

2011

World Cup of iRacing™ Guide



2009 & 2010 World Cup Winners:

First off, congratulation to club DE-AT-CH for winning back to back World Cup of iRacing.com Championships in 2009 and 2010!!!



Is a "three-peat" possible?

Introduction:

For those new to this competition within iRacing.com, the World Cup of iRacing™ is an annual, global, team-style competition among geographically-based club. Established to provide all iRacing members with an opportunity to compete for a global title, the World Cup is open to members of all skill levels except those with a Rookie License. Immediately upon joining iRacing, members are automatically placed in a geographic club and become part of the World Cup competition. Therefore, once a member graduates from their Rookie License to their Class D License, they begin accumulating championship points for their club simply by competing in any iRacing Official Series.

The World Cup of iRacing™ features a year-long competition culminating in a tournament. Only those clubs qualifying for that tournament have a chance to win the World Cup. Based on feedback over the last two years we have made some modification to the third annual World Cup. Below are the details for the 2011 World Cup.

Good luck to all 38 clubs!!!



What does the World Cup mean to me as a member and how do I participate and help my club?

The World Cup is designed to provide additional incentive for all members to race in any iRacing.com Official Series while at the same time providing an exciting team-style competition. Simply by racing in any iRacing official series you are both competing as an individual for that series while also helping your club in the World Cup competition. The World Cup is not a separate or specific racing competition within the service, at least not until the year end tournament. All a member needs to do to help their club is race in any official series, do the best they can and they will automatically accumulate points for their club. The more they race and the higher they finish the more points they score for their club!

There are a number of additional ways in which any member can help contribute to their club's World Cup effort. For example, recruiting new members into the service from your geographic area will help considerably because the larger a club's membership, the greater the potential for more people to score points for that club. Club members can also help other club members with car setups, driving tips or instruction, encouragement to race, cheering on their club, etc. Each club has its own manager and their own forum on the iRacing member site, so we urge you to visit your club forum and find out how you can get involved. Many clubs also have their own private races, special events, inter-club competitions and even face-to-face gatherings to build unity and camaraderie within their club.

2011 Starting Regions and Clubs within Each Region

Region 1	Region 2	Region 3	Region 4
Carolina	California	Texas	Great Plains
Mid-South	Florida	Indiana	Georgia
DE-AT-CH	Australia/NZ	West	Northwest
Eastern Canada	England	Virginias	Iberia
New York	Mid-West	New England	Ohio
		Central Eastern	Benelix
		Europe	

Region 5	Region 6	Region 7
Brazil	Illinois	Connecticut
Italy	Finland	New Jersey
Pnnsylvania	Massachusetts	Celtic
Scandinavia	Western Canada	South America
France	Atlantic	International
Michigan		



To qualify for the World Cup of iRacing.com:

For the 2011 World Cup of iRacing, the service's 38 geographic clubs have been divided into seven regions based on their performance in 2010. Based on their performance going forward, clubs can be promoted or relegated following each of iRacing's four official standard 12 week seasons. The top scoring club in each region will be promoted to the next highest region while the last placed club is relegated to the next lowest region. Only those clubs in the top four regions guarantee themselves a berth in the year-end World Cup Tournament.

The final standard season of the calendar year – Season 4 – takes on special meaning. Not only do the final results of season 4 determine which clubs from Regions 5 through 7 qualify for the year-end tournament, they also dictate the tournament seeding among all qualifying clubs.

The following is a list of clubs that will qualify for the 2011 year-end World Cup Tournament at the conclusion of Season 4.

- All clubs finishing the 4th season in Region 1 qualify (5 clubs)
- All clubs finishing the 4th season in Region 2 qualify (5 clubs)
- All clubs finishing the 4th season in Region 3 qualify (6 clubs)
- All clubs finishing the 4th season in Region 4 qualify (6 clubs)
- Club that win the 4th season championship in Region 5 (1 club)
- Club that win the 4th season championship in Region 6 (1 club)
- Club that win the 4th season championship in Region 7 (1 club)

Therefore 25 of the 38 clubs will make the postseason.

Also note that a club's regional finishing spot in Season 4 will be its regional starting spot the following year.



Year End Tournament Seeding and Format:

The year-end World Cup tournament (13th week of season 4) will seed the 25 clubs into four groups rather than keeping the regions together. An example of that grouping is as follows:

Group 1	Seed 1	Seed 8	Seed 9	Seed 16	Seed 17	Seed 24	
Group 2	Seed 2	Seed 7	Seed 10	Seed 15	Seed 18	Seed 23	
Group 3	Seed 3	Seed 6	Seed 11	Seed 14	Seed 19	Seed 22	
Group 4	Seed 4	Seed 5	Seed 12	Seed 13	Seed 20	Seed 21	Seed 25

The RACC Final (see below) narrows the tournament's 25 teams down to the top team from each group above to determine the 4 teams that advance to the World Cup finals. The top 9 drivers from each of the 4 teams will participate in the World Cup Final, making for a field of 36 drivers. The club with the most cumulative points in the final road and oval race is the World Cup Champion.

World Cup of iRacing Calendar

Each of the 7 regions compete for regional championships during the iRacing standard 12 week seasons. Four seasons per year.

The Group Championship (referred to as the RACC Runoffs) will be held from January 24, 2012 to January 27, 2012 with races going off on a regular basis and rotating between road and oval.

Group Finals (referred to as the RACC Finals) will be held on January 28, 2012. Race times will be 17:30 and 23:30 GMT for oval. The road racing times will be 20:00 and 2:00 (next day) GMT, but all times are subject to change.

World Cup of iRacing Finals will be January 29, 2012. Race times will be 20:00 GMT for oval and 23:00 GMT for road, but all times are subject to change.



Regional Season Club Championships (RSCC) and Scoring of Club Points

Each of the seven regions will be competing for a regional club championship four times per year (once for each of the four standard 12 week seasons per calendar year in iRacing). Each RSCC competition is a season-long points chase. Each club's point total is calculated by a driver gaining 1 point for every driver he finishes ahead of and losing a club point for every driver he finishes behind in official races. A driver with a club score for the race of less than zero points receives zero club points. Simply put, the top half of the field in a race get club points in increments of 2 points per finishing position. The race winner generally gets 1 point lower than the size of the field.

Overall club standings are based on total club points.

Here is an example of Club Points won for a race field of 20 drivers.

Finishing Position	Club Points earned
1 st	19
2 nd	17
3 rd	15
4 th	13
5 th	11
6 th	9
7 th	7
8 th	5
9 th	3
10 th	1
11 th -20 th	0



Annual Group Club Championships: Runoffs and Final

The four regular seasons are followed by the World Cup of iRacing Group Club Championships which are often referred to as the RACC Runoffs and RACC Final. The RACC Runoffs span a few days leading up to the RACC Finals which take place on Saturday with World Cup Final on Sunday. Therefore the entire tournament to crown the World Cup Champion takes place all in one week – the 13th week of season 4. To qualify for the RACC please see above.

Note: The size of a club does not matter throughout the entire year-end tournament, since an equal number of drivers from each club are represented in the races (RACC Final and World Cup) which decide which clubs moves on or wins the championship.

RACC RUNOFFS:

The main purpose of the RACC Runoffs is to provide opportunities for every member of a qualifying club to participate in the year-end World Cup tournament. The RACC runoffs also establish a club's leading drivers in each division who will participate head-to-head in the RACC Finals against the other clubs in their group. Every member holding a D class license for a qualifying club is eligible to race in the RACC Runoffs. Races will be spread out and on a rotating basis between road and oval.

Club members can register for as many races as they want.

Since this is the third year of the World Cup, to understand the RACC Runoffs better, examples of prior years' results can be found under the Stats section of our member site here:

<http://members.iracing.com/membersite/member/RACCRunoffs.do>

RACC Finals:

The main purpose of the RACC Final is to determine which club wins its group and makes it to the World Cup Final! Getting to this point in the tournament required all drivers in a club to contribute points. However, at this point in the tournament (the RACC Final and World Cup Finals), leading drivers from a club start to play a more significant role in the destiny of the club. The leading drivers from each division of each club race to accumulate club points during this single day. The first place team from each group moves on to the World Cup Finals the following day to decide who will be the 2011 World Cup Champion.

Although only the leading drivers from each division will qualify for the RACC Final, all members are encouraged to register since there is a bumping mechanism in the system. Therefore if the highest ranked driver in a club and division does not register, the system will automatically select the next highest ranked member who registered to race.



Although all drivers are encouraged to register for the reasons above, only the top two or three drivers from road and two or three drivers from oval from each division based on club points scored during the RACC runoffs will be in the finals race.

Drivers will be placed by qualifying times in races.

Club members can register for as many races as they want.

Since this is the third year of the World Cup to get a feel for the RACC Finals, check with your experienced club mates and view prior years' results which can be found under the Stats section of our member site here:

<http://members.iracing.com/membersite/member/RACCFinals.do>

World Cup of iRacing Finals:

The four Group Winners will enter their top 9 racers for both road and oval. The top 9 racers for road and top 9 racers for oval will be determined by club points scored during the RACC runoffs. Each of the final two races (one oval, one road) will feature a 36 car field. The winner of the World Cup of iRacing will be the club that scores the most club points on finals day as determined by combined club points from both road and oval categories.

The entire World Cup tournament including the World Cup Finals will have qualifying sessions to set the race field order.

Since this is the third year of the World Cup, to understand the World Cup Finals better, examples of prior years' results can be found under the Stats section of our member site here:

<http://members.iracing.com/membersite/member/WorldCup.do>

Awards and Prizes:

Each member of the World Cup of iRacing winning club will receive a World Cup of iRacing.com certificate and \$25 of iRacing credit that can be used within the iRacing service. The winning club members must be active members for 30 days prior to the date of the World Cup finals and also be active members as of the date of the World Cup finals to be eligible for prizes.

**Note: This document assumes a basic understanding of iRacing competition, as sanctioned by FIRST, including the Competition License program and Safety Rating system, the iRating skill measure and Racing Divisions. For more information on these topics, please refer to the FIRST Official Sporting Code (available on the iRacing members' Web site). These guidelines are subject to change at iRacing's sole discretion. Any changes to the guidelines will be announced within the iRacing service.*

