

# OFFICIAL COMPETITION RULEBOOK

## STEEL & STONE: THE Route 66 Tribute @ KOKOMO

Presented by Night of Features |

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### I. EVENT SPECIFICATIONS

- **Venue:** Kokomo Speedway
  - **Vehicle:** Asphalt Street Stock
  - **Track Conditions:** 100% Usage (Slick/Black)
  - **Tournament Purse:** 100.00 iRacing Credits (Winning Team-Take-All)
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### II. TEAM DYNAMICS & IDENTIFICATION

1. **Squad Composition:** Each team shall consist of exactly four (4) drivers.
  2. **The Runner:** One driver per team is designated as the primary "Scored Car." Only the Runner's laps contribute to the team total.
    - **Visual Identity:** Runners must utilize Neon-colored wheels or a Neon roof for official identification.
  3. **The Blockers:** Three drivers are designated as enforcers tasked with Runner protection and opposition neutralization.
  4. **Mandatory Livery:** Teams will be assigned colors via a **Random League Draw**. All drivers must adhere to assigned colors or face immediate disqualification from the grid.
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### III. THE BRACKET DRAW (THE CALL-OUT)

The tournament bracket will be established live via the following protocol:

- **Bye Rounds:** If an odd number of teams register, a random draw will determine which team receives a Round 1 Bye.
  - **Selection Rights:** Officials will draw a team at random; that team earns the right to choose their Round 1 opponent from the remaining pool.
  - **Cycle:** This process repeats until the full bracket is established.
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### IV. COMBAT & ENGAGEMENT CODE

1. **Full Contact Legality:** Any and all hits are legal. T-boning the driver-side door, head-on collisions, and heavy side-impacts are fully permitted.
2. **Active Engagement:** Teams are prohibited from "parking the bus." Blockers cannot create a stationary wall for more than 10 seconds. Movement and hunting are mandatory.

3. **Directional Freedom:** Tactical "U-turns" and traveling both Clockwise and Counter-Clockwise are permitted.
4. **Push-Starting:** Teammates may push-start a stalled Runner or push a disabled teammate into the pit lane.
5. **Final Lap Escort:** On the final lap, Blockers are authorized to physically ram or push their Runner through any finish-line blockades.

## V. DISCONNECTION & RESTART POLICY

- **Runner Disconnect (The Backup Rule):** If a Runner disconnects, a Blocker may become the New Runner. The new Runner **starts at Lap 0** regardless of prior progress. The change must be announced immediately via voice chat.
- **Server Restart:** If 50% or more of the field is immobilized before the completion of Lap 1, the heat will be restarted **one time only**.
- **Liability:** Drivers are responsible for their own internet stability. "Blinking" or lag-induced incidents will not trigger a restart unless the 50% rule is met.

## VI. TOURNAMENT STRUCTURE & TIEBREAKERS

Round	Format	Objective
Round 1	4v4 Duel	First to 5 Laps
Semi-Finals	4v4 Duel	First to 10 Laps
The Finale	4v4 Duel	First to 15 Laps

- **Last Man Standing:** If both Runners are terminally damaged before the lap goal, the team with the **last mobile car** wins the heat.

## VII. PRIZES, PAYOUTS & LEGAL

1. **The Champion's Pot:** 100.00 iRacing Credits total (25.00 per driver).
2. **Hardest Hitter Bounty:** 10.00 iRacing Credits + a dedicated highlight video on the official website.
3. **Administrative Discretion:** League officials reserve the right to make real-time decisions on situations not explicitly covered. All calls are final.

4. **Payout Verification:** Winners must be present in the Discord voice channel post-race to confirm credit distribution.

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## **LEAGUE DIRECTIVE**

**"Respect the bracket, respect the officials, but do not respect the equipment."**