCAR Coca-Cola iRacing Series through their competitive results and upon being selected during the 2026 season Free Agency. The drivers will compete to be crowned the series champion, and the winner will earn a NASCAR trophy, NASCAR champion's ring, and \$100,000 cash prize. More than \$500,000 will be on the line in total in the series.

## RACE FORMATS AND REQUIREMENTS

### CHAMPIONSHIP SERIES RACE FORMAT

- 40 cars; Race grid will be determined by qualifying
- 13 week Season with no drop week
- Most races are on Tuesday at 7:45PM EST
- After U.S. daylight savings time, race time will be Tue 7:45 PM EDT
- Race timing is subject to change for other considerations, such as television windows.
- Road course and short track races may feature a heat format
- Schedule is subject to change

### REGULAR SEASON SEGMENTS

- Race 1 through race 9 will be broken up into 3 distinct segments. The highest point scorer from each segment will receive an additional 5 playoff bonus points and a \$3,000 prize bonus.
- Segment 1 – Race 1 through Race 3
- Segment 2 – Race 4 through Race 6
- Segment 3 – Race 7 through Race 9

### PLAYOFF FORMAT—ROUND OF 10 (3 RACES)

- “Win and you’re in” format: Race winners from the regular season make the playoffs
- Top regular season point scorer will also be guaranteed a spot in the playoffs
- Race winners must also be in the top 20 in regular season points to be eligible
- Top 10 points will all be set to 2,000
- Five points for each race win plus five points for segment wins from regular season will be added to the 2,000
- A win by any of the qualified 10 competitors in the 1st round of playoffs will lock that competitor into the Final round
- Any remaining spots on the playoff grid will be filled by the top regular season point scorers who did not win a race.

- **Note:** Competitors MUST compete in 8 of the 9 regular season races to be eligible for the playoffs. Exceptions may be granted in extraordinary circumstances by the Race Director.

## PLAYOFF FORMAT—FINAL ROUND (1 RACE)

Final round seeding will include the Top 4 competitors from the qualified 10 in the playoffs based first on wins and then on points

- Four final-round competitors points will be adjusted to 3,000
- The top finishing qualified competitor in the Final race will determine the champion
- **Note:** Competitors MUST compete in all playoff races to be eligible for Final Round, Championship, and prizes associated with the series. Exceptions may be granted in extraordinary circumstances by the Race Director.
- The Championship 4 will be **required to attend the LIVE Finale in North Carolina** in order to be eligible for the championship and the cash prizes. iRacing and NASCAR will be responsible for providing travel and hotel accommodations for the event.

## Championship Series Official Teams

At the beginning of the eNASCAR Coca-Cola iRacing Series season, a free agency will be held where drivers will be assigned to Official Teams. For 2026, 52 drivers will be entered into the free agency pool. If a driver opts out, we will not fill the spot

- Official Teams will be determined by iRacing.com
- Each Official Team will be allowed 2 drivers
- Drivers will race a team livery provided by their Official Team
- Drivers will race a specific car number and/or manufacturer
- Drivers may be asked to consent to a background check
- Drivers are expected to cooperate with their team and conduct themselves in a professional and positive manner
- Drivers may contact iRacing to help out to try and resolve any issues between the teams and drivers

**By participating in this series, all drivers must accept these terms and all results from the 2026 free agency period.**

## BACKUP DRIVERS

- Drivers who did not get picked up in 2026 free agency will be offered a backup driver role.
- Should a driver miss a race, their team has the option to choose a backup driver to replace them.
  - Teams can choose anyone from the backup driver pool.
  - Teams are under no obligation to pay backup drivers.
  - Should a team not choose a backup driver then that car will not compete.
- Back up drivers will be given a Pro License for the season.
- This process may change for 2027

## 2026 FREE AGENCY PERIOD

The 2026 eNASCAR Coca-Cola iRacing Series free agency period will take place from Wednesday, May 11th through May 13th 2026. (5pm EST) 2026. Drivers and teams agree to negotiate in good faith throughout this period. iRacing will provide a standardized driver agreement for all parties to use freely. Upon reaching an agreement, drivers and teams must notify [Otto.Szebeni@iracing.com](mailto:Otto.Szebeni@iracing.com) immediately for the free agent pool to be updated.

All eNASCAR Coca-Cola iRacing Series drivers will be required to sign with an Official Team for the 2026 season. Drivers who do not sign with an Official Team may not be allowed to compete, or may be allowed to compete with a team livery, car number, and/or manufacturer under iRacing's control.

## Championship Series Liveries

iRacing recognizes the importance of teams to each of its World Championship series, as drivers work together to build setups before each race event to produce a more exciting and competitive show. iRacing does not make an effort to assign which drivers are competing with which teams in World Championship events. However, iRacing reserves the right to limit the amount of cars in any given series that are carrying the same team insignia or primary sponsorship on a case-by-case basis.

All team liveries shown on official race broadcasts are subject to iRacing approval and can be rejected for any reason. iRacing will communicate a deadline for livery submissions to each driver in a separate bulletin prior to the start of the season. For parties looking to be involved with a World Championship series on a larger level, sponsorship of the series itself is available.

iRacing provides series-wide templates/decals that all cars need to run throughout the duration of the series. These are mandatory and cannot be altered in any way.

# Championship Series Driver Eligibility

Once a member earns a eNASCAR Coca-Cola iRacing Series license, he or she shall retain that license for the entire season so long as the driver maintains a safety rating of 1.0 or higher at that license class. If a driver falls below a 1.0 safety rating, their WCS license is temporarily suspended, however, that driver can drive at the lower class levels and may regain their Pro and World Championship licenses by achieving a 4.0 or higher safety rating. A driver could also permanently or temporarily lose their license for race incidents or other actions deemed detrimental to the series.

All drivers are required to have a webcam, mobile phone or tablet connected, pointed at the driver in their rig, as we will be utilizing this throughout the event to bring in driver shots and run interviews. Please frame your video nicely, in landscape and make sure you are clearly visible. Furthermore, all drivers will be required to be on an audio communications service during the event. You should be prepared for an interview at any time. **Drivers are required to maintain a stable internet connection that allows them to have proper bandwidth for in sim race activity as well as webcam streaming capability.** Any competitor that falls below a threshold as determined by iRacing may be subject to race disqualification and further review of series eligibility. Details on how to join the video and audio service will be shared with the drivers prior to each race.

# Championship Series Schedule

The eNASCAR Coca-Cola iRacing Series schedule is as follows.

	Round	Date	Track	Setup	Laps
	-	May 11th- 13th	<b>Free Agency</b>		
Segment 1	1	May 19, 2026	Charlotte Motor Speedway	Open	160
	2	Jun 2, 2026	Atlanta Motor Speedway	Open	100
	3	Jun 16, 2026	Iowa Speedway	<b>Fixed</b>	30/30/90
Segment 2	4	Jun 23, 2026	Dover Motor Speedway	Open	120
	5	Jul 7, 2026	Autodromo Hermanos Rodriguez	Open	12/24
	6	Jul 14, 2026	Indianapolis Motor Speedway	Open	60
Segment 3	7	Jul 28, 2026	Nashville Superspeedway	Open	100
	8	Aug 4, 2026	Richmond	Open	25/25/70
	9	Aug 18, 2026	Daytona International Speedway	<b>Fixed</b>	80
	10	Sept 1, 2026	Michigan International Speedway	Open	70
	11	Sept 15, 2026	Texas Motor Speedway	Open	100
	12	Sept 22, 2026	Kansas Speedway	Open	100
	13	Oct 13, 2026	Homestead-Miami Speedway	Open	100

*This schedule is preliminary and subject to change.*

## PARTICIPATION REQUIREMENTS

To participate in this series, participants may be required to submit and have approved a W9 form, bio (utilizing iRacing's template), and headshot (following iRacing's guidelines). Drivers under the age of maturity must also submit an executed parental consent form. Most races are every Tuesday at 7:45PM EST. This timing is subject to change for other considerations, such as television windows. Race date or time changes will be communicated to the drivers with ample notice. The top 20 drivers in points at the end of the season will retain their series license. Drivers who agree to participate in this series must compete in at least 11 of the 13 races to be eligible to retain their license for the following season.. The Race Director may issue a waiver to drivers who miss additional events upon request due to extenuating circumstances.

# Championship Series Points

The eNASCAR Coca-Cola iRacing Series uses the point system outlined below. Points will be scored based on the NASCAR Cup Series points system.

Position	Points	Position	Points
1st	40	21st	16
2nd	35	22nd	15
3rd	34	23rd	14
4th	33	24th	13
5th	32	25th	12
6th	31	26th	11
7th	30	27th	10
8th	29	28th	9
9th	28	29th	8
10th	27	30th	7
11th	26	31st	6
12th	25	32nd	5
13th	24	33rd	4
14th	23	34th	3
15th	22	35th	2
16th	21	36th	1
17th	20	37th	1
18th	19	38th	1
19th	18	39th	1
20th	17	40th	1

## POINTS ADJUSTMENTS

The drivers who earn their way into the eNASCAR Coca-Cola iRacing Series playoffs will have their points adjusted upon the start of each playoff round. The 10 drivers who qualify for the playoffs will see their points totals increased to 2,000, plus five points per regular season race win, at the start of the Round of 10. At the conclusion of the Round of 10, the four drivers who advance to the Final Round will see their points totals increased to 3,000, with no further adjustments to the other six drivers' points totals.

iRacing also reserves the right to assess drivers a points penalty at its own discretion. These penalties can include infractions both on-track and off-track in nature, including but not limited to infractions of iRacing's Official Sporting Code, Terms of Use and End User License Agreement, additional rules outlined within this document, or other actions detrimental to the series at iRacing and NASCAR's discretion.

# Championship Series Prizes

The eNASCAR Coca-Cola iRacing Series features a \$511,000 (USD) prize package:

- \$311,000 in driver winnings (\$301,000 in season winnings, \$9,000 in season segment winnings)
- \$40,000 in team winnings
- \$200,000 in team incentive contributions (\$10,000 per team)
- \$9,000 bonus in season segment winnings (\$3,000 to the winner of each season segment)

## DRIVER RACE WINNINGS

Position	Prize
1st	\$100,000
2nd	\$50,000
3rd	\$25,000
4th	\$20,000
5th	\$13,500
6th	\$10,500
7th	\$10,000
8th	\$9,500
9th	\$9,000
10th	\$8,500
11th	\$7,500
12th	\$7,000
13th	\$6,500
14th	\$6,000
15th	\$5,500
16th	\$3,500
17th	\$3,000
18th	\$2,500
19th	\$2,000
20th	\$1,500
<b>Total</b>	<b>\$301,000</b>

## TEAM SEASON Winnings

A total of \$200,000 will be distributed to Official Teams (\$10,000 each) to use as incentives to sign drivers.

Position	Prize
1st	\$15,000
2nd	\$10,000
3rd	\$7,500
4th	\$5,000
5th	\$2,500
<b>Total</b>	<b>\$40,000</b>

## ROOKIE OF THE YEAR AWARD

The highest-finishing eNASCAR Coca-Cola iRacing Series rookie driver will earn the series Rookie of the Year Award and a \$500 bonus. Rookie drivers are defined as not having previously qualified to compete in the eNASCAR Coca-Cola iRacing Series. All drivers qualifying for rookie status must run a yellow stripe on their rear bumper as part of their paint scheme.

## PRIZE DISTRIBUTION AND ELIGIBILITY

Both season and race winnings are distributed at the end of the season to eligible drivers considered in good standing with iRacing (i.e., not suspended from the series, or from iRacing itself). Drivers who elect to miss the final race of the season may forfeit their prize eligibility unless they are approved to receive a waiver by the Race Director.

Drivers who are suspended solely for reaching the incident point threshold are **not considered suspended from the series or from iRacing**. Such suspensions are limited to race participation restrictions and do **not affect eligibility for season awards or standings**, provided the driver remains in good standing otherwise.

# Championship Series Officiating

## RACE REVIEW

Every race will be reviewed by the Race Director live and/or through replay/broadcasts. iRacing may take action against a driver for rules infractions or any action deemed detrimental to the series including but not limited to points adjustments, suspension or other penalties.

## PROTESTS

Drivers may file a protest to the Race Director ([race.director@iracing.com](mailto:race.director@iracing.com)) with a detailed description and a replay for review if one suspects misbehavior or violations to the sporting code.

- By participating in this series, every driver agrees to accept the decisions of iRacing.com.
- A driver who is suspended based on incidents in this series may or may not also be suspended from iRacing.
- The race director will only communicate with impacted team drivers about incidents, race rules and any series related competition questions.
- All protests must be submitted within 12 hours of the incident report being posted.

## APPEALS

- Only a driver that has been penalized may appeal a decision.
- A driver may appeal a protest decision by e-mailing [race.director@iracing.com](mailto:race.director@iracing.com) with a replay and details on why they think the wrong decision has been made.
- Appeals must be made within 12 hours of the incident report being posted.
- iRacing may take up to 7 days to rule on any appeals.
- Appeals are reviewed by the appeal board which is independent of the race director.
- All decisions are final.

## ADVERSE AND UNEXPECTED CONDITIONS AND INTERVENTION POLICIES

In iRacing as in real racing, adverse and unexpected conditions may occur that may impact the outcome of a race. Within iRacing, these adverse and unexpected conditions may include, but are not limited to: unexpected software/hardware actions or reactions, internet service provider issues or disconnections, or any other issues with normally automated procedures. These are similar in impact to conditions in real racing such as weather, part failure, or any other unforeseen circumstances that may alter the expected outcome of a race.

When these situations arise during an active iRacing Pro race, competitors are advised that the race will continue to run as scheduled, and to continue competing as normal. After a post-race review of the circumstances at hand and how many drivers were impacted by the issue, iRacing at its sole discretion will determine if a contingency plan (including, but not limited to: drop weeks, reruns, or cancellations of races) will be implemented following the event.

While iRacing Pro races are staffed and observed by live officials, live officials will not directly intervene in most circumstances. Exceptions to this policy are determined at the sole discretion of the official(s) present. As in real racing, these decisions often must be taken quickly and may have unintended consequences, so every effort will be made to intervene only in a manner that is fair for all competitors.

In all cases, iRacing officials will communicate as quickly as possible with all competitors about race control intervention in response to adverse and unexpected conditions. Competitors are expected to respect the decisions of race control in these matters, regardless of whether they are impacted positively or negatively. Excessive resistance, whether public or private, to race control decisions may result in disciplinary action.

## Claiming Championship Series Prizes

### PAYMENT OF CHAMPIONSHIP PRIZES

Unless otherwise agreed between an iRacing member and his/her team, all championship earnings will be paid directly to the iRacing member who won the championship prize at the end of the season. Upon request by a team that employs an iRacing member, with the consent of the iRacing member, and at iRacing's discretion, iRacing may pay championship earnings directly to such team, but only if the team **(a)** provides documentary evidence to iRacing that unambiguously authorizes such payment, **(b)** indemnifies, defends and holds harmless iRacing from competing claims for championship prizes, **(c)** submits the affidavit of eligibility and other documentation specified below and **(d)** provides any specific documents and materials iRacing deems needed or appropriate for iRacing.com to comply with all tax reporting and withholding requirements, which for non-U.S. members or teams, may include an affidavit from the member or team, as applicable, that confirms such person or team is not a U.S. person and that such prize is not related to commercial activity in the United States.

Each prize winner will receive confirmation of his/her prize, with instructions on how to claim the prize, via email sent to the email address associated with his/her membership within ten days after the season ends. All payouts are payable via PayPal or bank wire. Recipient must provide either the email associated with their PayPal account or bank wire information including bank name, account holder name, account number, and ABA routing number.

Each winner (or a team acting on behalf of a winner) may be required to sign and return an affidavit of eligibility, liability waiver and publicity/intellectual property release within ten days of the date of winning notification. If a winner (or a team acting on behalf of a winner) is found to have violated any of the iRacing Rules, is otherwise disqualified, cannot be reached, or fails to take all actions required to claim the prize within the times specified, that winner will forfeit the prize and an alternate winner may be selected by iRacing. Winners will be announced as soon as feasible after all winners have been qualified.

A driver must be in good standing at the season end as determined by iRacing to be eligible for any prizes. Examples of drivers who may be deemed ineligible for prizes are drivers who are suspended from the series, or drivers who miss races without a waiver, especially the final race of the season.

## DRIVER EXPECTATIONS

Drivers will be invited to the eNASCAR Coca-Cola iRacing Series based on their competitive results and being a positive member of the iRacing community, as determined by iRacing. Drivers are required to represent the series and their team in a positive fashion in order to maintain their Pro and World Championship licenses. There is a very high level of competition and high community profile in this series; consequently, there are multiple additional conduct rules above and beyond the normal that exist only at this level. It is expected that each driver in this series will treat other drivers, teams, iRacing officials, employees, NASCAR, sponsors and the community with respect on and off the race track and will not bring the sport or iRacing into disrepute via their actions. The iRacing.com Sporting Code is in full effect for these series as applicable.

# Championship Series Contest Rules

**By participating in this series you agree and have understood that you consent to the following rules and documents outlined in this document.**

Notwithstanding the foregoing or anything to the contrary in the EULA or the Privacy Policy, you hereby acknowledge and consent that, if any User information, is submitted or collected in connection with User's use of the Sim (including through a requested account name change or otherwise), and including without limitation the User's name, image, photograph, likeness, animation, autograph, voice, audiovisual recording, and other information described in the Privacy Policy, all such information may be used and processed by iRacing.com and its parent, subsidiaries, and affiliates, and its and their streaming partners, assigns and licensees (collectively, the »Promoters«) in accordance with the terms of the EULA and the Privacy Policy.

Without limitation of the above, you further hereby grant to the Promoters a non-exclusive, perpetual, royalty-free, worldwide, irrevocable, fully paid, sub-licensable (through multiple tiers) and transferable right, license, and permission (but not the obligation), in all forms and media, whether now known or not currently known, to use, adapt, reproduce, distribute, edit, exhibit, publicly display, publicly perform, and publish photographs, videotaped images and recordings, illustrations, reproductions or otherwise, including without limitation all intellectual property rights therein and thereto, of User's likeness, image or appearance, with or without User's name or voice (collectively, the »User's Likeness«) for any lawful purposes whatsoever, including without limitation for promotional purposes, now or at any time in the future.

## iRACING RULES

### iRACING RULES

You have agreed to the following agreements, which comprise the iRacing Rules, by being an iRacing member and by participating in this series. Links to copies of the iRacing Rules can be found below. Alternatively, you can email iRacing.com at [race.director@iracing.com](mailto:race.director@iracing.com) for a copy of the rules or to ask any questions.

- [Official Sporting Code](#)
- [Terms of Use and End User License Agreement](#)
- [iRacing.com Motorsport Simulations, LLC Privacy Policy](#)
- [Online Competitions and Contests Official Contest Rules](#)

In the event of a conflict between any of the policies, terms of use, codes or rules listed above, the one that is the most protective of iRacing.com (as determined by iRacing.com) shall govern and control.

This series, and any other series, is subject to change or cancellation at any time for any reason at iRacing's sole discretion.

### SERIES AGE RESTRICTION

In order to register for iRacing, you must be an adult according to the laws of the jurisdiction (i.e. state or country, as the case may be) in which you reside. If you are not an adult but at least 13 years old, and if you wish to use iRacing and race in this series, you must have a parent or guardian register for iRacing on your behalf and then agree to and sign the Parental Consent and Release and return it to [Tyler.Hudson@iracing.com](mailto:Tyler.Hudson@iracing.com) if you race in this series.