

## **IORK New Zealand Championships - Race Rules and Format - 2020**



### **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 an orange 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 orange.
- 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 on 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 - A Green light means race. A Orange light means half speed only, there may have been an incident. Be familiar with the locations of all the lights and always keep an eye out for their status. Chequered flag signals the end of the race KEEP RACING UNTIL YOU FEEL YOUR KART SLOW.
- 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 B and/or C main you must complete three compulsory pit stops in each race.
- C. In the A main 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. A IORK Official or Pro Karts staff member will inform you whether to increase or decrease your speed, when seen fit to.
- C. 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.
- D. 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 excess pit speed limits otherwise you will occur a penalty.
- E. When leaving pit lane to join the race, always look left and give way to Karts who are already on the track, merge safely.

- F. Upon completion of a race - follow the guidelines of Pro Karts track staff, line up in the pit lane, wait until instructed to exit your Kart, most likely once all Karts have come to a stop in the Pit lane.
- G. If you fail to complete all pit stops, you will receive a D.N.F (Did Not Finish)
- H. 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 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.
- I. If you pit on the first lap, it is not counted, you must still do the full amount of pit stops.

### Section 5 - 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 Orange	(PO)	<b>2 position penalty at the end of the race, refer section 2.A</b>
Impeding another Kart	(IK)	2 penalty points, refer section 2.I <i>or a disqualification from the race or full disqualification from the event without a refund</i>
Contact causing another Kart to crash	(CK)	<b>7 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 18 or more penalty points you will be disqualified from the event.

At the start of the C & B main finals your penalties will reset, however, if you have received any drive through penalties you will automatically receive 2 penalty points per “Drive Through Stop/Go Penalty” received in the qualifying races. Any penalty points collected in the C & B main will carry through both races.

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 your Black Flag will be issued at the end of the race and will have to be completed in the following race. If it's your last qualifying race the Black Flag can be issued at anytime up to the second to last lap.

### **Section 6 – 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.

#### **Proposed Categories**

<b>Individual Championship Categories</b>	
Category 1	Under 74.99 kgs
Category 2	75 kgs to 89.9kgs
Category 3	Over 90 kgs
Category 4	Women's open class

### **Section 7 – Race Event Format**

This event will be run over 3 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), down to 12<sup>th</sup> place being worth 38 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 amount of total points on the Points Leader Board, ranking will be determined in this order. 1. Least amount 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 of the above will only take place at the end of the qualifying races and prior to the C, B or A main championship races.*

***Pro Karts reserves the right to cancel any categories with less than 10 drivers***

## 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).

- D. The driver who qualifies top on points in each final race (A, B, & C main's) 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, 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).
- E. The 3 drivers who go through from the B main will start on grids 10, 11 & 12 and their karts will be drawn at the official grid draw by an IORK official prior to the B main race.

*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?*

- F. After your 6 qualifying races the top 9 points scoring drivers will automatically qualify for the A main (100 laps) IORK NZ Championship race (Main Event).
  - 1. If there are 22 drivers or more in a category, the next 12 drivers will qualify for the B main, the top 3 place finishes from the 35 lap B main race will qualify for the A main IORK NZ championship race (Main Event), On grids 10, 11 and 12.
  - 2. If there are more than 40 drivers in a category, there will be an additional 35 lap knockout race "C main" final. In this case only 9 drivers will automatically go through to the "B main" and another 12 drivers will race in a C main race, then the top 3 drivers will go through to the "B main" filling the last 3 spots. *(Please see the example Points Leader Board below to see how the finals work).*
  - 3. If there are less than 22 drivers in any category, there will not be a B main and the top 12 drivers will go straight through to the A main (100 laps) IORK New Zealand Championship final (Main Event).
- G. The A, B and C main's if run will be run in this order, The C main will run first, then the B main second or if there's no C main the B main will run first. Once the final 3 finalists are decided the A main IORK NZ Championship race will run.

*The race programme will be confirmed approximately 48 hours prior to the event start date.*

## Section 8 – 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 9 – 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

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

IORK Committee 2020

## Section 10 – Example Points Leader Board

	Name	Final Points after 6 rounds	
1	Paul J	361	<i>Straight through to the A main - IORK NZ final.</i>
2	Steve H	360	<i>Straight through to the A main - IORK NZ final.</i>
3	Mikey F	359	<i>Straight through to the A main - IORK NZ final.</i>
4	John J	358	<i>Straight through to the A main - IORK NZ final.</i>
5	Harry B	356	<i>Straight through to the A main - IORK NZ final.</i>
6	Dan C	355	<i>Straight through to the A main - IORK NZ final.</i>
7	Richard T	353	<i>Straight through to the A main - IORK NZ final.</i>
8	Tom F	352	<i>Straight through to the A main - IORK NZ final.</i>
9	Nick H	351	<i>Straight through to the A main - IORK NZ final.</i>
10	Sam T	350	<i>To B main qualifier, the top 3 will qualify the A main feature IORK NZ final.</i>
11	Darryl R	349	<i>To B main qualifier, the top 3 will qualify the A main feature IORK NZ final.</i>
12	Greg Y	348	<i>To B main qualifier, the top 3 will qualify the A main feature IORK NZ final.</i>
13	Daniel L	346	<i>To B main qualifier, the top 3 will qualify the A main feature IORK NZ final.</i>
14	Brendan T	345	<i>To B main qualifier, the top 3 will qualify the A main feature IORK NZ final.</i>
15	Gerry Z	344	<i>To B main qualifier, the top 3 will qualify the A main feature IORK NZ final.</i>
16	Tony P	343	<i>To B main qualifier, the top 3 will qualify the A main feature IORK NZ final.</i>
17	Steven H	342	<i>To B main qualifier, the top 3 will qualify the A main feature IORK NZ final.</i>
18	Gary G	341	<i>To B main qualifier, the top 3 will qualify the A main feature IORK NZ final.</i>
19	Micheal D	340	<i>To B main qualifier for A main race. If there are more than 40 drivers in the category, then 19<sup>th</sup> in points to 30<sup>th</sup> will race in a C main qualifier.</i>
20	David W	339	<i>To B main qualifier for A main race. If there are more than 40 drivers in the category, then 19<sup>th</sup> in points to 30<sup>th</sup> will race in a C main qualifier.</i>
21	Reggie E	338	<i>To B main qualifier for A main race. If there are more than 40 drivers in the category, then 19<sup>th</sup> in points to 30<sup>th</sup> will race in a C main qualifier.</i>
22	Hamish C	335	<i>If there are more than 40 drivers in the category, then 19<sup>th</sup> in points to 30<sup>th</sup> will race in a C main. The top 3 drivers from the C main will qualify for the B main. Otherwise DNQ</i>
23	Regan S	331	<i>If there are more than 40 drivers in the category, then 19<sup>th</sup> in points to 30<sup>th</sup> will race in a C main. The top 3 drivers from the C main will qualify for the B main. Otherwise DNQ</i>
24	Liam T	329	<i>If there are more than 40 drivers in the category, then 19<sup>th</sup> in points to 30<sup>th</sup> will race in a C main. The top 3 drivers from the C main will qualify for the B main. Otherwise DNQ</i>
25	Hamish T	322	<i>If there are more than 40 drivers in the category, then 19<sup>th</sup> in points to 30<sup>th</sup> will race in a C main. The top 3 drivers from the C main will qualify for the B main. Otherwise DNQ</i>
26	Matt L	319	<i>If there are more than 40 drivers in the category, then 19<sup>th</sup> in points to 30<sup>th</sup> will race in a C main. The top 3 drivers from the C main will qualify for the B main. Otherwise DNQ</i>
27	Craig H	315	<i>If there are more than 40 drivers in the category, then 19<sup>th</sup> in points to 30<sup>th</sup> will race in a C main. The top 3 drivers from the C main will qualify for the B main. Otherwise DNQ</i>
28	Liam G	312	<i>If there are more than 40 drivers in the category, then 19<sup>th</sup> in points to 30<sup>th</sup> will race in a C main. The top 3 drivers from the C main will qualify for the B main. Otherwise DNQ</i>
29	Timmy P	309	<i>If there are more than 40 drivers in the category, then 19<sup>th</sup> in points to 30<sup>th</sup> will race in a C main. The top 3 drivers from the C main will qualify for the B main. Otherwise DNQ</i>
30	Pete M	305	<i>If there are more than 40 drivers in the category, then 19<sup>th</sup> in points to 30<sup>th</sup> will race in a C main. The top 3 drivers from the C main will qualify for the B main. Otherwise DNQ</i>
31	Rob R	303	<i>Did not qualify (DNQ)</i>
32	Eric T	299	<i>Did not qualify (DNQ)</i>
33	Aaron G	289	<i>Did not qualify (DNQ)</i>
34	Brad P	281	<i>Did not qualify (DNQ)</i>
35	Kelvin R	279	<i>Did not qualify (DNQ)</i>