



Race Rules

We will maintain a very high standard of racing etiquette. Though contact is generally not permitted it is not strictly prohibited due to the tight racing quarters and rigid track limits. All contact is subject to punishment at the discretion of the race director and should be avoided if possible. All drivers are subject to “minor contact” as long as it falls within the confines of the rules. You must be strategic in your offensive and defensive moves to avoid penalties.

If you are NOT scheduled in the upcoming race on the Pit Assignment screen, you are not allowed in the race briefing or helmet area. All personal belongings, including your helmet, should be stored in a separate area. If employees must keep telling you to leave or to move your belongings, we will start a tally and every time after that we have to remind you, you will lose a League point.

- **Minor Contact** - the nose to tail gap between your karts has to be -6” or less prior to the initial turn-in of a corner.
- Positions gained in the elimination tournament that we deem reckless or overly aggressive will result in us forcing that position back first by giving you a black flag. You need to fall behind the person you moved or spun, or we will slow your kart down until you do. If the incident occurs on the last lap, we will have to adjust post-race positions. All decisions made by the staff are final. There is good racing and bad racing. We like good racing!
- ‘*Side podding*’, making hard or intentional contact with the side bumpers, can result in a rolled or black flag.
- If you swerve at the end of the straight upon turn-in (swerving away from the corner before taking it) and striking an opponent, it is subject to a rolled or black flag.
- ‘*Pinching*’ an opponent against the barriers is strictly prohibited regardless of intent and will result in a rolled or black flag. Remember the Q-tip rule: **If you feel resistance, Stop!**
- ‘*Shunting*’ – making hard contact with the rear of a kart or making notable contact from a gap 6” or more from an opponent at any point from turn in to exit resulting in reduced pace for the opponent or a gained position by the offender is subject to a rolled or black flag.
- ‘*Brake Checking*’ - braking in a non-defensive way in order to make contact with a following opponent is subject to a rolled or black flag
- You CANNOT push an opponent more than -1 kart with wide on corner exit (enough room to fit your kart without contact with the inner wall).

- You must acknowledge the presence of karts that are within your field of view. This means roughly 1/3 of the way up the inside of a corner and 2/3 on the outside. You must also acknowledge the presence of a following opponent once contact has been made.
- Failing to make room for an opponent that has presented their kart by the apex of a corner will result in a black flag for the outside opponent if an accident occurs.
- Failing to present your kart prior to apex resulting in an accident will result in a black flag
- Failing to make room after contact with an opponent is subject to a black flag (at the discretion of the race director given the ambiguous nature of some instances).
- We will be using a rolling caution (Red Flag) to re-gather the field if an incident occurs, if the steward deems you caused the red you will be moved behind the person you spun, no passing for position under caution! You will have full speed during this time it is up the leader to slow down and collect the field, we will add laps when necessary.
- 'Gray area' - if a call is deemed to be "uncertain" it will NOT be made and can/will be discussed AFTER the race.
- Sometimes there are: Bad calls, or something you/we didn't see. We try to make the best calls we can in the moment, and if need too after review video footage.
- No communication or music devices will be worn. The track staff must be able to clearly communicate with the racers.

Sportsmanship:

- Poor sportsmanship on or off track is subject to disqualification from races or removal from event participation, possible banning from leagues or the facility.
 - cursing
 - obscene gestures
 - fighting (including verbal disputes)
 - cheating of any type, this includes adjusting tire pressures
 - throwing/damaging equipment regardless of ownership
- Retaliation is not permitted, and all issues and protests will occur off-track after the race ends with the race director and track staff. Intentionally ramming an opponent, whether in retaliation or not, will result in at least a black flag, and possible banning from leagues or the facility.
- If you have an issue seek out the race director or have an employee direct them to you post-race.

Embellishment penalty:

- Removing your hands from the wheel or performing other dramatic gestures to “sell” an incident resulting in an incident will result in a 2 position post race penalty

Kart Malfunctions: Although we do our best to maintain the fleet, there is an inherent failure rate due to mechanical issues, electrical problems, batteries, etc. Please note that due to battery power degradation throughout the session, you may feel less power. Driving efficiently and effectively can help with this.

- We will not replace your kart just because it’s slow, however, if an issue occurs that drastically affects your pace, we can tell. It’s important that you continue driving the kart, or we will not be able to address the issue.
- If a malfunction occurs prior to the lead kart completing lap 8, we will throw a red flag indicating a full course caution, and your kart will be replaced after you have come to a stop on the backstretch (between turn 5/6). If a malfunction occurs after the leader has completed lap 8, you will need to complete the race outside of extenuation mechanical issues.

Flags:

- Green - Start of the Race or Restart
- White - Last lap (*not guaranteed*)
- Checkered - End of the Race
- Yellow – Local incident keep your eyes out for a stalled kart.
- Blue Flag – Faster drivers/ leaders behind you move off the racing line and let them pass.
- Red – Full course caution, we will regroup coming to a stop on the back straight.
- Rolled Black – Warning for being too aggressive (bumping, defending to many times in one zone) 3 of these will result in a position penalty.
- Black Flag – A pass you did was too aggressive, or you spun another competitor, you must go behind the driver you spun or bumped out of the way.
 - Joker - you will need to take the joker a second time if you receive a black flag.
 - If you are ignoring Black flags for 2 or more laps you will be slowed down
 - Collecting 3 black flags will be a disqualification.

Adult League Race Format

Heavy/Novice (Ages 12 – 14)/Veteran

All Qualifying and main feature races will consist of 12 laps with the main races being a standing start. Open qualifying starts at 6:30 PM. If you miss all the qualifying races you will start at the back of the lineup. All drivers need to be in the building no later than 7PM. Mandatory driver briefing is required. After qualifying we will separate into a heavy and novice bracket. Race format will change week by week.

Junior League Race Format

All qualifying and main feature races are 8 laps. Open qualifying starts at 6:30 PM. If you miss all the qualifying races you will start at the back of the lineup. All drivers need to be in the building no later than 7PM. Mandatory driver briefing is required.

Points

1 st	2nd	3 rd	4 th	5 th	6 th	7 th	8th	9 th	10th
25	18	15	12	10	8	6	4	2	1
Fastest qualifying lap					1				

NO REFUNDS

King of the Kart Race Format

10am - 4pm: Open Practice and Qualifying. Top 32 lap times move on to Elimination round.

4pm - 7pm: Elimination Tournament with standing grid starts: all racers seeded by their fastest lap time (position based)

Elimination Format

- Round 1: 4 Sessions of 8 racers (32), Top 4 advance
- Round 2: 2 Sessions of 8 racers (16), Top 4 advance
- Round 3: 2 Sessions of 4 racers (8), Top 2 Advance
- Main Event: 4 on 4 to crown the King of the Kart!
- Heavy Bracket: Will be ran during KOK bracket, it is possible to be in both.
 - Top 12 200+ lbs racers will be split into two races based on their seeding during qualifying, top 3 advance. Six racer main event to determine the Heavy Bracket Winner

KOK Racing Rules

- No back to back qualifying races. You must complete your session before notifying us of racing again, otherwise unlimited based on schedule availability.
- All qualifying races will be 12 laps with 9-10 karts allowed at a time.
- There is no kart preference allowed, all kart assignments will be random.
- Starting positions in the 3 eliminations will be based on the original seeding
- We will maintain a very high standard of racing etiquette
 - Positions gained in the elimination tournament that we deem reckless or overly aggressive will result in us forcing that position back by controlling kart speeds. There is good racing and bad racing. We like good racing!
 - We will be using a rolling yellow to re-gather the field if an incident occurs, if the steward deems you caused the yellow you will be moved behind the person you spun, no passing for position under yellow! You will have full speed during this time it is up the leader to slow down and collect the field, we will add laps when necessary.