

**IORK New Zealand Championships - Race Rules and Format - 2023**



**Section 1 - Off the Track**

- A. This is a friendly social event, NO aggression will be tolerated, even though you are here to win, we are also all here to have fun.
- B. When entering the Go-Kart, always enter from the side furthest away from the racetrack.
- C. Both your helmet and seatbelt must be strapped on firmly before exiting pit lane.
- D. While on Pro Karts premises, this includes the surrounding footpath, you must obey all the Health and Safety guidelines set out in their Rules of conduct.
- E. You can bring and use your own crash helmet.

**Section 2 - On the Track**

- A. When a yellow light is shown on the track you must remain in single file (1 Kart behind another) No Passing another moving Kart, if there is a crash, or stationary kart/s you may pass. If you do Pass another Kart under orange lights, you must give the spot back asap or you risk a 2-position penalty for Passing under yellow.
- B. Both hands must always be on the steering wheel (except when signalling to pit)

- C. Racing room - always allow each other racing room E.g. If a Go-Kart is trying to pass you and the front of the kart is in line with the Drivers hip line on your kart (vice versa), you must allow the kart room and stay on your side of the blue lines to make it through the corner or continue the racing line they have taken. DO NOT TURN IN, ON THE KART. However, this does not include late dives under braking.
- D. Barging - Barging and deliberate contact with any Kart is not acceptable.
- E. Bumping – Bumping is not allowed, continuous bumping another kart to gain advantage and/or disadvantage another driver will result in a penalty.
- F. Barriers - Any contact with a barrier that is significant, is not acceptable. E.G - moving a barrier, bouncing off a barrier or driving straight into one. Grazing / lightly rubbing a barrier is allowed.
- G. Dangerous driving - Any overly erratic movement, spinning out, heavy//deliberate contact, leading another driver wide into a barrier. Dive Bombing a competitor by forcing your way passed them erratically, generally on an inside corner. Break checking competitors, Seatbelt unstrapped before stationary (including in the pits). Helmet strap not fastened. Forcing a competitor out of your way.
- H. Flags / lights –
  1. Green lights mean race.
  2. A Yellow light mean a crash is ahead, your kart will automatically slow down to 2/3 speed in the sector of the crash then speed up again, please be aware of the crash in the sector once your kart speeds back up you can race again. Please respect the safety of our staff whenever they are on the track.
  3. A Red light means 3 or more karts have crashed or stopped; your kart will slow down please STOP completely within 3 seconds.
  4. Be familiar with the locations of all the lights and always keep an eye out for their status.
  5. Chequered flag lights signal the end of the race KEEP RACING UNTIL YOU FEEL YOUR KART SLOW then return to the pits.
- I. You must not deliberately impede other drivers on the track, this will be deemed as bad sportsmanship and will incur a penalty or a disqualification from the race or full disqualification from the event without a refund. You must always drive to the best of your ability.

### **Section 3 – Compulsory Pit Stops**

In all the races there will be compulsory pit stops, in the pit lane, we will have two fully automatic timed red/green traffic lights both with a sensor and timer, once you pass the sensor and stop you will have a 10 second wait before the light changes to green again. Once the light changes to green you can re-enter the race.

- A. In each qualifying race you must complete two compulsory pit stops.
- B. In the Final IORK NZ championship race you must complete four compulsory pit stops

## Section 4 - Pit Lane

- A. Entering Pit lane - Signal your intention to enter the pits by raising one of your arms briefly in the air before entering turn #6. Once completed turn #6, raise one of your arms and hold it high in the air until you have passed the pit entry line. Ensure to keep right around turn #6 and along the straight, to let other Karts continue to race safely while you enter pit lane.
- B. Pit lane speed – You must enter the pits at a controlled speed, (Recommended as a medium jogging speed) any loss of traction or lock up of brakes will result in a penalty of 2 points.
- C. An IORK Official or Pro Karts staff member will inform you whether to increase or decrease your speed when seen fit to.
- D. Completing your compulsory timed pit stops - You must stop in the blue cone area and keep your seatbelt on and then wait until your pit lane light changes to green.
- E. Only one driver at a time can perform a pit stop in each lane – There are two Pit Stop lanes in total. If you come into the pits and both Pit Stop lanes are full you can drive at walking pace through the Drive Through Penalty Lane and re-enter the track this will not count as a pit stop. **Please note:** Do not exceed pit speed limits otherwise you will occur a penalty.
- F. When leaving pit lane to join the race, always look left and give way to Karts who are already on the track, merge safely.
- G. Upon completion of a race - follow the guidelines of Pro Karts track staff, line up in the pit lane, and wait until instructed to exit your Kart, most likely once all Karts have come to a stop in the Pit Lane.
- H. If you fail to complete all pit stops, you will receive a D.N.F (Did Not Finish)
- I. You must complete 1 x full lap of the track after the lights have gone green before you can pit. E.G lights go green, and the race starts on the back straight, pass the pit entry Twice, you may pit on the next lap If you pit on Lap 1 this will not be counted as a Pit stop and you will have to do another pit stop.
- J. If you pit on the first lap, it is not counted, you must still do the full amount of pit stops.

## Section 5 – Outside Help or Communication (Comms)

- A. You can appoint someone to signal you when the pits are clear.
- B. You can appoint one person to bring you a drink (water) during your pitstops in the final, the pits will be closed from lap 80 so you **CANNOT** refresh yourself after then.
- C. You **CANNOT** have anyone in the pits during heat races.
- D. You **CANNOT** use any form of outside communication (Radio Coms, Walkie Talkie, Cell phones, White Boards, Paper, Cardboard etc.) If you are found to be using any form of outside communication that and we deem it has advantage, you in any way or disadvantaged someone else you could receive a 6-point penalty.

## Section 6 - Penalties

<b><i>The following penalties are limited to one penalty per race.</i></b>		
Continuous Bumping	(BP)	1 penalty point, refer section 2.E ( <i>Maximum of one penalty per race</i> )
Barrier	(BA)	1 penalty point, refer section 2.F ( <i>Maximum of one penalty per race</i> )
No Hand Signal	(NHS)	1 penalty point, refer section 4.A ( <i>Maximum of one penalty per race</i> )
Speeding in Pits	(SIP)	2 penalty points, refer section 4.B ( <i>Maximum of one penalty per race</i> )
Unsafe pit release	(USR)	1 penalty point, refer section 4.E ( <i>Maximum of one penalty per race</i> )
<b><i>No limit of penalties per race</i></b>		
Barging	(BR)	2 penalty points, refer section 2.D
Racing Room	(RR)	1 penalty point, refer section 2.C
Dangerous Driving	(DD)	1 penalty point, refer section 2.G
<b><i>High level penalties</i></b>		
Passing Under Yellow	(PO)	<b>2 position penalty at the end of the race, refer section 2.A</b>
Impeding another Kart	(IK)	2 penalty points, refer to section 2.I <i>or disqualification from the race or full disqualification from the event without a refund</i>
Outside Comms	(CK)	<b>3 penalty points, or during the Final you could receive a Drive Through Penalty, refer section 5.D</b>
Contact causing another Kart to crash	(CK)	<b>6 penalty points</b>

Penalty points will carry throughout all 6 qualifying races, once you have received 6 penalty points you will be issued a Drive Through Stop/Go Penalty, if you receive 10 or more penalty points you will be disqualified from the event.

All penalties will carry into finals, if you have received any drive-through penalties, you will automatically start with a minimum of 2 penalty points.

If you receive a Black Flag during a race, you must complete your Drive Through Stop/Go Penalty before the end of the race, otherwise, you will be disqualified from that race with a DNF and 0 points. If there are less than 5 laps to go [in a qualifying heat race](#) your Black Flag might be issued at the end of the race and will have to be completed in the following race. If it is your last qualifying race the Black Flag can be issued at any time up to the second to the last lap, if we do not have time to issue it you will be relegated two race positions after the chequered flag.

## Section 7 – Categories

All drivers will be weighed in their race kit on Day One, prior to racing if you are overweight or underweight you will be moved to the appropriate category.

<b>Individual Championship Categories</b>	
Category 1	Under 74.9kgs
Category 2	75 kgs to 89.9kgs
Category 3	90 kgs to 104.9kgs
Category 4	Over 105kgs
Category 5	40 Years and over

## Section 8 – Race Event Format

This event will be run over 2 days and a couple of days will be set prior for drivers to come and practice.

### Qualifying Races

- A. Each driver will race in 6 x 25 lap qualifying races.
- B. During each race you can score qualifying points by finishing as high as you can, finishing first place is worth the most points (64 points), and down to 14<sup>th</sup> place is worth 34 points. *(Please see our points table in Section 8).*
- C. After the 6 qualifying races - If there are 2 or more drivers with the same number of total points on the Points Leader Board, the ranking will be determined in this order. 1. Least number of penalties. 2. Average podium finish. 3. Average race finish position (highest). 4. Positions gained during racing. 5. 6-lap grudge match based on average time. *All the above will only take place at the end of the qualifying races and prior to the B or A main championship races.*

***Pro Karts reserves the right to cancel any categories with less than 8 drivers, if your category is cancelled Pro Karts will do their best to move you into another category.***

***If your category has less than 10 drivers, we may combine your races with another category. In this case both categories will still compete for their own results and trophies.***

***If your category has less than 6 drivers there will only be a trophy presented for 1<sup>st</sup> overall.***

### Finalist Races

After the 6 qualifying races and all finalists are decided there will no longer be points, all races will be decided on finishing positions, First, Second and Third. However, your qualifying point will decide your grip or kart in the final (Read below for example).

- A. The driver who qualifies top on points in each division gets to pick either their grid position or the kart they would like to race in that race. This option will be given to all the drivers in the order of highest to lowest qualifiers. If you decide to pick your kart a grid draw will be done once all drivers have had their choice. If you decide to pick your grid, again you will have to wait until the other 8 qualifiers have had their choice of kart, then you will get to draw your kart in the order of highest to lowest points. E.g., Five drivers decide on the top 5 grid positions, and the others pick Karts, the next 7 grids will be drawn in points order (highest points back).

*Of course, the final is a longer race with more pit stops. The big question will be, is it worth the gamble to get your favourite kart but lose a front grid?*

- B. After your 6 qualifying races the top 12 points scoring drivers will qualify for the Final (100 laps) IORK NZ Championship race (Main Event).

### Section 9 – Qualifying Groups

Category groups, if there are more than 12 drivers in a category, drivers will be split into even groups, all the groups will have the same number of drivers (within one person). You will stay in the same group throughout all 6 qualifying races. The points you earn over your 6 races will go on your categories leader board to determine who qualifies for the final races.

### Section 10 – Qualifying Heat Points

Finishing Position	Finishing Points
1 <sup>st</sup>	64
2 <sup>nd</sup>	60
3 <sup>rd</sup>	56
4 <sup>th</sup>	54
5 <sup>th</sup>	52
6 <sup>th</sup>	50
7 <sup>th</sup>	48
8 <sup>th</sup>	46
9 <sup>th</sup>	44
10 <sup>th</sup>	42
11 <sup>th</sup>	40
12 <sup>th</sup>	38
13 <sup>th</sup>	36
14 <sup>th</sup>	34

All decisions are final and at the discretion of Pro Karts staff & IORK officials. Remember, we are only human and call it how we see it.

### Section 11 – Example Points Leader Board 2023

	Name	Final Points after 6 rounds	
1	Paul J	361	<i>Through to the IORK NZ final.</i>
2	Steve H	360	<i>Through to the IORK NZ final.</i>
3	Mikey F	359	<i>Through to the IORK NZ final.</i>
4	John J	358	<i>Through to the IORK NZ final.</i>
5	Harry B	356	<i>Through to the IORK NZ final.</i>
6	Dan C	355	<i>Through to the IORK NZ final.</i>
7	Richard T	353	<i>Through to the IORK NZ final.</i>
8	Tom F	352	<i>Through to the IORK NZ final.</i>
9	Nick H	351	<i>Through to the IORK NZ final.</i>
10	Sam T	350	<i>Through to the IORK NZ final.</i>
11	Darryl R	349	<i>Through to the IORK NZ final.</i>
12	Greg Y	348	<i>Through to the IORK NZ final.</i>
13	Daniel L	346	<i>Did not qualify (DNQ)</i>
14	Brendan T	345	<i>Did not qualify (DNQ)</i>
15	Gerry Z	344	<i>Did not qualify (DNQ)</i>
16	Tony P	343	<i>Did not qualify (DNQ)</i>
17	Steven H	342	<i>Did not qualify (DNQ)</i>
18	Gary G	341	<i>Did not qualify (DNQ)</i>
19	Micheal D	340	<i>Did not qualify (DNQ)</i>
20	David W	339	<i>Did not qualify (DNQ)</i>
21	Reggie E	338	<i>Did not qualify (DNQ)</i>
22	Hamish C	335	<i>Did not qualify (DNQ)</i>
23	Regan S	331	<i>Did not qualify (DNQ)</i>
24	Liam T	329	<i>Did not qualify (DNQ)</i>