



2022 Rule Book

Safety

Pit area safety

Everyone entering the pit area must sign a liability release form and must wear a pit pass wristband. Violation of this rule will result in the team they represent being disqualified.

Your pit area must be equipped with a serviceable fire extinguisher.

You and your team are solely responsible for the safety of both you and your kart.

Driver safety

Arm and/or wrist restraints are mandatory and must keep the driver's arms inside the cage during a rollover. Drivers are solely responsible for the safety of restraints.

SNELL or DOT approved helmets are required.

Neck braces or Hans device are mandatory.

Race suits are strongly recommended. No shorts, cut-offs, short sleeve shirts or open toe shoes.

Kart safety

Kart type chassis only. No active suspension. Cage as approved. Body standard sprint configuration. No side pod body.

At least one brake caliper acting on a 6" diameter disc, acting on the rear axle, is required. Only hydraulic systems are acceptable. Braking systems must always be in working order. Front brakes are allowed.

All karts must be equipped with properly attached lap belts, shoulder harnesses and sub-belts. Minimum 2" belt width is required.

Wing, hood and tail piece are mandatory in all classes.

Cages are mandatory. Bodies can be any material except wood. No sharp edges or protruding parts. The only carbon fiber parts allowed are hood, tail, floor pan and chain guard.

No titanium or carbon rotating parts.

The end of the exhaust pipe may not extend further than 3" of the outermost edges of the nerf bars, bumpers and wheels.

All engines must have a 6", or longer, nylon tie attached to the spark plug wire. This allows for emergency shut down by track staff if necessary.

Silencers must meet noise level limit of 95 dba

Track rules

Right rear tire must durometer at 50 before and after track time. Caged Clones must have left and right rear tires durometer at 50 before and after track time.

Track fuel must be used at all races and all classes except the beginner box class.

A RACEceiver is **ALWAYS** required when on the track. Drivers not responding to directions over the RACEceiver will be penalized.

Transponders are always required when on the track. They must be mounted behind the rear most edge of the front tires. It should be 10" or more off the track surface and pointed straight down. The inside of the cowl portion of the hood or the right front cage tube above the receiver.

Right side wing panel may not exceed 48 ¾" long or 20" tall at any point. Left side wing panel may not exceed 48 ¾" long or 28" tall at any point. Center section of the wing may not exceed 40" wide at any point. Overall height from ground to highest point of the wing not to exceed 78" at any point. Any innovations to improve aerodynamic efficiency beyond these guidelines must be approved by officials.

Minimum weight rules apply to ALL races. Weights must be safely fastened to the kart.

Beginner Box Stock	No weight rule
Box Stock Kart and Driver	270 lbs.
Intermediate Kart and Driver	385 lbs.
Open Intermediate Kart and Driver	420 lbs.
Open Kart and Driver	450 lbs.
Sportsman Kart and Driver	475 lbs.
Caged Clone Kart and Driver	430 lbs.

Drivers missing their time trial group will lose their opportunity to start in the Trophy dash. They will start no further than behind the Trophy dash karts in the A main.

Drivers must run their qualified kart number in all their races in that class for the evening. There is no driver substitution during the race event.

Driver substitution for a race night is allowed, but points for the race night cannot be more than the registered driver's point average. (4 races to reach average)

Drivers may switch to a backup kart in the middle of a race evening, but not in the middle of a race (heat, dash, semi or main event). In the event of a kart switch, the driver must start at the rear of the next event they have qualified for.

If a kart leaves the track and goes to the pits, it is not allowed back on the track and is out for that race.

From the time each car enters the track there is a two-spin rule. When a kart stops on the track for **ANY REASON** it is considered a spin. Each time a driver spins, even on warm up laps, the driver will restart at the rear of the race.

Any driver who stops on the track to argue with an official will be placed at the back of the pack. If the driver continues to argue and holds up the race for one lap, the driver will be black flagged and must leave the track. Ending the driver's race.

Pit crews are restricted from the racetrack and the infield while a race is in progress. The only exception is during the A main. One crew member may be in the "Hot Pit" work area. Violation of this rule will result in the kart they represent being disqualified.

Fighting and unsportsmanlike conduct, approaching the flagman or attempting to enter the scoring booth by drivers or any member of their crew will not be tolerated. Any violation of this rule will result in immediate loss of points and removal from the race and/or suspension from competition.

The flagman is in control of the racetrack when karts are on the track. All drivers must understand the flags and respond accordingly.

Time limit for heats and semi-main events is eight minutes from the time of the first green flag. Line up quickly and do not delay the race.

Race officials have the right to remove any kart from the track due to conditions deemed to be unsafe. Such conditions may include mechanical hazards, as well as unsportsmanlike or unsafe driving practices. The decisions of the race officials are final.

All rules are subject to the official's discretion and has the right to adjust rules in unusual situations.

NEVER EXIT TO THE OUTSIDE OF THE TRACK UNDER THE GREEN FLAG!

Green Flag

Initial Starts

As soon as the field is in two-by-two formation, the starter will indicate that a start will occur on the next lap. As the cars reach the back straight the yellow light will be turned off. The pole car is responsible for setting the pace. The start will occur at the cone placed in turn four once the starter waves the green flag and turns on the green light.

Any kart out of alignment, lagging back or jumping, will be charged with a jump start. This includes the front row. Drivers jumping the start will be charged a two position penalty for each car encroached after the race is completed.

Restarts

All restarts are single file, nose to tail on the bottom of the track. You cannot pass or move out of line until you pass the cone in turn four. The lead kart decides when to restart the race once it has entered turn four. If the leader does not start before the cone, the flagman will wave the green when the lead kart reaches the cone in turn four.

Any driver out of line, or encroaching another kart, will be charged a two position penalty for each car encroached, after the race is completed. Any driver charged with two jump starts will be disqualified from the race.

Yellow Flag

All classes except the beginner box class **RACE TO THE YELLOW**. Drivers must use **EXTREME CAUTION** when racing to the yellow.

Each time a driver stops on the track for **ANY REASON**, that driver is charged with a spin. Drivers involved in their first spin will be allowed to continue the race starting in the back of the field. After a second spin you are disqualified from the race.

Disqualified drivers will need to park in the infield for the remainder of that race.

Once drivers pass the start finish line taking the yellow, all drivers must hold their position. Drivers will be given directions over the RACEceiver to correct the lineup. Infield officials are not required to give instructions. Drivers not following the direction given over the RACEceiver will lose their position and the race will restart with that driver in the incorrect position. Drivers refusing to take directions will be disqualified and parked in the infield for the remainder of that race.

Any driver purposely stopping on the track to draw a caution will be disqualified from that race.

Red Flag

All drivers must stop as soon as it is safe.

Crew members are only allowed on the track during an open red. An open red will only happen during A main events. Once the karts have stopped and the drivers involved have been identified there will be a horn to notify crew members that they can come onto the track. Open red conditions only last two minutes. With 30 seconds remaining the horn will blow twice. This means that you need to finish up service and leave the track.

White Flag

One lap remaining.

Checkered Flag

The race is over.

Black Flag

Disqualified, exit to the infield.