



FALL RENTAL KART LEAGUE

RULES & POINTS

856 - 327 -7213

Rules:

- The drivers meeting is mandatory and will start at 8:00 AM sharp. There will be a random roll call and any driver not in attendance will start in the rear of the first race.
- The start will be a single file rolling start. Each driver may accelerate at the wave of the green flag. You cannot pass the kart in front of you until you cross start/finish line. You cannot step out of line before start/finish. Jump starts will result in a black flag stop and go penalty.
- All penalties will be either a black flag stop and go or a final position change.
- Rough driving will not be tolerated and may result in the loss of driving privileges. Rough driving will be assessed by the track officials and the race director. If you move a kart out of the way and gain that position, you can either give the position back and receive no penalty (you have 1 lap to do this), or we will manually move your finishing position behind the finishing position of the kart you moved.
- No blocking. You may make one move in advance of the kart(s) behind you. You cannot move back across the track after you've made your move. You cannot run someone off the track that is beside you on a straightaway.
- No passing in parts of track with local yellows
- Top five finishers in qualifying and all heats will weigh in at end of session
- If you have an open black flag directed at you, you must come into pit lane for a stop and go penalty.
- Repeated four wheels off will result in a meatball flag and you must come in for a stop and go penalty
- Concrete run-off is not considered part of the racing surface
- Pit Lane speed- 5 mph
- Bad behavior and/or foul language will not be tolerated and any person involved will be asked to leave the premises

Point Structure:

Position	Points Awarded	Position	Points Awarded
<u>1</u>	200	<u>11</u>	75
<u>2</u>	175	<u>12</u>	70
<u>3</u>	155	<u>13</u>	65
<u>4</u>	140	<u>14</u>	60
<u>5</u>	130	<u>15</u>	55
<u>6</u>	120	<u>16</u>	50
<u>7</u>	110	<u>17</u>	45
<u>8</u>	100	<u>18</u>	40
<u>9</u>	90	<u>19</u>	35
<u>10</u>	80	<u>20</u>	30

Drivers will be Scored in the Following Order:

- Race finishers
- Drivers classified as DNF (Did not finish)



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- Drivers classified as DNS (Did not start) will be scored with 0 points
- Disqualified drivers will be scored with 0 points

Tiebreaker after Drops:

- In the event of a tie, the competitor with the most first place finishes will have the higher finishing position in championship.
- If still tied, it will go to the most seconds, thirds, fourths, etc.
- If still tied, we will use the finish of the very last race to determine overall finishing order.

Kart Selection:

- A random draw will take place for each event. Drivers will draw a kart number from a bottle prior to the qualifying race and will use that kart for all 4 rounds. (Unless you bid on another kart)
- Kart failures will result in a driver being provided a new kart. However, “kart is slow” and “kart doesn’t handle well” do not count as kart failures. Flat tires, broken steering components, faulty throttle components, etc. constitute a mechanical failure.
- All drivers must be aware that good luck and bad luck are part of racing, and that individual kart performance may slightly vary. All drivers are subject to the luck of the draw as to which karts they will be assigned. Mechanical breakdowns are rare, but happen on occasion. If needed, a driver may make a pit-stop to switch karts (based on there being spares available at the time). Qualifying will not stop for a kart switch, but Feature races will stop for a kart switch. All kart switches are subject to actual spare kart availability at that given time. It is the driver’s responsibility to let race control know there is a kart switch.

Protesting:

- If for any reason you would like to protest another driver you must first fill out the official protest form located in registration, and hand that in to the race director along with a \$40 deposit. If you win the protest you will receive your deposit back and actions will be taken to penalize the other driver. If you lose the protest your deposit will NOT be returned.
- If there is any discrepancy upon another kart (i.e. it’s faster than mine or has better tires ect.) you may choose to bid on the kart.(This is not relevant for mechanical failures)

Bidding will be as Follows:

- You may not bid on another kart until after qualifying.
- You must go to the race director and explain why you accuse this kart of being better (he/she has the right to deny the option to bid, or to start the bidding)
- Bidding will start at \$20 and go in increments of \$5 (If the person with the kart you are bidding for wishes not to bid he/she has the right not to. But you still must pay the \$20 fee to switch kart with said person.)



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- You may not bid during a race, and only once before each of the three races.

All Karts are tested daily to insure they are in working order and as equally competitive as possible.