



2025-2026 TMP Racing Series Rule Book

These Rules Superspeed Any Older TMPRS Rules

1. Have FUN, remember this is only a game, having FUN should be your number one goal.
2. TMP Racing is here to create a clean & friendly sim-racing experience for everyone involved. Please keep the profanity to a minimum.
3. All drivers are required to have the proper files needed for the mods that we will be racing, including car files and tracks. These files can be found on the TMP website or in the TMP TeamSpeak folder.
4. Player car files need to be emailed to a series Admin prior to racing. TMP runs 3 Mods during each season, please limit car files to 4 per mod.
5. TMP uses TeamSpeak and All drivers are required to download and use TeamSpeak. Please keep talking to a minimum and please remember that under caution we are trying to listen to our spotters.
6. All drivers are required to use a steering wheel and pedal controller setup.
7. Car numbers are given out at drivers' request. First come first serve.
 - a. If a driver fails to present the league with a car file, either by the first race of the season, or a week after the sign-up date, then that number will be forfeited.
 - b. If a driver provides the league with a car file, and does not compete in a race either three weeks after the start of the season or date of entry submission, then that number will be forfeited.
8. All cars should have TMP series logo on the fender.
9. All drivers will be expected to maintain control of their vehicle under all conditions including caution periods. Drivers who are unable to follow this will be asked to leave the event and could be subject to disciplinary action. Refer to **Rule 23** for more details.
10. ALL TMP drivers are REQUIRED to respect all competitors regardless of experience level or speed. NO FLAMING WILL BE TOLERATED. Drivers who choose to not respect their fellow competitors will be removed from the series.
11. Any and All problems between competitors will be handled will be handled OUTSIDE OF THE RACE TRACK, in the Officials channel, chat or private email.
12. Any driver who acts in a retaliatory fashion against another driver will be subject to disciplinary action up to and including removal from the league.



13. Any drivers found to be using performance enhancing aids will be removed from the TMP Racing League.
14. A drivers meeting will be held before qualifying on all race nights. ALL DRIVERS must be in the drivers meeting to compete that night. Questions from drivers are encouraged.
15. General NASCAR Rules apply to all TMP race events. Drivers need to follow directions of their spotters. WE WILL NOT CLEAR BLACK FLAGS for any reason. DO NOT ASK, serve your penalty and move on.
16. Qualifying procedures -
 - a. The first race of the night will be traditional qualifying
 - i. Starting with race week #2 the top 4 cars in the points standings will start at the end of the field
 - b. The second race of the night, top 4 cars from the first feature will not qualify and start from the back.
 - c. If a driver misses the first feature, they must start at the rear of the field for the second. (8-16-25)
17. Tire change policy – (2025-2026 UPDATED)
 - a. Each car is allowed 10 tires per race. The four on the car to start, and six to use at racers discretion.
 - b. If for any reason a driver needs to change tires once they have used their allotment and notifies the league admins, they will be given a 1 lap penalty.
 - c. Competitors found to be in violation of tire change policy will forfeit their points for the race they are in violation. A second violation will result in a race night suspension. Third violation will result in the competitor's expulsion from the league.
18. Lucky Dogs will be given to the first driver one lap down.
 - a. This will be determined when all cars have crossed the line to take the yellow flag
 - b. Any driver that is behind the pace car but in front of the leader the lap before a restart has the option to take a wave around.
 - c. (UPDATED) Lucky Dog pass will be awarded until the last 5 laps of the race.
19. TMP RACING DOES NOT RACE BACK TO THE LINE (Except with 10 or less to go. See 19b) when a caution flag is displayed. The field is frozen and drivers cannot improve their position. Any driver who does not follow this rule will be subject to disciplinary action.
 - a. In the event of a driver trying to avoid an accident, drivers are encouraged to use best judgement. If a driver is perceived to gain an advantage during an accident, a post-race penalty may be imposed.
 - b. 10 laps remaining: Drivers are able to race back to the caution in this circumstance.



- 20.** TMP Racing has a strict NO PASSING ZONE for starts and restarts at each event. The length of the zone will be told to the drivers during each drivers meeting. Any driver determined to have violated the rules of the restart zone will receive a black flag penalty.
- a.** All restarts in the TMP Racing Series will be single file.
 - b.** A driver may only pass another car on the restart if a driver has announced that his/her car has a significant mechanical issue.
 - c.** A car cannot position himself alongside the position immediately in front for purposes of achieving a track advantage once the field has exited the no passing zone area.
- 21.** Start of the race.
- a.** A driver must remain in their starting lane (Odd number/Driver/Left or Even Number/Passenger/Right) until the exit of the No PASS zone. A driver may improve only position on the initial start *IF* the opposite line of the starting grid has an issue and slows down.
- 22.** Cautions:
- a.** All cautions will be minimum of 2 laps long. And the cautions will be determined by NR2003.
 - b.** Cars one lap or more down can pit on the second lap. Race will resume at conclusion of that lap. (If for some reason cars have not caught up TMP Racing Officials Can extend the caution period for drivers to catch up)
 - c.** Once the race has less than 10 laps remaining, all cautions will be one lap “quick” cautions, all drivers may pit as pit lane opens, and lap car should speed on pit road to incur end of longest line penalties for the restart.
- 23.** Restarts and Contact Between Vehicles:
- a.** Every restart will be single file, and a no passing zone will be established from the start finish line to a point in turn one and two as determined by TMP Officials as in **Rule 20**.
 - b.** With 10 laps or less the no passing zone is removed and drivers can pass after the start finish line.
 - c.** Any time a driver makes contact with another driver in front of them that results in a loss of control of the race car, the driver who initiated contact, even if accidental must drive through the pit road above the posted speed limit and take an end of the longest line penalty.
 - d.** If a driver makes contact with the rear of another driver causing a caution that results in the end of the race and that driver improved his position, said driver will be penalized to the of the lead lap.



24. Points and Bonus Points:

Pos.	Points	Pos.	Points	Pos.	Points
1.	21	11.	8	21.	1
2.	17	12.	7	22.	1
3.	16	13.	6	23.	1
4.	15	14.	5	24.	1
5.	14	15.	4	25.	1
6.	13	16.	3	26.	1
7.	12	17.	2	27.	1
8.	11	18.	1	28.	1
9.	10	19.	1	29.	1
10.	9	20.	1	30.	1

Bonus Points:

Lap Led + 1

Most Laps +3

Hard Charger +1

- 25.** Upon the conclusion of each TMP event, Series officials will save and review each race. Any concerns must be submitted in writing TMP. For prior race inquiries, include the lap and any other details involving the incident, and series officials will follow up. If the incident has been in violation of TMPRS rules, a WARNING or a PENALTY to the offending driver may be applied post-race or served prior to the start of the next event.
- a.** All race night activities will begin at 7:30 PM EST/ 6:30 PM CT for practice followed immediately by Qualifying at 8:45PM EST / 7:45PM EST with the race beginning immediately after. With the exception of live broadcast races, drivers can request more time to arrive at the track. The sooner the notification the better. TMP will do its best to accommodate such requests.
- 26.** Provisionals. If a driver cannot make a TMP event, they may request a provisional. Provisional points will be awarded as the position immediately behind the last finishing driver for that evening. TMP does not enforce a maximum number of Provisionals, but TMP does require notification to receive provisional points.



PENALTIES DURING EVENT:

1ST – WARNING

2ND – END OF THE LONGEST LINE

3RD – RETIRE ENTRY

PENALTIES AFTER EVENT:

1ST – WARNING

2ND – QUALIFYING ATTEMPT FOR NEXT EVENT REVOKED

3RD - RACE SUSPENSION AND NO CHAMPIONSHIP POINTS AWARDED

Repeated abuse of these rules may result in dismissal from the TMPRS

Rules are subject to change at the discretion of the TMPRS Admins with input from competitors.