

The Speedsportz Racing League is an individual based arrive-and-drive grand prix-style kart racing program. It is our goal to provide a safe, competitive, and fair arrive-and- drive kart racing environment. The purpose of this document is to outline how the events will be run; establish a clear understanding of the rules and regulations; and ultimately, provide insight on how to successfully compete in a Sprint Series race. It is the responsibility of each competitor to know, understand, and follow the rules outlined in this document.

1. DRIVER ELIGIBILITY

1.1 Minimum Age: Drivers must be a minimum of 16 years of age in the calendar year in order to compete. Drivers turning 16 in the calendar year will be considered on a case-by-case basis dependent upon racing experience. All minor drivers must be accompanied by their parent, unless a notarized waiver is on file.

1.2 Physical: Kart racing involves high speeds and running in dense traffic situations with drivers of varying ability and speed. Kart racing can be a dangerous activity and can result in serious or fatal injuries. Drivers should be in generally good health and fully capable of handling a kart at speeds in excess of 40 miles per hour.

1.3 Experience: Speedsportz reserves the right to exclude, at any time, before or during an event, any driver it considers insufficiently experienced or unsafe. It is highly recommended that a driver new to Speedsportz practice, or attend a clinic, or school prior to attending a League event.

1.4 Driver Classification: will be splitting into 3 classes and are requiring a minimum weight for all classes, if you do not meet the required minimum, then you will race in the class under. **WEIGHT VESTS/ ADDING WEIGHT WILL NO LONGER BE ALLOWED.**

Light Weight- <180 lbs



Medium Weight- 180-220 lbs
Heavy Weight- 220> lbs

2. REGISTRATION AND CANCELLATION

2.1 Event Registration: All Speedsportz racing programs require pre-registration.

Registration priority is given to the general public on a first-paid, first-served basis.

2.2 Event Cancellation or Modification: While Speedsportz makes every effort to run all scheduled on track sessions on each scheduled event date, there are situations that require the cancellation and reschedule of an event date or modification to the scheduled program. The most common, albeit infrequent, situation is inclement weather (i.e. rain, high winds). There are four (4) different scenarios that events can be classified:

2.2.1 Cancelled Event: Speedsportz reserves the right to cancel an event any time prior to the scheduled start time. Any event cancelled prior to 12:00pm on the scheduled race day, without taking the track, will be considered a Cancelled Event. Cancelled events will be rescheduled to run on the first available make-up date as published on the series schedule. Customers can choose to transfer their paid entry to the make-up event or request a full refund.

2.3.2 Incomplete Event: Event is cancelled after the start of the event, but prior to the completion of the heat races. Incomplete events will not be awarded points or counted toward the season championship (effectively the season is reduced by one round). Customers will be given a partial refund based on the amount of track time received. Customers that are not present when an event is classified as incomplete will be considered no-shows and will forfeit their paid entry fee, subject to the conditions set forth in section 3.2 above.

2.3.3 Abbreviated Event: If an event starts late or ends early due to situations beyond Speedsportz control, Speedsportz reserves the right to run an abbreviated schedule. This may include any or all of the following options: • Eliminate Qualifying Sessions and use point standings to set the grid

- Shorten Practice/Qualifying Session
- Shorten Heat Race lap count
- Shorten Main Race lap count

Once an Abbreviated Event is complete, full points will be awarded and the round will be included in the championship. No refunds will be issued for Abbreviated Events.

2.3.4 Completed Event: An event will be classified as Complete following the completion of the heat races. Points will be awarded based on running order on the last completed clean lap (per Race Director's discretion). For any Main Races that have not started, points will be assigned based on starting position. Completed Events will be counted toward the championship and no refunds will be issued.

3. SAFETY REQUIREMENTS

3.1 Safety Equipment: The following safety equipment is required for all League events:
Helmet REQUIRED – Full-face coverage with face shield and Snell SA, M or K rating or better.

Shoes REQUIRED – Must be closed toe and worn with socks



Hair Secured REQUIRED – Braided ponytail tucked in shirt, jacket, or suit for drivers will shoulder-length or longer hair

3.2 Restricted Areas: This term is used to describe any area where the general public is not admitted including, but not limited to: the pits, track, infield, and adjacent walkways. All persons wanting access to restricted areas must sign a waiver and release form. Children and pets are not allowed in restricted areas. Smoking and alcohol are not permitted in the restricted areas. Any person under the influence of drugs or alcohol will be denied access to the event.

4. SEASON AND EVENT SCHEDULES

4.1 Event Schedule*

Facility will open at 3pm to the general public. There will be no official pre league practice sessions. If participants wish to race during this time, it is at their own discrepancy.

Registration Opens: 6pm Drivers Meeting: 6:45pm On Track Activity Begins: 7:00pm

*Times through when racing begins are typically consistent from event to event, however the start of each individual session, and end time for each event may vary.

5. EVENT FORMAT, AND GENERAL PROCEDURES

5.1 Drivers Meeting: All drivers are required to attend the Drivers Meeting. The Drivers Meeting will focus on addressing issues specific to that day's event, and will not go through a full reading of the rulebook and format at each event.

- For any driver that has registered online and is late for the drivers meeting and check-in, you will start the Practice/Qualifying round in the back of the pack. With that,



regardless of where you qualify, you will start the heat race from the rear.

5.1.2 Supplemental Rules: Speedsportz may publish supplementary bulletins and make announcements during the Drivers Meeting. These bulletins and announcements carry the full weight of the rules.

5.2 Event Format: Each League event will feature a maximum driver cap of 40 entries, with a maximum of 20 drivers on track at once during each heat race, and no more than two (2) run groups on any given race day. Each driver will get a practice/qualifying session, one heat races, and a Main race.

5.3 On Track Sessions:

5.3.1 Practice/Qualifying: Each driver will get one 8-minute practice/qualifying session, with sessions starting immediately following the drivers meeting. A driver's single best lap time in the session dictates how they are seeded into their heat race, with ties in lap times will be broken by second best lap time. Drivers that check-in with the front desk earlier will be placed in the later qualifying group versus the later attendees with be placed in the earlier run group.

Note: ANY contact may result in an immediate disqualification and/or the withdrawing of that driver's posted qualifying times.

5.3.2 Heat Race: Race will feature a double-file staggered grid standing start. Placement will be determined based on qualifying results. All drivers that qualify from overall results and are an odd number will be on one group and all even numbers will be in another.

5.3.3 Main Events: Drivers will be seeded into their corresponding main event race based upon their heat race finish.

The top half of each heat race will be placed in the A-Main while the remaining drivers will be in the B-Main. The driver with the faster lap time will be placed in the preferred starting position. The race is the first person to complete 12 laps, and will feature a double file rolling start Start.

5.3.4 Missing A Session: Drivers are responsible for driving in their assigned session/group/race. If a driver misses their assigned session/race, they will NOT be moved to another one and will forfeit the time lost and classified as a DNS (Did Not Start).

5.4 Entering Wrong Session: Drivers that enter the track in the wrong practice/ qualifying session will NOT be timed or scored in that session, but will be able to complete the session. They will NOT be able to go out in their scheduled session and will be classified as a DQ (Disqualified). Drivers that go out in the wrong race session (heat or main), prior to their scheduled session, will be sent back to the pits and will start last in their scheduled session.

5.5 Equipment: All karts, tools, fuel, spare parts, and timing equipment will be provided by Speedsportz. Drivers will not be allowed to use their own equipment (except safety gear) or make any mechanical adjustments or repairs to the equipment provided by Speedsportz Karting. All mechanical work will be done exclusively by one of Speedsportz Karting's mechanics in the designated area. Any driver caught making adjustments to the equipment will be subject to penalty or ejection from the event. Drivers will also be financially responsible for any damage resulting from their adjustments, repairs, or tampering.

5.6 Kart Selection: The random kart selection process will be completed by race officials prior to the individual session. Drivers will not be permitted to drive the same kart twice in the event.

Drivers will only be allowed to switch karts if there is a mechanical defect with the kart that they were assigned, which will be determined by the Mechanical Staff.

If there is a mechanical or safety concern that has been notified prior to the start of a race, it may be changed with no penalty at the start of the session. If a driver protests to change a kart for what ever reason prior to the start of an event, they are able to change karts, but will forfeit their starting position and start at the back.

5.6.1 Getting In Wrong Kart: In practice/qualifying, drivers that enter the track in the wrong kart will NOT be timed and will be classified last in their session. In a heat race or main, drivers that enter the track in the wrong kart will be sent back to the pit area to receive their correct kart before re-entering the track, where they will start last. The start of the race will not be delayed. It is up to the driver to get in the correct kart, with any required ballast, and to obey all pit lane rules in the process. Driver may be held on pit lane once the race has been started to insure a safe reentry.

5.7 Weight Ballast: The Speessportz League is not weight ballasted. Weight classes are as follows:

5.8 Securing Ballast / Other Personal Items: All items supplied by a driver (i.e. ballast, cameras, etc.) must be labeled with their name, and safely secured to either their person. Any personal item that either leaves the kart, or appears to be a safety concern may be grounds for a penalty. Cameras are treated the same as ballast, and are required to be labeled. Ballast may not be secured to kart.

5.9 Use of Radios: All radio communication from either driver to driver, or driver to crew is not allowed during competition. Use of radios may result in confiscation of equipment, and further penalties.

6. ON TRACK PROCEDURES AND REGULATIONS

6.1 Grid Procedures:

6.1.1 Driver Preparedness: Drivers are responsible for being in their assigned kart, with proper equipment, and ballast (if necessary) to start their session on time.

6.1.2 Practice/Qualifying: Drivers will be released one at a time by an official at the head of the grid. Drivers are to pull up to the official, and wait to be released. Once released a driver must go immediately with no waiting.

6.1.3 Race Sessions: All drivers will be released from the grid, and proceed to the 'staging area' on course, where an official will await them. Drivers are to await direction from the official, and then proceed to their start box. Any swerving or erratic / unsafe driving in the gridding procedure may be cause for a penalty.

6.2 Starting Procedures:

6.2.1 Standing Starts: All drivers will be directed to their grid spot and remain there until the green flag. Once the green flag is thrown, drivers may begin accelerating and overtaking immediately. Drivers who are found to have jumped the start, or are found revving their engine prior to releasing the brake, may incur a penalty. If a driver has an issue on the grid, they should waive both hands in the air to alert officials and delay the start.

6.2.2 Bad Starts: In the case of a bad start, the red and yellow flags will waive around the track, and drivers will continue around to the staging area and stop. Drivers will re-grid, and try again, but the lap will count.

6.2.3 Re-Starts after a Red Flag: In the event red flags are displayed at any point around the track (section 8.1.6), the field will be brought to a stop on the start finish straight. Once all karts are present, drivers will prepare for a single file, rolling start.

Drivers must wait to accelerate until after the 'acceleration cones', and the green flag is displayed. There will be no passing allowed until after crossing the 'start cones'.

7. FLAGS AND INFO BOARDS

7.1 Info Board and Flag Descriptions: Flags are the primary method of communicating information about track conditions, on-course incidents, and other race-related information to the driver. Additionally, Info Boards may also be used to convey information to the driver. As a driver, you are responsible for understanding the meaning of the flags and boards.

7.1.1 Info Boards: Info Boards given at start finish and are a way for officials to convey additional information to the drivers, such as kart numbers in the event of a black flag or meatball flag.

7.1.2 Green Flag: The green flag signifies the start of a practice, qualifying, or race session, or the resumption of racing on the restart of a race.

7.1.3 Yellow Flag: Indicates an area of possible danger ahead. The driver is **REQUIRED** to exercise extreme caution in driving, including being prepared to slow, or stop if necessary. Passing is prohibited until safely past the incident causing of the yellow flag.

7.1.4 Black Flag:

7.1.4.1 Waiving Black: A driver receiving the black flag is **REQUIRED** to report to the pits immediately. The black flag will be used for rules violations as well as mechanical issues. The driver will be greeted by a race official in the pit area and given an explanation for the black flag. Drivers who receive a black flag will not be allowed to rejoin the race.

7.1.4.2 Rolled Black: A furled or rolled black flag may be given to a driver close to a rules infraction. This is considered a courtesy flag, not a penalty, and the driver is not required to pit. A

driver will see no more than one rolled black flag in a session before being issued a penalty.

7.1.5 Red Flag: A red flag at the start/finish line, or from any of the track officials REQUIRES all drivers to slow their pace considerably and report to the front straight immediately, unless otherwise instructed. No passing is allowed under a red flag. Drivers should stay in their karts until further instructions are given by a race official.

7.1.6 Red and Yellow Flags following Race Start: Signals a bad start. Drivers are to slowly continue around the track without passing, until the final corner, where they will be re-gridded and set for another attempt.

7.1.7 Blue with Stripe: This flag will be used to alert lap traffic drivers of quicker drivers who are approaching to overtake. The lapped driver is expected to move off of the racing line without making any sudden or erratic changes in direction or speed to allow the quicker drivers to more easily overtake. Do not stop on track for any reason; instead be predictable and aware of the situation while maintaining decent pace.

7.1.8 White Flag: One lap remaining in the race. The white flag is a courtesy flag and may not always be displayed prior to the checkered flag.

7.1.9 Checkered Flag: Indicates the completion of the session or race. All drivers should slow, and enter the pits.

7.1.10 Black and Checkered Flags: Finish result is not official, and is under review. All drivers should slow and enter the

pits.

8. PIT LANE PROCEDURES AND REGULATIONS

8.1 Pit Lane Entry Procedure: There is no hot pit during practice and heat session of the event, once a driver has entered the pit lane after the green flag has flown, they will not be able to rejoin. Drivers entering pit lane must do so on the far outside part of the track, while maintaining speed until offline and near the pit entry. As a courtesy, drivers are further asked to raise a hand before heading into the pit area to signal their intent. Unsafe entry into the pit lane may be subject to a further penalty.

9. SPORTING CODE / PENALTIES 9.1 Driver Code of Conduct:

9.1.1 Good Sportsmanship: It is the spirit and intent of these rules that all competitors drive exhibiting good sportsmanship; that is, every driver is expected to behave according to principles of fairness, observe all rules, show respect for other drivers, proceed on track without touching or endangering the vehicles of fellow competitors and accept victory or defeat graciously. Drivers should also remember they are responsible for the conduct of their guests as well, and may be penalized for any unsportsmanlike behavior by them, or their guests.

9.1.2 Inadvertent Contact: Occasional contact between karts on track is a reality of racing. The judgment of the point at which inadvertent contact becomes deliberate pushing, bumping, crowding, nerfing, blocking, etc. is solely at the discretion of the Race Director and officials.

9.1.3 Overtaking: The overtaking driver is expected to obtain “dominant position” prior to the entry of both drivers into the upcoming corner. “Dominant position” is defined as the nose of the overtaking kart surpassing the imaginary bisecting line of the kart being overtaken (considered to be the steering wheel of the kart being overtaken) prior to the turn-in point.

9.1.4 Racing Room: Drivers are expected to give ample racing room, and not force other drivers into a situation where they may make contact, either with other drivers or walls, or where they are force another driver off course. Not leaving enough room may be grounds for a penalty, depending on severity. This is the responsibility of all drivers, whether being passed, or passing.

9.1.5 Crowding: Drivers that do not give ample racing room, or room for another driver to maneuver may be considered to be crowding. Drivers may be penalized for crowding, even if it does not directly result in position loss.

9.1.6 Deliberate Contact: Deliberate contact, bumping, nerfing, pushing, etc., will be grounds for penalty, up to and potentially including ejection, depending on severity. Deliberate contact includes “bump drafting”.

9.1.7 Gain From Contact: Contact that results in a driver gaining an advantage, and resulting in a position gain may be penalized. A driver that gains from contact, albeit unintentional, may be able to avoid a penalty via letting the other driver back by in a show of good sportsmanship.

9.1.8 Cutting the Course: Any driver leaving the course or cutting the apex of the corner is subject to penalty or disqualification at the discretion of the Race Director.

9.1.9 Re-Entering the Track: A driver who has gone off the racing surface will re-enter the racetrack as far off the racing line as possible allowing all other competing karts sufficient room to avoid any possibility of contact with the re- entering kart. A driver must re-enter the track only at a point that will provide no

advantage in time, distance, or position relative to competing karts. Any penalties assessed will be at the discretion of the Race Director and can range from Black Flag to Disqualification.

9.1.10 Blocking: Any reactionary move made by a driver to impede the progress of another driver, or multiple moves upon entering a corner may be considered blocking by officials. Drivers are to pick a line, stick to the line, or only make a single non-reactionary move to maintain position.

9.1.11 Passing Under Yellow: If a driver improves their position under a yellow flag condition they will be given one lap to give back the position by pointing the overtaken driver(s) by. If the overtaking driver fails to surrender position, they will be issued a black flag or time penalty.

9.1.12 Ignoring a Penalty Flag: Any driver that fails to report for a meatball flag after two laps will see that penalty increase. Any driver that fails to report to the pits after being shown the black flag for two consecutive laps will be disqualified.

9.1.13 Potential Damage: If a race official suspects that a kart may have damage or a mechanical issue making it unsafe to drive, the driver may be issued a black flag for subsequent safety inspection.

9.1.15 Tire Warming: Drivers are not to swerve back and forth to warm tires prior to the start, or re-starts. Drivers may be penalized for this action by either a time or position penalty. This does not warm the tires and potentially damages the steering components.

9.2 Penalty Procedures:

9.2.1 Black Flag Penalty: A driver receiving the black flag is REQUIRED to report to the pits immediately. The black flag will be used for rules violations as well as mechanical issues. The driver will be greeted by a race official in the pit area and given an explanation for the black flag. Drivers who receive a black flag may be allowed to rejoin the race, depending on the situation.

9.2.2 Post Race Position Penalty: If a position is gained illegally in the final two laps and a proper penalty cannot be displayed, then a position penalty may be issued.

9.2.3 Post Race Time Penalty: In the scenario that a driver receives a penalty flag on the final two laps of the race and does not report to serve the penalty, a post-race time-penalty will be assessed to that driver's results.

9.2.4 Race Disqualification: Race officials may opt to disqualify a driver from any given session if a particularly egregious, deliberate or flagrant violation occurs. Disqualification will result in an automatic zero points being awarded for finishing position.

9.2.5 Event Ejection: The Race Director reserves the right to eject any driver from the event for major violations described in section 9.1 of the Driving Regulations code.

9.2.6 Post-Event Sanctions: The Race Director and Speedsportz Karting reserve the right to impose probation, suspension or a facility ban for major violations described in section 9.1 of the Driving Regulations code.

9.2.7 Video Review: The use of video to review incidents may be used during, or after the conclusion of an event. If an incident is found that was not penalized during the event, a penalty may be assessed to the driver at fault post event. The full range of penalties may be used in the case of video review.

10. MECHANICAL FAILURES AND DAMAGE LIABILITY

All karts are professionally prepared and tested prior to every event for equality and proper operation. The kart you are assigned each session will be yours for that session, unless officials deem it unable to continue. Drivers will not have the option to switch karts voluntarily. When you take possession of the kart at the beginning of a session, everything will be in working order. However, parts can fail over the course of the event due to poor manufacturing or driver abuse. Below describes how these issues will be handled.

10.1 Mechanical Failures: Should your kart experience a mechanical failure through no fault of your own, it will be repaired at no cost. Drivers who experience a mechanical failure will be credited with points based on their last time across the start/finish line, minus two spots.

10.2 Crash Damage/Driver Abuse: Should your kart experience a failure due to driver abuse, or receive crash damage, it will be repaired and billed to the driver who was behind the wheel when the failure occurred. The driver will not be credited with any points beyond their presumed last place finish, and will be required to pay the damage bill before their next on track session.

10.3 Kart Change For Mechanical Failures: In the case of a mechanical failure prior to, or during a practice or qualifying session, a new kart will be provided to the driver, and released

back on track. If the driver did not, or cannot get the sufficient time during their session, the driver will be moved to the following session if need be. In the case of a mechanical failure prior to the start of a race session, whether in pit lane or on the grid, a replacement kart will be given to the driver, with their starting position retained.

11. Points

Points awarded as follows:

Practice Qualify: 10 points to the Fastest Driver per weight class

Heat Race: both groups regardless of weight class

| | | | |
|-----------|-----------|------------|-----------|
| 1st Place | 25 Points | 6th Place | 20 Points |
| 2nd Place | 24 Points | 7th Place | 19 Points |
| 3rd Place | 23 Points | 8th Place | 18 Points |
| 4th Place | 22 Points | 9th Place | 17 Points |
| 5th Place | 21 Points | 10th Place | 16 Points |

Main Event Points regardless of Weight class

| | |
|------------------|-----------|
| A MAIN Winner | 50 Points |
| A Main 2nd Place | 49 Points |
| A Main 3rd Place | 48 Points |
| A Main 4th Place | 47 Points |
| A Main 5th Place | 46 Points |

B MAIN Winner: Will pick up where points are left off from A Main.

Main Event Fastest Laps per weight class will receive 5 Bonus Points

12. AUTHORITY

Speedsportz and the Race Director reserve the right to alter the event rules and regulations to suit any special or unforeseen situation. All decisions by the Race Director are final and are not



subject to appeal or protest. These general rules may be modified in part to suit a particular race.