

2020 Fall Rental Kart League Format and Rules

The Rental Kart League will be a 10-race Championships (two races per round) with a Drop Rule of two races for the final point's total. You can't drop a race that you have been removed from for rough driving. The registration fee is \$75 per Round. The Rental Kart League will be capped at 12 entrants per round and the spots are on a first-come basis. Therefore, if you are interested in running the entire series for points, it is in your best interest to pay for the complete series and reserve your spot for all five rounds.

Fall League Dates:

Saturday, October 3 – 12pm

Saturday, October 10 – 12pm

Saturday, October 17 – 12pm

Saturday, October 24 – 12pm

Saturday, October 31 – 12pm

Format:

- 8-minute Qualifying- single best lap time on pole for first race
- 16-lap race (Qualifying position determines start order)
- 16-lap race (Race One finishing position determines start order)

The Event Schedule will be as Follows:

8:00 am Drivers Meeting (Mandatory)

- Rental Qualifying (8 minutes)
- Race 1
- Race 2
- Podium Celebration

Each driver who wins one of the two races per round will be awarded at the end of the night during podium celebrations. Points will be awarded all throughout the field of competitors for championship point's calculation.

Rules:

- The drivers meetings are mandatory and will start at 12pm 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
- 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 black 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

Points Structure for Championship:

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)
- 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 hat prior to the qualifying race.
- 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.

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