



## 2017 Race League Championship

July 31, 2017 to October 9, 2017

**Official Rules & Policies**

**(Please Read Carefully)**

**It is the responsibility of each driver to read, understand, and comply with the rules. Failure to do so will provide no relief from the rules.**

### **Section 1: Registration, Entry Fees, & Season Schedule**

#### **1.01 Registration**

Registration is required to participate in the championship season, and is open to all Xtreme Action Park Members with a minimum of three (3) stars on their member account. Drivers will participate in bi-weekly lap races and receive one (1) free race session redeemable on race day (see below, for details on specific classes)

#### **1.02 Entry Fees**

Entry fees are \$350.00 for an entire season. Full payment is encouraged before the season's start. Drivers registering after the season's first event will forgo any chance of collecting any monetary prizes. Early registration by **July 17, 2017** includes a 10% discount on entry fees. All participants will receive a free event t-shirt, as part of participation.

#### **1.03 Season Schedule**

The Race League season schedule involves a total of six (6) weeks, with One (1) Free Race Session, One (1) Qualification Session, One (1) 30 Lap Race. The schedule is, as follows:

Bi-weekly races are held on Monday Nights **(July 31, 2017 to October 9, 2017)**

- **Round #1:** July 31, 2017
- **Round #2:** August 14, 2017
- **Round #3:** August 28, 2017
- **Round #4:** September 11, 2017
- **Round #5:** September 25, 2017
- **Round #6:** October 9, 2017 (50 Lap Endurance Grand Finale)
- **Post-Race Awards Ceremony:** October 9, 2017

## 1.04 Race Day Schedule

- Track Closure to the Public: 6:30 pm
- Qualifying: 7:00 pm
- Race Start: 8:00 pm
- Track Shutdown: 10:00pm

\* Due to time constraints, the track closure time will be strictly adhered to, in order to keep the start & shutdown times regularly scheduled. Drivers should remember that delays could lengthen the event's duration. If a driver happens to arrive after the end of qualification, that driver will start the event from the last starting position.

## Section 2: Driver Classes, Championship Format, & Procedures

### 2.01 Driver Classes

There will be two (2) weight classes for Race League. Drivers that weigh over 180 pounds (Heavyweight Class) and drivers under 180 pounds (Lightweight Class) Weight will be measured at the first event. The weight of any driver - either over/under the 180 pound, limit must be maintained throughout the season (penalties will be issued for weight infractions)

- **Lightweight Class:** Open to any driver, with three stars on their member account. Heavyweight Class drivers are permitted to race in the Lightweight Class
- **Heavyweight Class:** Open to any driver over 180 pounds, with three stars on their member account.

### 2.02 Championship Format

Drivers will be competing for the overall championship with the most points earned from their respective classes

### 2.03 Driver's Championship

The season championship goes to the driver with the most points earned throughout the six (6) week season, in each class (Points system can be found in section 5)

### 2.04 Race Procedure

#### Qualification and Starting Position

Qualification will be held before every event. Drivers will leave the pit lane, and have 3 full laps (Warm Up Lap/Qualification Lap/Cool Down Lap) There will be absolutely no substitutes allowed for qualifying, unless they are entered & racing in the main event, as well.

## 2.05 Feature Races

Feature races will be set in the distance of 30 laps. Standing Starts or Rolling Starts will be determined by the starting order, set after qualification. If multiple features are needed, then the higher finishing drivers will race in the "A-Feature". For drivers racing in the "B-Feature", the top two (2) finishing drivers will be promoted to the "A-Feature" race starting in the last two (2) starting positions.

## 2.06 Weight

Every driver will be weighed prior to the featured race to insure they are within their respective weight class. Any infractions will result in a penalty, determined by a Race League official.

## 2.07 Kart Selection

Driver's can only drive one (1) kart once during the season. At the time of the first event, officials will select the required amount of karts needed throughout the season, with the possible exception of a mechanical failure. Please notify any official of any issues one (1) hour prior to the race with a detailed description of the issue so that we can notify the shop in order to resolve it. It will be removed from the line as long as that kart isn't necessary for that particular event.

# Section 3: Race Starts, Restarts, & Use of Racing Flags/Signs

## 3.01 Race Starts & Restarts

Starts will be held in a single file rolling start, with no passing until the green flag is waved at Start/Finish. Restarts will also be in a similar format. Passes made under the yellow flag will be disallowed & the position must be given back, otherwise penalties may be enforced.

## 3.02 Flag Signals & Signs

- **Green:** Start of the race. Used by Start/Finish during starts & restarts.
- **White:** One Lap Remaining/Last Lap.
- **Checkered:** End of the race. Drivers need to slow down and enter the Pit Lane after a single cool down lap.
- **Crossed Checkered & White:** Signals the halfway point of race.
- **Yellow:** Caution Flag. Drivers need to be aware of the incident, and not pass. Drivers must be careful under this condition.
- **Blue w/ Yellow stripe:** A standing blue will warn the driver that faster traffic is approaching behind, moving over is not yet required. A waving blue w/ yellow stripe flag signals that a driver is now required to move over and let the faster traffic go by. This will only be given for 1<sup>st</sup>, 2<sup>nd</sup>, & 3<sup>rd</sup>, place drivers to pass.
- **Pointed Black:** Only given at Start/Finish, and may be accompanied with a sign informing the driver of the infraction (as a warning only)
- **Black:** A waving black will be given to any driver being penalized with one (1) lap deducted.

### 3.03 Use of Flags During the Final Two Laps

In the final two (2) laps, only the white and checkered will be waved at the start/finish line. Blue flags will still be waved around the corners for slower traffic. Failure to acknowledge the blue flag will result in a one (1) lap deduction.

## Section 4: Driver & Spectator Etiquette/Penalties

### 4.01 Driver & Spectator Etiquette

Intentional contact and/or on-track retaliation for any reason whatsoever will not be tolerated, and is considered reason for immediate disqualification. Excessive/hard bumping will be subject to penalty. Anyone blocking (weaving back and forth), and having reactionary/defensive lines (defending more than one line) are not allowed, and will be subject to penalty. **Remember to be sportsmanlike both on and off track.**

If a driver's friends or family are present, they also must also conduct themselves in an orderly fashion. Drivers may be subject to penalty for disorderly conduct, whether by themselves or their party. This includes unsportsmanlike acts (ex: inappropriate hand gestures)

### 4.02 Attempts to Pass Another Driver

To make a legal pass, A driver's front bumper needs to be next to the other driver at least halfway so that they can see them, and make minimal contact during the attempt. Dive bombing or forcing a pass - even with minimal contact, may be subject to a penalty if it's deemed unsafe. If any driver is passing or is being passed, give the other driver adequate racing room without boxing them into the apex, exit, or wall of any corner. This does not mean that a driver needs to give up the position, but **always be aware of one's surroundings, and what other drivers are doing around you.** If any driver lets other drivers pass, make sure to do so in a way that does not cause further incidents. If a driver is attempting to pass while off the racing line and end up bumping the other driver in order to gain position, that driver will be black flagged and be deducted one lap.

### 4.03 Contact While Passing

Light side to side contact is allowed, given it is not excessive. **Any contact that visibly changes another driver's line mid-corner will be deemed excessive.** This will be interpreted and enforced by all officials. Remember - while side-to-side contact is considered legal, getting the driver sideways or otherwise is subject to penalty. Any passes that stem from front to back bumper contact will be considered illegal. Bumping is bumping, whether it's intentional or not.

#### 4.04 Defending A Driver's Position

A defensive line is considered legal, but only one (1) move will be allowed. If any driver makes two (2) or more moves to defend their position, we will point the black flag from Start/Finish. If the action is continued, a driver will be given a waved black flag and deducted one (1) lap.

#### 4.05 Penalties

The following penalties are in place to protect the drivers & karts:

##### In-Race Penalties:

- **Excessive Contact While Attempting To Pass/Contact That Makes A Driver Lose Significant Positions or Time/Failure To Acknowledge Blue Flags:** *One Waiving Black Flag & One Lap Deduction*
- **Blocking Another Driver/Overuse of a Defensive Line:** *One Warning (Rolled Up Black Flag) or One Waved Black Flag & One Lap Deduction*
- **On-Track Retaliation:** *One Waiving Black Flag ( Results in automatic disqualification & ejection removal from the event)*
- **Unsafe Driving (ex: Excessive Sliding/Spinning Out):** *Varies, but may result in removal from race (One Waved Black Flag)*

##### Post-Race Penalties:

- **Excessive Bumping or Contact While Attempting To Pass (During Final Two Laps)** *Varies (Loss of position/ time for that event)*
- **Contact That Makes A Driver Lose Significant Positions/Time, Failure To Acknowledge Blue Flags, Excessive Blocking (During Final Two Laps)** *Varies (Loss in position/ time for that event)*

#### 4.06 Preventing Penalties

It's still up to each driver to let the other driver back by. If they suspect there has been too much contact (within one lap of any attempt to pass). Let-by's should be done in a way that doesn't cause further incidents, and an obvious signal, such as a let-by, should be given to the driver behind them to do so. Do not take advantage of another driver's good sportsmanship. If two drivers in front are driving recklessly and an opening may arise, you may take the opportunity. However, if contact is made and one driver attempts to let the other by, do not take advantage of the situation. Drivers may not gain position via someone else's let-by.

**4.07 Headsets, radios, or communication with anyone on the sideline will result in immediate disqualification.**

## **Section 5: Championship Points System**

### **5.1 Race Points**

<b>Finishing</b>	<b>Points</b>	<b>Finishing</b>	<b>Points</b>
1 <sup>st</sup>	50	8 <sup>th</sup>	24
2 <sup>nd</sup>	40	9 <sup>th</sup>	22
3 <sup>rd</sup>	35	10 <sup>th</sup>	20
4 <sup>th</sup>	32	11 <sup>th</sup>	19
5 <sup>th</sup>	30	12 <sup>th</sup>	18
6 <sup>th</sup>	28	13 <sup>th</sup>	17
7 <sup>th</sup>	26	14 <sup>th</sup>	16

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- No driver will accumulate more than 100 points during the main event.
  - Pole position will receive one bonus point per qualifying session.
  - One bonus point will be awarded to the driver with the best time (One, per main)
  - Points will be dispersed based on the driver's official finishing position in the feature races.
  - In a case of a tie, officials will look at the two (or more) drivers results and declare a champion based on the most wins during the season.

#### **5.1.4 Substitutions**

Two (2) substitutions will be allowed per season. The substitute must meet all respective class requirements for the driver of whom they're substituting.

## **Section 6: Prizes**

In the event of a championship tie, we look at the tied drivers and whomever has won the most amount of races during the season, is declared champion. Prizes for participation in six (6) weeks of racing plus trophies and prizes will be awarded to the championship winners. Race format as follows:

### **Prizes awarded to A Main and B Main:**

1<sup>st</sup> Place = \$500

2<sup>nd</sup> Place = \$250

3<sup>rd</sup> Place = \$100

Sign-up at the front desk. Remember pay in full by July 17 for a **10% discount**.

**For more information, contact [track@xtremeactionpark.com](mailto:track@xtremeactionpark.com)**