



Racing For Relief, Inc.

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1. Required Clothing

- a. Full helmet that must touch neck brace
- b. Proper eye protection (full face shield or goggles)
- c. Neck brace
- d. Leather or scuff/tear resistant jacket or shirt with long sleeves
- e. Teams are suggested to have matching shirts
- f. Gloves
- g. Jeans or pants with heavy material – no rips or tears or exposed skin.

2. Flags

- a. Green: starts the event.
- b. Red: all karts slow down and proceed to the backstretch and then STOP and wait for directions to line up.
- c. Black (safety or driver infraction): if a person is black flagged they are to pit immediately.
- d. Green and White Cross (pit flag): driver change.
- e. White: one lap to go.
- f. Black and White Checkered: race complete.
- g. Ty-dye Flag-Refer to Section 9 E.

3. Pre-Event Day Practice and Testing

- a. ALL safety equipment and clothing are required at all practice events as well as the event day.
- b. All karts/seatbelts will be safety inspected before the practice and before the first race and must be corrected before the first race.
- c. Orange tape must be placed on the seat belt shoulder strap and lap belt for easy visual inspection.
- d. First time drivers must complete a minimum of 15 laps under supervision and signed off by an appropriate official or per official's decision pending the weather.

4. Race Statistics (number of laps)

- a. Heats: 32 laps each
 - b. B Main: 32 laps
 - c. A Main: 64 laps
- *All are subject to change due to weather, time restrictions, kart entries, and track deterioration to be determined by trustee(s).

5. Qualifying

- a. One of the three / four team drivers will complete a qualifying run.
 - i. If you do not qualify in the position that you draw, you may still go out and qualify. BUT you are not eligible to receive any qualifying points that get awarded to the top positions. The fastest times will be used to place the team in starting grid for the heat races.

- ii. Any teams that does not qualify in order in which you pulled your number, these teams will qualify after the last kart qualifies in their drawn order.
 - iii. Once a kart takes a green flag during qualifying, that lap will start. If you have a breakdown before you receive the green flag on your qualifying lap, you may go back in line, and try again.
 - iv. The Fastest Team qualifying will get to receive the Pole Award, and start on the Pole position. REMEMBER, YOU FORFIT YOUR POINTS IF YOU DON'T QUALIFY IN YOUR DRAWN QUALIFYING ORDER.
- b. The team members that are qualifying must race that event and may only qualify one kart per race.
 - c. If no qualifying, will go by points.
 - d. The chassis you qualify with is the chassis race with. You may not use someone else's kart or spare kart if you damage yours.
 - e. When two karts have the same qualifying time, the team with the higher points standing will receive the higher position. If it happens to be the first race of the season, then we go back to the previous year.
- *All are subject to change due to weather, time restrictions, kart entries and track deterioration to be determined by trustee(s).

6. Feature Event – 64 LAPS (TBA)

- a. Each team must have three driver changes (subject to official's discrepancy on anything less than four drivers).
- b. Each driver will complete a minimum of 25% of the scheduled event.
- c. Example FEATURE EVENT: starting lineup for 16 teams – 8 rows of 2 karts each.
- d. In the event of a red flag, once the cause of the red flag is corrected the race will resume in a double file restart format. Odd positions will restart on the inside of the track and even positions will start on the outside of the track. This is subject to change due to safety issues. If change is needed, we will go back to single file format.
- e. Final race line up: A Main qualifiers in the 1-12 position and B Main qualifiers in the 13-16 position.
- f. The race will have an inversion. Top qualifying team for the position they will start in the feature will spin the wheel at the race trailer immediately following the last heat race.
- g. 16 teams will race in the A Main event. If a team is unable to participate in the A Main event, the team must inform an official. Alternate teams will be the first non-qualifier of the main event.
- h. To be considered part of the A Main, kart must take the green flag.

7. Hot Pits

- a. The series will use the drive through design with 8 pits on each side of the flag men. The teams will pit in opposite direction in front of their pit number.
- b. During the heats, we will use the inside center pits.
- c. Feature pits will line up by points. B Main will use pit 7-10 or 6-11 depending on new teams. New teams with no points will be in pit 8 and 9.
- d. No one is allowed in the infield pits without a proper wristband.
- e. To be in the hot pits, team members must be over the age of 18 or the age of 16 with a Parental Consent Form completed. Maximum number of 5 people.

8. Rules For All Competing

- a. On the event day, karts should be delivered and team members checked in at least ½ hour before qualifying begins. Event officials will set the kart's RPM limit and do a safety tech inspection.

- b. All team members must be 16, can have a driver's permit, work permit or valid driver's license. The driver's license cannot be expired. When in doubt, track officials will have the final say.
- c. Each team is only allowed to have seven people in the trailer area and pit area with proper wrist bands. Four team members, one for a crew chief and one extra for mechanic (wife, parent, sponsor, parent or whoever, but they must be over 18 or 16 with parental permission). It does not have to be the same person for each race. All members need to check in at the registration desk. **Absolutely no carry-in of alcohol as per the request of our event sponsors including prior to the race by your visitors.** Each team may receive one warning for failure to comply with any of these rules and after that their team will start at the back of the race.
- d. Both hands must be on the steering wheel at all times unless for obvious reasons.
- e. Gas will be provided for all teams on the event and is required to be used.
- f. Line up behind the pace vehicle for the start of all events.
- g. Line up behind the pace vehicle for re-starts after a red flag.
- h. Karts must be in the pit box before the seat belt is unlatched.
- i. The next driver must be in the seat and securely latched in the kart before leaving the pit box.
- j. The shoulder strap must be across the chest area/shoulder/lap.
- k. At all drivers exchanges in the pits; enter and exit on the left side of the kart.
- l. No passing to the inside or outside until you pass the orange cone (which will be placed somewhere between turn 4 and the start/finish line). Improper passing will result in losing a lap.
- m. No brake checking on restarts. The pole setter will set a consistent rate at the discrepancy of the flagman.
- n. If the red flag is thrown all karts will proceed to the backstretch behind the pace vehicle. You will be lined up in the position you held on the last completed lap before the red flag was thrown (as per the electronic lap counter). Follow the track officials – they will put you in order. If the red flag was displayed for kart breakdown or other track incidents, a team may call for the five minute rule.
- o. If a red flag has been thrown for a racing incident, the kart or karts will go to tail that caused the red flag to be thrown. If a safety red has been thrown by the officials, (for debris on the track, straw bales on the track, etc.). We then will restart the teams with nobody going to tail. We will advise the competitors and the spectators on the safety issue. This can be done by P.A. System, and or track officials talking to the teams.
- p. Drivers may not enter the pit under a red flag for driver exchange
- q. If a kart is on pit road or in the pits when red flag is thrown teams will return to the previous driver and line up according to the last recorded lap (Only green flag pit stops will be allowed).
- r. If red flag is thrown, the first kart a lap down will get their lap back (lucky dog). The lucky dog then will be placed on the tail of the field. (By receiving the lucky dog you end up on the lead lap. You must still start at the tail of the field.)

9. Tie-Dye Flag

- a. Only that driver is flagged not the team – another member may jump in and continue the race. When a team member is black flagged, they are to leave the pit area immediately, as safety allows. The flagger will determine if the driver is disqualified for the remainder of that race or for the rest of the event (i.e., intentional maneuver such as running other teams into the pits and/or the walls by dangerous entrances, exits or maneuvers).
- b. If someone is observed driving another kart down into the hot pits, they will be penalized immediately by giving a Tie-dye flag. That driver will be escorted to the center of the hot pits by an official and asked that they stay there until the end of that race. Once a driver

receives the Tie-dye flag, that driver will be done for the evening. You may not help with pit stops, or racing the remainder of the evening

10. Black Flag

- a. Black flagging will also be used for safety (i.e., seat belts, exposed skin, eye protection). If a driver is black flagged, they will pit immediately for a stop and go penalty. If they do not pit after being shown the black flag, they will lose 2 laps. This will be deducted at the end of the race.
- b. If a go-kart is seen knocking out a spring in the corners, that kart will be black flagged for putting debris on the track, and will have to do a stop and go penalty.
- c. If cone is hit on the start of the race, you will be black flagged.
- d. If kart displaces pit sign or exit flag, you may be eligible for a black flag.
- e. If your team is observed being on the track. When the black flag comes out, the track official only when a safe area has been established, then will wave on the team to enter the track, but they must go through the pits to the shortest distance to their kart on the track. Running down the track will not be tolerated for ANY reason.
- f. If someone is observed driving another kart down into the hot pits, they will be penalized immediately by giving a Tie-dye flag. That driver will be escorted to the center of the hot pits by an official and asked that they stay there until the end of that race. Once a driver receives the Tie-dye flag, that driver will be done for the evening. You may not help with pit stops, or racing the remainder of the evening.

11. 5 Minute Rules

- a. Each team may receive one five minute repair period per event. And max. of three per an event.
- b. The five minute rule will only be during the A Feature only, none for the last driver segment or if two and a half hours have passed since the beginning of the first heat.
- c. The team must notify a track official that has a headset.
- d. No adjustment or repairs to karts on the track.
- e. Any other team may make adjustments during any other team's five minute call without using their own teams five minute opportunity but they must enter the pit area, and they will start on the tail, and will be responsible for being back on the track in time to restart the race and racing then will resume without the kart if they are not out of the pit in time. They can join in later when repair have been completed.
- f. If additional time is needed the teams at this time may use their five minute opportunity.
- g. During a red flag no team member is to enter the track area unless specified by race official.
- h. When karts need their engines restarted after a red flag one person from each team may approach the kart to start the engine then must return to pit in a timely manner.
- i. *All are subject to change due to weather, time restrictions, kart entries and track deterioration to be determined by trustee(s).

12. Checking RPM's

- a. Qualifying: check all qualifiers if they fail then go to the tail and so on.
- b. After each heat race, all karts need to proceed to the designated area and have RPM's checked. Pull into the designated area just off the exit of the track and stay in line in the position in which you finished the race. We will check all karts, if they pass the RPM check, then all karts may proceed to their trailers. If one of the top four karts does not pass (this kart will be the first kart on tail of B Main), fifth place kart will be checked and so on until we have four karts that pass to make A Main.
- c. After B Feature, recheck all karts. If they do not have the correct RPM's the team will relinquish their points and their position.

- d. After A Main Feature, hold all karts on the track to be teched. If they do not have the correct RPM's that team will lose points and position for that event. Only the last driver may stay with the kart after the event.
- e. Tecumseh 4200 – Clone 4000 with no plus.
- f. If anyone goes over RPM's, the team is eligible for a second test by another official with another test meter. It must be done immediately after the first test.

13. Kart Specifications (can be inspected at any time)

- a. Original motor will be acceptable with maintenance. Each race will be considered an engine claim race (must be stock appearing).
- b. Breather tube may be unhooked and lengthened to go below engine mount (no catch cans).
- c. If using a clone motor must purchase a blue in color if motor is painted must have a 2"x2" area left original color (Harbor Freight).
- d. Karts must have a kill switch on both the motor and the console.
- e. Seatbelts need to have bright orange tape on the belt at the shoulder and at the buckle.
- f. Original locking nuts, cotter pins or safety devises must be kept intact.
- g. Original clutch must be used. TAV2-30
- h. Original gears (9 tooth driving 60 teeth) will be checked.
- i. Original tire and rims. Must be recreational OEM. No racing tires or no slicks. Turf tire only.
- j. Rear tire size 18x9.5-8.
- k. Front tire size 15x6-6.
- l. Rear tire tread width of 52" maximum with a minimum of 42".
- m. Front tire tread width of 44" maximum with a minimum of 38".
- n. Minimum 52" wheel base.
- o. Both rear wheels must break or stop.
- p. Original exhaust with guards in place and air cleaner, or straight pipes from the parts trailer.
- q. No suspension aloud.
- r. Nerf bar cannot exceed outer limits of tires (must have radius corners).
- s. Needs roll cage for safety.
- t. Seat and shoulder belts will be fastened in original **locations and attached high by your right shoulder and low by your left hip. You must accommodate for different size drivers to keep the seat belt tight. SAFETY IS FIRST. THIS WILL BE MONITORED.**
- u. All seat belts seems must be sewn together.
- v. Throttle linkage will be inspected.
- w. Throttle linkage must be a solid rod with a minimum length of 33" measuring from the back of the front axle to the back of the rod fastened as a hard connection to the throttle pedal.
- x. Complete throttle linkage must be easily visible for inspection.
- y. Must use engine stops for RPM adjustments.
- z. Cable must be exposed and routed without over excessive length.
- aa. Any modification to the throttle linkage may be subject to disqualifications and loss of points and positions.
- bb. Random fuel testing can be done at any time.
- cc. Signage on kart will include numbers on the back of the kart as well as on both sides.

14. Engine Purchasing for Claims Racing

- a. Teams that take the green flag on qualifying are eligible to purchase any motor of that day's race.
- b. Team's engine claims starts after the B Main until 10 minutes after the checkered flag of the A Main.

- c. The fee to claim is \$400 cash for Tecumseh Engine or \$300 cash for Clone Engine (no checks) and is not refundable. No external accessories are included with engine (i.e., clutch). Once the motor claim ticket and cash is turned into the claims official, it is official and is considered a done deal and you may not ask for your money back.
- d. During that time frame those wishing to claim a motor need to notify claims official.
- e. If two teams request to claim the same motor, whichever team placed lowest in the day's features events will receive the motor.
- f. We request all claims be kept discrete until the time frame has expired to prevent any conflicts for domino claims.
- g. Money must be given to the claim official when making the claim, if a lower team claims the same motor the money will be refunded after the race to the higher team(s).
- h. If your motor is claimed, a tech official with one team member assistances will remove your motor in the designated area. The tech official will put it in the Race trailer when done. They will deliver it to the team that claimed it in a timely manner.
- i. Motors that are claimed will be stamped and the serial number will be recorded if available.
- j. A claim motor must be ran the entire next event (qualifying, heat, features).
- k. The team that purchased the motor must run it in the next race. If it is the last race of the year, it must be run in the first race of the next season.
- l. A motor cannot run on any other kart until the motor is ran on the kart that it was purchased for. Another team may buy that same motor at the next race except for the previous owner. Any time after that the original owner may purchase the motor.
- m. Each team may only purchase one motor per year.
- n. There is no limit to the amount of times a team can have their motor purchased by other teams.
- o. The attached form must be filled out and completed completely to be considered for an engine claim and must be presented with cash to the claim official.

15. Fuel Rule

- a. The fuel provided is the only fuel to be used at the races.
 - i. If you use any fuel at home to practice, that fuel must be completely removed before getting to the track due to the tester may pick up that fuel and if it don't match the fuel provided, you will lose all your points for that evening
- b. Random Fuel testing may be done to anyone at any time.
- c. Gas testing will be done with a fuel tester. The tester is very good. There will be no exemption. If the test does not pass, the team may be eligible for a second test.
- d. We will take a confirmation test. If the first test is taken and fails, a second test may be taken immediately following the first test.
- e. If a team is found to have illegal fuel, the team will lose all its points for that evening. They will be done racing for that event.
- f. All teams are required to have adequate fuel left after a race segment for testing. Advisable to have your tank full with the provided fuel before entering the track.
- g. The fuel is eligible to be tested like the RPM'S, but once qualifying starts, the test counts.
- h. **GAS WILL BE PROVIDED AND REQUIRED TO BE USED AT EACH EVENT**

All rules are subject to change by the trustees at any time necessary. The race directors will have the final say in all matters.

Note: The laps will be counted by an electronic "INDY" style device. This will eliminate questions concerning position before, during, and after the event.

We will maintain a ZERO TOLERANCE for use of intoxicating substances. Portable breathalyzer devices will be available at each event.

At ANY time during any of the 2018 events, ONLY those drivers who have completed “rookie orientation” and have registered are permitted to operate a kart.

Sportsmanship is required and expected! Confrontations with track officials, fellow teams or volunteers will not be tolerated, you and your team will be suspended for one race. If this is your second offense, you will not race for the rest of the season. Over aggressive driving will not be tolerated and may result in team disqualification.

Only persons issued wrist bands on the event day will be allowed to remain in the pits or infield areas. Persons not wearing the required wrist bands will be asked to relocate to the grandstand area or purchase a pit pass.

Teams are responsible for any persons in the trailer pit area that are affiliated with or around their team area. Misbehavior will not be tolerated and the teams may be subject to penalties. This will be up to the officials ruling.

The event will be won or lost in the pits. It is recommended that all teams practice as much as possible. Practice changing drivers as well as actual driving time. Practice will make you more confident and help you win the event!

2018 Points System

Qualifying Points as Follows:

First & Second Qualifying Positions- 3 Points Each

Third & Fourth Qualifying Positions-2 Points Each

Fifth & Sixth Qualifying Positions-1 Point Each

Example Heat Races- Start at 12 and go down for first place

Example “A Main” (16 Car Field)

1st Place—16 Points

2nd Place—15 Points

3rd Place—14 Points

4th Place—13 Points

5th Place—12 Points

6th Place—11 Points

7th Place—10 Points

8th Place—9 Points

9th Place—8 Points

10th Place—7 Points

11th Place—6 Points

12th Place—5 Points

13th Place—4 Points

14th Place—3 Points

15th Place—2 Points

16th Place-1 Point

**Any question or comments please contact The Rules Committee
Nathan Fortkamp, Mike Osterholt, Kevin Luttmmer, Randy Luttmmer, Alan Siefiring, Trent Buschur**