

Cup 2018 - Classic

Cost/Payment

- The cost to play Cup 2018 Classic is a one-time fee of \$10. Payment is due by 5 PM on February 18th, 2018. Unpaid entries will be removed before Week 1 is processed.
- Locals can deliver payment as usual. PayPal is also available for anyone. Please note a \$1 processing fee (to cover PayPal fees) will be required for PayPal payments.
- Owners who participate in both the Classic and Pro contests receive a \$5 discount of the combined total! (\$15 not \$20!)
- 100% of Entry fees go towards season end payouts. As such, payouts will be determined after all entries are in.

Teams

- Each team owner will select a team of 9 drivers from 4 different driver groupings. Go to Garage – My Team to view groups.
- ***Mandatory changes are made*** after race #13 (Charlotte) and race #26 (Indianapolis). Teams that do not make the required changes by the posted deadline will receive last place points for the remainder of the Segment.
- After race #13 each team must change a minimum of 2 drivers and a maximum of 6 drivers.
- Teams will be completely re-selected for the Chase. Drivers will be re-grouped based on driver standings before NASCAR re-shuffles them for the Chase. Groupings may be adjusted for competitive balance.
- You are selecting cars as opposed to drivers. This means if a driver is replaced for a few races or the entire season, you will get points for the replacement driver on the car you've selected.

Scoring

- Drivers get a point equal to their finishing position. Each team's score is the sum of all 9 driver's finishing positions.
- Teams are ranked by their score from lowest to highest.
- Tiebreakers - In the event of a tie the lowest finishing driver from each team is dropped and scores are compared again (8 driver total). If scores are still tied the next lowest finishing driver is dropped (7 driver total). This continues until ties are broken. This will eliminate all ties unless two teams have the same 9 drivers.

- The lowest team score each week will get a “win”. Each win will add 3 points to a team’s score when the Chase begins. Each team receives points equal to NASCAR's point system based on position of finish for the week. The winner receives 3 bonus points. Any team with the winning driver receives 1 bonus point. Any team with the driver who leads the most laps receives 1 bonus point.

How to qualify for the Chase

- 16 teams will qualify for the Chase*
- The top 6* teams after race #13 will earn entry to the Chase. They will continue to compete from race #14 to #26 and can continue to earn wins.
- The top 6* teams from race #14 to race #26 who are not already in the Chase will earn entry to the Chase.
- To be eligible for the Chase a qualifying team must submit a valid team to for all Segments. Should a qualified team become ineligible it will be replaced with the next eligible team from the Segment in which it qualified.
- Any team with 3 or more wins that is not already qualified from race #1 to #26 will earn entry to the chase.
- The remaining spots will be filled by teams with the most points from the first two segments that have not already qualified for the Chase.
- Ties will be broken by the following stats in order - Wins, Top 5's, Top 10's.

The Chase

- Teams that fail to qualify for the Chase will battle for 17th*. Points will be set to 1000 for each team plus 3 points per regular season win.
- 16* teams will advance to the Chase (see above on how to qualify). Points will be set to 2000 for each team plus 3 points per regular season win.
- The number of championship drivers in contention for the Championship will decrease by four after every three Chase races.
- Round 1 - After Chase race 3 - Points are set to 3000 for the top 12*.
- Round 2 Round - After Chase race 6 - Points are set to 4000 for the top 8*.
- Round 3 Round - After Chase race 9 - Points are set to 5000 for the top 4*.
- VTFR Championship Round - Chase race 10 - Bonus points for teams with the race winner and Lap Leader are not available.

- A win by a championship-eligible team in any Chase race automatically clinches the winning driver a spot in the next Chase round.
- Teams who are knocked out of the Chase will have their points reset to 2000 plus any Chase points earned.
- Ties will be broken by the following stats in order - Wins, Top 5's, Top 10's.

*Minimum of 31 entries required. If there are 30 or less entries, total qualifiers will be reduced to 8. Round cuts will be changed to 6, 4, 2. 3 win automatic qualification is removed.