



RULES & REGULATIONS – SPRINTS SERIES 2018

RR1. ENTRY

- a. Entry for each event is on a first come, first served basis. Entries are confirmed only when accompanied with full payment. Entries must be received no later than 5.00pm on the Thursday prior to the event. Entries received after the deadline may not be accepted.
- b. You can enter by phone by calling our dedicated team on 03303327870 Option 9.
- c. Entries will be accepted up to the maximum number of available spaces. The Race Organisers have the right to refuse an entry for whatever reason.
- d. Entry fees are non-refundable and non-transferable.
- e. The Race Organisers may cancel the event if the number of entries is insufficient to make the event worthwhile, or due to any other circumstances beyond the control of the organisers.
- f. Drivers should be aged 16 years or older. Drivers aged 14 and over who can prove they are experienced kart racers may compete, at the organiser's discretion.

RR2. EVENT FORMAT

Please check www.daytonamax.co.uk for each event's specific schedules but standard schedules are as follows:

Sprints	
Arrival and Registration	13:15
Mandatory Driver Briefing	13:55
Practice Laps	14:50
Qualifying Heats	15:15
Grand Finals	17:00

RR3. SIGNING ON / BRIEFING

- a. Drivers will not be permitted to take part in any of the event if they have not completed the signing on procedure and signed the indemnity form.
- b. Any driver who has not attended the mandatory drivers briefing will not be permitted to take part in any of the event.



RR4. WEIGHT

- a. The Lights Minimum is 70kgs. When determining the weight of a driver, all relevant race clothing including helmet, suit, gloves, boots, knee pads and seat insert may be weighed. Drivers under the 70kg limit will have to 'weight up' to the minimum. The recommended procedure is to use a seat insert with the correct amount of ballast built in. There are also lead posts fitted to the karts where competitors may place their own lead.
- b. The minimum weight for Inter drivers will be 85kg. When determining the weight of a driver, all relevant race clothing including helmet, suit, gloves, boots, knee pads and seat inserts may be weighed. Drivers under the 85kg weight limit will have to carry ballast to achieve the minimum weight but drivers can only carry a maximum of 7.5kgs ballast. Thus drivers under 77.5kgs must drive in the Lights Class.
- c. The minimum weight for Heavy drivers will be 97.5kgs. When determining the weight of a driver, all relevant race clothing including helmet, suit, gloves, boots, knee pads and seat inserts may be weighed. Drivers under the 97.5kgs weight limit will have to carry ballast to achieve the minimum weight but drivers can only carry a maximum of 7.5kgs ballast. Thus drivers under 90.0kgs must drive in the Inters Class.
- d. Random checks will be made throughout the day during the season on all weight categories. Any driver found to be lighter than the required weight will be excluded from that races results
- e. Drivers are responsible for providing their own ballast. It should be fitted to the kart securely and approved by a Daytona engineer. If in doubt, please get your ballast checked prior to the round.

RR5. PRACTICE

- a. Practice will precede the heats and will be a minimum of 4 laps.
- b. Drivers that commit an offence of any type during practice will be shown the penalty board and may be relegated to the back of the grid for the 1st heat.

RR6. HEATS

- a. Grid positions for the heats are calculated to give each competitor a share of front and rear positions. The grid will be shown on the Champs noticeboard at the Champs Reception before the start of the heats.
- b. Drivers compete in 3 heats. The amount of laps will depend on weather conditions and time available but all heats should be seven minutes plus one lap duration.
- c. All races will have a rolling start, following at least one warming up lap. Drivers must start the race in their grid positions. A jumped start will lead to a driver receiving a penalty.
- d. Championship Points in the heats will be awarded for finishing positions as follows:

DMAX

Position	Points	Position	Points
1	25	14	9
2	22	15	8
3	20	16	7
4	19	17	6
5	18	18	5
6	17	19	4
7	16	20	3
8	15	21	2
9	14	22	1
10	13	23	1
11	12	24	1
12	11	25	1
13	10		

RR7. FINALS

- All drivers will compete in the Final
- Grid positions for the Final are calculated by the sum of each competitor's points accrued in the heats i.e. the highest point scorer will gain pole position for the Final.
- In the event of a tie between two or more competitors, the driver with the most wins during the heats will take the higher grid position. In the event of two or more competitors accruing the same number of wins, then the drivers' finishing positions will be taken into account. If two or more drivers are still tied, then the driver with the fastest lap in the heats will be awarded the higher grid position.
- Championship points will be awarded in the finals as follows:

Position	Points	Position	Points
1	50	14	20
2	45	15	19
3	42	16	18
4	40	17	17
5	38	18	16
6	36	19	15
7	34	20	14
8	32	21	13
9	30	22	12
10	28	23	11
11	26	24	10
12	24	25	9
13	22		

- Drivers total of their heats points and final points will all be scored towards the championship – thus drivers could earn a maximum of 125 points (with three heats wins and a final win)



RR8. ACCIDENT DAMAGE

During the race, if a driver sustains obvious crash damage, they will have to wait for the kart to be repaired. If the kart cannot be repaired within 10 minutes, another kart will be allocated to that driver.

RR9. FLAGS

a. The following must be adhered to:-

Green/Lights	Race starts
Red/Lights	Race stopped. See rule 13 .
Waved Yellow/Lights	Incident ahead, caution. Slow down to half race speed, raise hand and no overtaking allowed until the incident has been passed.
Static Yellow/Lights	Full Course Yellow. All drivers slow to half race speed. Single File and no overtaking. Do not gain or close on the kart in front. Be aware that there may be karts, marshals or recovery vehicles on track. Do not commence racing until the Green Flag is shown.
Black/White Diagonal	Warning for contact, kerbing etc.
Black	Driver penalty, return to pits for a minimum 30 second stop/go penalty.
Blue	You are being lapped, give way to competitors behind
Chequered	End of race, return to pits.

b. Yellow Flags

ANY DRIVER WHO FAILS TO ACKNOWLEDGE A YELLOW FLAG BY RAISING THEIR HAND AND SLOWING DOWN WILL BE SHOWN THE BLACK FLAG AND RECEIVE A 30 SECOND STOP/GO PENALTY. THIS RULE APPLIES AT ALL TIMES DURING THE EVENT

Should a driver overtake on yellow flags and realise the mistake, the driver should decelerate and signal for the other driver to re-pass. The Race Officials reserve the right to issue a Black Flag Penalty even if the driver has allowed the other driver back in front.

- c. Penalties will be given to drivers who ignore these signals. The Race Officials reserve the right to **increase the Black Flag Penalty if a driver continues to ignore the flag.**
- d. If a Black Flag Penalty is issued on the last lap or after the chequered flag, the driver will receive a 60 second penalty applied to their result on the timing system.

RR10. GENERAL

- a. Deliberate and excessive use of rumble strips/kerbs is prohibited. Warnings will be issued as follows:
- | | |
|-------------------------|---|
| 1 st offence | Kerbing board and/or 1 st warning flag |
| 2 nd offence | 2 nd warning flag or black flag |
| 3 rd offence | Black flag |
- b. Deliberate use of contact is prohibited. Warnings will be issued as follows:
- | | |
|-------------------------|---|
| 1 st offence | Contact board and/or 1 st warning flag |
| 2 nd offence | 2 nd warning flag or black flag |
| 3 rd offence | Black flag |
- c. Drivers who gain a position advantage by contact will receive a black flag. Penalty – Stop Go (minimum 30 seconds).
- d. Drivers who attempt a manoeuvre that results in an accident may receive either a warning flag or the black flag depending on the severity of the incident.
- e. Drivers who fail to respond to the yellow flag (i.e. overtaking under yellow) will receive a black flag. Penalty – Stop Go (minimum 30 seconds).
- f. If a driver receives a black flag on the last lap of the race, they will be issued a 60 second penalty on the timing system.
- g. The Race Director has the right to make post-race decisions after an inquiry and may consult video evidence or other drivers' statements.
- h. A driver may receive an official verbal warning. Any further misconduct by the competitor may result in his/her exclusion from the event or the whole series.
- i. Suits, helmets and gloves must be worn correctly. Drivers will be black flagged if they fail to comply with this rule. Dark visors are not permitted when it is dark and the track is floodlit.
- j. Any driver losing control of their kart under a yellow flag situation will receive a black flag. Penalty – Stop Go (minimum 30 seconds).
- k. Competitors are responsible for the behaviour of their supporters, family and friends.
- l. Competitors are reminded that anyone using foul language or threatening behaviour will be excluded from the meeting.
- m. Three Strikes Rule: All black flags will be recorded by the time keepers. If a driver receives three black flags within a championship year, that driver will receive zero points for the round in which the third black flag is received. Any subsequent black flags will also mean zero points for that driver within those rounds.



RR11. TYRE PRESSURES

Tyre pressures are fixed and set by the organisers. Any driver found to be adjusting tyre pressures will be subject to a **30** second stop/go penalty during the race.

RR12. CHAMPIONSHIP POSITIONS

- a. All drivers' best 8 results from 10 rounds will count towards the championship. In the event of a tie on points between drivers at the end of the season, the winner shall be the driver with the most first places. If the drivers are still tied, we go to second places and so on until a result is achieved. In the unlikely event of a tie at this point, the driver with the highest earliest race position will be crowned champion.
- b. If a driver wishes to move weight classes during a championship season, they may do so as long as they are able to achieve the required weight limits. If the driver moves classes before the end of Round 5, the driver may carry their existing Championship Points with them to their new class. After Round 5, no points may be transferred between classes.

RR13. RED FLAG PROCEDURE

- a. **In the event of a red flag, all drivers must slow down and stop as soon as they safely can in SINGLE FILE. NO OVERTAKING.**
- b. The race clock will continue to run throughout any red flag incident.
- c. Any karts in the pits will remain in the Pits until the race is restarted.
- d. Kart(s) which have been involved in the incident, but have not incurred any damage may restart with the rest of the driverse. Any damaged karts will be returned to the technical area. Work will only commence once the race has restarted.
- e. **Restart Procedure:** Drivers will be advised to start their karts. Once the marshals display static yellow flags around the circuit, the karts may start to move at half race speed – with no overtaking or gaining on the kart in front. The pit lane will open and karts in the Pits will be allowed to join the circuit under static yellow conditions.
- f. **GREEN** – Once the RD is happy to restart the race, the green flag is waved and drivers may commence racing.





RR14. Championship and Race Officials

- a. Daytona hereby appoint the following officials:

Series Race Director:

Jim Graham

Series Technical Director:

Richard Brunning

Series Co-ordinator:

Mark Wimblett

RR15. Rule Reviews

- a. The organisers reserve the right to review the effectiveness of the rules at any time and to apply new rules that it deems to add to the sporting nature and/or safety of the championship
- b. Competitors are welcome to suggest rule amendments that add to the sporting nature and/or safety of the championship. These will be considered by the organisers.
- c. Any rule changes will be communicated by the Race Officials at the Driver Briefings.

RR16. Circuit Specific Rules

- a. The Organisers may need to apply supplementary rules at specific events due to local circuit conditions. These rules will be communicated to all drivers at the Driver Briefing.