

Rules and Regulations for 2011

Revised 4/1/2011

IKF Classes and Caged Classes

The intent of this rulebook is to provide a set of rules and procedures to race by that make it as fair as possible for all to race and be competitive. This rulebook will help establish the legality of karts and engines used at Atwater Karting Speedway. Included in the following pages will be the rules to follow during the 2010 racing season. If at any time it is determined that these rules need modification, they may be amended to incorporate these rules. It is the hope of the Atwater Karting Speedway staff that all who participate in the karting program be there to have fun and enjoy kart racing. If a modification or an item of optional equipment is not listed specifically, it will be considered illegal and will not be allowed.

RESERVED PARTICIPATION RIGHT:

Atwater Karting Speedway reserves the right to refuse to accept the entry of any kart or participant. Furthermore (AKS) reserves the right to revoke or cancel any entry, or any participants claimed right to be on the track premises, if it is felt or determined that a participant or pit crew's presence or conduct is not in the best interest of the sport of kart racing, the competitors, the spectators, and the board members of (AKS).

AKS board members reserve the right to call any event if they consider it unsafe for drivers or spectators or track personnel. Board members also reserve the right to decide or change any item not covered in the rule book if it is deemed necessary.

Raceway officials will decide if your kart or the operation of said kart is legal.

Pre-tech Inspection:

All karts/Drivers must go through a pre-tech inspection the first time they race at (AKS). Any safety issues must be corrected and re-teched before the kart or driver will be allowed on the track. Once a kart has passed a pre-tech inspection the driver/owner is responsible for maintaining the kart in the same manner as it was inspected. Should any infraction be found at any time the driver/kart will be disqualified with a loss of awards and points for that race.

Remember, this is a family sport, be sure to involve fun and respect in your racing program.

IKF engine rules:

Wolf Plate is required – Protection Plate over disk brake rotor.

Safety Tech:

IKF Classes will be teched as per the IKF rule book.

AKS Caged Classes will be teched as per the IKF rulebook with the addition of the following:

1. Kart must have a three or four point roll bar extending at least 3" above the driver's helmet. Roll bar must be mounted to frame or substantial mounting area. Roll bar must be built with at least 1" OD tubing. Three point roll bars must have a minimum thickness of .104. Four point roll bars must have a minimum wall thickness of .082. All roll bars will have a 3/16 inspection drilled in a non-critical area. Inspectors' approval will be final. No electrical conduit allowed for roll bars.
2. One – two inch seat belt with two – two inch shoulder harnesses are mandatory. They must be mounted securely and be approved by tech inspector.
3. Karts must have adequate belly pan underneath driver.
4. Kart must have vertical plug wire disconnect.
5. Leg restraints are mandatory.
6. Proper fitting helmets with face shield are mandatory. The helmet must be at least Snell 95. Snell 2000 or better is recommended. All IKF classes must be Snell 95 or better.
7. Racing gloves required.
8. Approved Wrist restraints are required by the board for all caged classes with the exception of the masters class.
9. Drivers must wear at least a long sleeve jacket (no Windbreakers). Driving suit is recommended. Jacket is subject to inspectors' approval.
10. Racing neck brace is required.
11. High top shoes with high socks are required. Shoes must be laced, buckled, or secured as designed. Racing shoes are recommended.
12. Earplugs are recommended.
13. Rear Bumper must meet AKS bumper spec.
14. Wings allowed with track approval. If deemed dangerous, you will be asked to remove it.
15. Mufflers are required this year. Kart will not run without a muffler – parts vendors will have them for sale at the track. Mufflers cannot be welded to header. Muffler and header bolts need to be safety wired.

16. All ballast weight must be painted white with kart number Printed on it. All weight must be bolted and keyed with proper size hardware.

The new chain guard rule covering the clutch will take effect July 1st 2011

Pit Rules

1. No smoking in the hot pit area before or during the races.
2. No alcoholic beverages on the premise at any time. Anyone who has been determined to be under the influence of drugs or alcohol will not be allowed to participate in any of the competitions. Anyone who has been found or is suspected of being under the influence of drugs or alcohol will be denied entrance to the pit area or asked to leave if found after admittance.
3. Everyone in the pit area must have signed the waiver and release form and must be wearing a wristband. Everyone in the pit area must have a pit pass on your wrist.
4. Driving in the pit area will not be allowed.
5. Coaching of the drivers will not be permitted from anywhere on the track or in the pit area during a race.
6. Unsportsman like conduct will not be tolerated. If you or any of your pit crew or owner are found to be swearing, fighting, making obscene gestures, or causing trouble, you will be penalized. Approaching the flagman during the races is considered unsportsman like conduct and will not be tolerated.
 - a) First offense will be disqualification from that event and loss of all points for that event. **If it is a non-points night, penalty will carry to first point's night and must be counted as one of the ten for that season.**
 - b) Second offense will be disqualification from that event, loss of all points to date, and a two-week suspension.
 - c) Third offense will be disqualification from that event and suspension for the remainder of the season.
 - d) If disqualified you must leave the pit area.
 - e) AN EVENT IS CONSIDERED ALL RACES FOR THAT CALENDAR DAY.
7. Season points will go to the driver only.
8. All karts must pack track as requested by the track officials. Failure to pack track will result in placement at the back of the feature.
9. Drivers are responsible for having their kart in the staging area by the white flag lap of the previous race. Karts will line up for heat races by the position that they drew in check in. Lowest number drawn in each class will start on the pole, second lowest drawn will be second position etc. The second heat race order will be inverted from

the first heat. In the event a kart drops out or does not make it to the starting grid all karts behind the missing kart will move up 1 position (crisscross). If the karts are already on the track and a kart has dropped out the remaining karts in that line will move straight ahead to fill the position. Exception for one kart being used for 2 classes back to back. Must notify track official.

10. If you cause two yellow flags, you will be disqualified from that race. You will receive last place points unless the officials determine that you were driving reckless or were intentionally trying to make contact with another kart. Whereby, you will be guilty of unsportsman like conduct. (See Rule 6)
11. There will be no "on track" repairs. If you experience a malfunction or your chain comes off, you must head to the infield to allow the race to continue. In the event of a red flag, you will be allowed to work on your kart until the flagman indicates that the track is clear and he is ready to resume the race. At this time you must either get in position for the restart or move your kart to the infield. If you continue to work on your kart, you will be disqualified. Exception if your kart is involved in an accident and the flagman determines that the kart was not at fault there will be 2 minutes to repair and retain his or her position. The kart must leave the track if not repairable in the 2 minute time limit. If any item falls off your kart during a race you will be disqualified if it is deemed dangerous.
12. Once the lead kart has completed one lap, there will be no complete restarts.
13. If you leave the track for any reason, you cannot return to that race.
14. If you receive a black flag during a race, you must exit the track immediately.
15. Do not approach the flagman until all races are complete. If you want an explanation of a call, talk to a pit side official or wait until the races are over. Remember, flagmen and officials are human and your view of the situation may well be different than theirs. They are doing their job the best they can and OFFICIALS RULINGS ARE FINAL.
16. Permanently attached number panels on Front, Both Sides, and the Rear of the kart must have easy-to-read 6" minimum size numbers. **Black number on white panel.** All karts numbers must be between 00 and 99, no letters. No duplicate numbers in a class. Number will go to the racer who has membership in AKS, then class seniority.
17. No bicycles or motorized vehicles other than registered karts are allowed in the pits.
18. All trailers must have a fire extinguisher.
19. Changing classes: If a driver would like to change classes other than their age group, the driver or parent may appeal to the AKS board for permission to do so. The board will consider this request based on the driver's experience, past history, etc. If approved to move up to a higher class the driver must give up the lower class. A one week trial will be allowed if desired. If a driver does move to a higher class they will not take their points with them. Once a driver has moved up to the higher class they may not move back down after the one week.

20. Rainout Policy: If races have NOT started, participants can get their money back or applied to the next racing night. If races HAVE started, no matter if it is the first heat race or we get to the features, all registered drivers will be awarded first place points for the night.

AKS Caged Class Engine Rules:

These will follow IKF engine rules. These Karts will run alcohol.

Clutch:

Any dry centrifugal shoe type clutch or disk clutch.

Wings:

Allowed with track approval. If a wing is deemed dangerous you will be asked to remove it.

Mufflers:

Are required.

Pump-Around:

A fuel pump around system may be used at AKS. When you bring your kart to the staging area for your first heat race it must be full of fuel. All karts will go through the pump-around station where all fuel will be removed from your tank, mixed with the fuel from all other karts, and re-filled into your tank. Failure to go through the pump-around station will be grounds for immediate disqualification. Putting any additive into your tank once you've gone through the pump-around station will also be grounds for immediate disqualification.

IKF/AKS Caged Classes engine specs will be as per IKF rule book.

If any engine replacement or any engine component such as a carb is necessary, it must be with prior tech approval and both engines subject to tech. Replaced motor must be turned into tech personnel until race is over.

Engine teardowns will be done at the tech inspector's discretion.

An engine may be protested upon the deposit of \$75.00 cash. The protester must be a driver or a crew member of the kart in the same class and have raced that event. The protester must file a written protest with a Tech official within 10 minutes of the conclusion of the feature race. The written request must be on a "Protest Request Form" and include \$75.00 cash as a deposit. Protest request forms will be available from the track tech official. Protest forms include 10 different items that can be checked. Protester may select any 3 items that they would like checked. If in checking a motor another infraction is found but was not one of the items chosen the tech official may still rule on that item. Example: Protest includes checking the carb bore, in taking off the carb the tech official discovers the restrictor plate has obviously been drilled out. The tech official will DQ that motor. Only the tech official and one member of the protester and protested team may enter the tech area during the tear down process. If no discrepancies are found, the deposit will be forfeited to the kart owner being protested. If the protest is upheld, the deposit will be

returned to the protester and all awards and points will be lost for that event. Any kart being protested must not leave the pit area until instructed to leave by the tech official. Any protested kart may deny a tear down, thus acting as a upheld protest and will lose all awards and points for that event. A protested kart must begin the tear down within 10 minutes of being notified of the protest, failure to do so will be considered an upheld protest!

The following are the circumstances that will be implemented if you are found to be illegal:

1. ILLEGAL MOTOR

- a) First offense will result in the loss of points and trophy for that event.
- b) Second offense will result in loss of points for the season and loss of trophy for that event along with balance of year suspension.

2. ILLEGAL KART

- a) Must be changed before the race or will not be allowed to run.

3. ILLEGAL FUEL

- a) First offense will result in the loss of points and trophy for that event.
- b) Second offense will result in loss of points for the season and loss of trophy for that event along will balance of year suspension.

4. ILLEGAL WEIGHT

- a) Will result in the loss of points and trophy for that event.
- b) Each racer is responsible to check their weight and to be within legal limits. The track scale will be the official scale.

Points System:

1. Points will be awarded as follows:
Heat Races: No points
Feature Race Points: For a complete copy of the point scale, please contact the official scorer. *The Track Score Keeper keeps Official Points.*
2. Any Driver taking the green flag but not finishing the race will receive points for last place at the time he/she pulls out of the race.
3. Any kart asked to leave the track for equipment reasons that pose a safety hazard after the green flag will receive the points for last place at the time he/she pulls out of the race.
4. The official scorer must be notified if someone other than the driver at check-in is driving the kart. This must be done prior to the start of the race. Failure to do so will

result in loss of points for the night. Points go with the driver, not with the kart.

5. Any driver who receives a black flag will not receive points or a trophy for that race, unless the black flag was for safety reasons. A DQ score cannot be used as a throw out night for season points.
6. Total points for the night will be accumulated for season points. The 10 best nights scores will be used to determine the points champion. A driver may not throw out a night in which he/she received a DQ
7. Season points go with the driver and his kart number.

Trophies and Awards

Trophies will be awarded to the top three in each A feature. The exceptions will be as follows:

1. If there are five or less karts in a race, the top two will be awarded trophies.
2. If there are four or less Karts in a race, only the winner will be awarded a trophy.
3. If B feature is run the top two will receive awards and transfer to the back of the A main.

The season champion in each division will be determined by the Top 10 Nights points accumulation. However if there is a DQ for a night that night will be used as one of your 10 nights.

Pit Fees and Passes

Pit fees will be charged as follows:

1. Nightly fee for member kart/driver will be \$20 for 1st class and \$10 for each additional class entered.
2. Nightly fee for non-member drivers will be \$30 per class entered.
3. Nightly fee for pit crews and spectators who go in the pit will be \$8.
4. Annual membership fee is \$50 with additional fee of \$20 per kart/class with a maximum of \$100 per family if paid prior to April 15, 2010. Then membership fee goes to \$60 with additional fee of \$20 per kart/class maximum of \$100 per family.
5. Members only will be eligible for season end trophies at the Banquet in the Fall.
6. Karts will register from 5:30 p.m. to 6:30 p.m. Anyone coming after 6:30 p.m. will not draw a number and will start both heat races in the back of the pack.

All fees paid are non-refundable

Grandstand Free: A free will donation will be accepted during intermission.

Technical Inspection

The top three karts in each feature race must report to tech area at the finish of the race.

Failure to report immediately to impound will result in a disqualification. No driver/owners allowed in impound once the driver has exited the kart.

Fuel & oil samples may and will be taken at any time during the race to determine legality.

Teardowns will be at the discretion of the Board and carried out by the Head Technician and Inspectors.

1. ILLEGAL MOTOR

- a) First offense will result in the loss of points and trophy for that event.
- b) Second offense will result in loss of points for the season and loss of trophy for that event along with balance of year suspension.
- c) Illegal motors must be repaired and inspected prior to returning to racing.

2. ILLEGAL KART

- a) Must be changed before the race or will not be allowed to run.

3. ILLEGAL FUEL

- a) First offense will result in the loss of points and trophy for that event.
- b) Second offense will result in loss of points for the season and loss of trophy for that event along with balance of year suspension.

4. ILLEGAL WEIGHT

- a) It is the responsibility of each racer to check their weight within that class. A track official will assist with the weighing upon request. The track scale is the official scale.
- b) Offenses will result in loss of points for the race run.
- c) Failure to cross the scale after a race will result in the loss of points for that race.
- d) The top 3 karts in each race must cross the scale.

General Information

Green Flag - Start: Course is clear

Yellow Flag - Caution: Reduce speed immediately and maintain your position

Red Flag - Stop: Race is halted

Black Flag –

1. Rolled Black flag: Will serve as a warning for rough or illegal driving or unsportsmanlike conduct.
2. Black Flag: DQ, Driver must leave the track immediately.

White Flag - The lead racer has commenced his/her last lap

Checkered Flag - You have completed the race.