

2010 CC 106.3 NASCAR Sprint Cup Fantasy Racing League
Presented by United Auto Supply

How to Play

- Each week you will select four (4) drivers. One (1) from Tier 1, Two (2) from Tier 2 and One (1) from Tier 3 to race. Four drivers total must start.
- The tiers of drivers were determined by the final 2009 NASCAR standings, combined with transitions in teams and will not change during the 2010 season once the first race has been run. (The Daytona 500)
- Each driver can only “start” for your team a total of 9 times during the season, so choose wisely! *Example: Matt Kenseth is in Tier 2 and should you “start” him for the first nine races, you will not be able to use him for the rest of the season. You would be relegated to choose other drivers in that tier for the remainder of the season.*
- Points are awarded just as they are awarded by NASCAR:

1	185	13	124	25	88	37	52
2	170	14	121	26	85	38	49
3	165	15	118	27	82	39	46
4	160	16	115	28	79	40	43
5	155	17	112	29	76	41	40
6	150	18	109	30	73	42	37
7	146	19	106	31	70	43	34
8	142	20	103	32	67		
9	138	21	100	33	64		
10	134	22	97	34	61		
11	130	23	94	35	58		
12	127	24	91	36	55		

Five (5) bonus points are awarded to drivers who lead a lap
 Five (5) bonus points are awarded to driver who leads the most laps

Points will be deducted from drivers penalized by NASCAR.

In addition, points will be awarded for the top 5 positions in qualifying.

Qualifying Point Breakdown

1st (Pole): 10 points
 2nd: 7 points
 3rd: 5 points
 4th: 3 points
 5th: 1 point

In the event of a rainout for qualifying, such points will not be awarded.

- As a participant, your goal is to gain the most points by the end of the season.
- Driver selections will be locked in one hour prior to the scheduled television broadcast as posted on NASCAR.com
- In the event of a rain delay, the selections are locked-in from the original start deadline. No changes allowed.
- Awarded points stay with the driver. If the driver does not race or gets traded to another team, the driver points stay with the driver.
- The league competes in NASCAR Sprint Cup Series sanctioned points races. The Budweiser Shootout and Sprint Series All-Star Race are considered non-points races.
- One team per person
- Contest open ONLY to residents within a 50-mile radius of La Crosse, WI. Any teams registered from outside of those parameters are not eligible for prizes and will be dropped from the league.
- CC106.3 has the right to make changes as necessary with regard to rules & discrepancies with points awarded at anytime during the season.
- We encourage users of all ages to participate in this fantasy league, therefore names that are deemed inappropriate or offensive may be removed from the league without notice.

Prizes & Determining Winners

- A Grand Prize will be given to the person in first place at the end of the racing season.
- You can join in the league at anytime during the season. While late entry will inhibit your securing the Grand Prize and overall points win on the season, it will still allow you to win weekly and be considered for the end of the season “Weekly Winners” prize package drawing.
- All ties after each race will be broken by a random drawing will determine that week’s winner.
- In the event of a tie at the end of the racing season, the tie breaker will be determined by comparing each owner’s top scoring driver for the final race just completed. If the tie is still not broken, this process continues with the second top scoring driver and so forth down the team until the tie is broken.
- In order to win prizes all registration must be completely filled out. If at any time the registration information submitted is determined to be invalid you will be immediately dropped from the league.
- Prizes and/or certificates must be picked up at the La Crosse Radio Group offices by the person registered as the team owner, no later than 30 days after the weekly race they won has ended, or prize will be forfeited. No prizes and/or certificates will be mailed.