

## 2008 REGION 10 CHAMPIONSHIP SERIES RULES

### Schedule

<b>American</b>	<b>Capitol</b>	<b>Baylands</b>	<b>Tri Valley</b>	<b>Rain Date</b>
April 5 & 6 October 4 & 5	April 26 & 27 October 25 & 26	May 17 & 18 September 13 <sup>th</sup> & 14 <sup>th</sup>	June 7 & 8 August 23 & 24	November 1 & 2

All QMA rules apply unless a specific Region 10 Championship Series rule exists.

### PUBLICITY

Participants are advised that by entering Region 10 Championship Series events the entrant is consenting to the Region 10 Board of Directors using any photos, videos, interviews, etc., to promote the sport of Quarter Midget Racing.

### NUMBER OF RACES

The Region 10 Championship Series will consist of eight (8) races held over eight (8) weekends.

The series standings will be determined by the points earned in seven (7) of eight (8) races. If an event is cancelled and cannot be made up at a rain date, the series will still have a throw out race. (Best 6 of 7)

In order to qualify for year end awards, a driver must sign in, pay the entry fee, and attempt to race at a minimum of five (5) race events and at least once at each track.

### ESTABLISHING A DIVISION

A division must have 3 cars running the series to be eligible for series awards

### ENTRY FEES

**Per Family** \$35.00 for the first two cars \$30.00 for each additional car Novices \$30.00  
65% of sign in fees will be paid to Region 10 – 35% will stay with the sponsoring club

### HOST CLUB RESPONSIBILITIES

At all Region 10 series events, the host club will be responsible for manning safety, sign-ins, tower, tech and flagging all practice, qualifying and racing.

Host clubs for the Region 10 Championship Series events will close their tracks for practice and testing 24 hours prior to the opening of the first pit meeting of that event.

The host club will post on their website a gas station and grade of fuel for use by all participants at least one week prior to the race.

Notify R10 publicity by noon on the Friday preceding the race if it must be cancelled

Post a regional series flier (to be provided by R10 publicity) on the club website at least 2 week prior to race

### FORMAT

The first four races in the series will run by Pill Draw, Heats, Lower Mains, and Mains.

The second four races in the series will run Grands format – Qualifying, Lower Mains, and Mains

### PRACTICE

One round of practice by class in QMA running order, 7 cars for 5 minutes. Practice length may be changed based on car count. Practice time will start once all cars in the set are on the track and the flagger signals that time should start. Practice will be grouped by pill number.

Before each heat, lower main, main event, 2 minutes. Practice time will start once all cars in the race are on the track and the flagger signals that time should start.

Cars must be signed in before taking the track for practice.

## **TIRES**

The Capitol club requires the use of slick tires only. No grooving or siping allowed

## **SAFETY**

Cars must be safety checked with the driver before Sign In at all Regional Series races

## **TIMES**

<b>Friday</b>	6:00 PM – 7:30 PM	Safety & Sign in Open
<b>Saturday</b>	7:00 AM – 9:00 AM 8:30 AM 9:00 AM 9:30 PM	Safety & Sign in – Pit Meeting – Practice – followed immediately by Qualifying or Heats Deadline for last race to push off
<b>Sunday</b>	8:30 AM 9:00 AM Tech - Track clean up - Trophies	Pit Meeting Lower mains if needed, Mains

## **LATE SIGN INS**

Drivers signing in after 9:00 AM Saturday will fall under the Late Sign In rule

Late sign-ins will be accepted up to the beginning of the first lower main or heat race for the class that the driver wishes to sign into, provided the late sign-in will not create a lower main or additional heat race. Any late sign-ins will be the first car sent out for qualifying in the class at Qualifying Events. Late sign-ins at Pill Draw Events will line up at the back of the last heat race for their class, regardless of pill draw order.

## **QUALIFYING**

Qualifying in QMA running order will be by pill draw – lowest pill first.

Cars not appearing to qualify in the posted order will receive the opportunity to take 1 lap on the clock at the end of qualifying. If a car does not appear for qualifying they will receive no time

Drivers will be given a maximum of five (5) laps warm up and three (3) laps on the clock.  
Handler may call for time to start at any point in the warm up laps.

## **LINE UPS**

For all series races – if there are more than 9 Jrs/11 Srs signed in, lower mains will be run. 4 Jrs/5 Srs will be set in the mains with the remaining positions to be filled by transfers from lower mains. Incoming transfers will transfer into the main event straight up according to lower main finishes

### **For Pill Draw Races –**

Heats will line up by pill draw – lowest pill to the front

Lower Mains will be lined up by points from the heat race – highest points to the front. DNF, DQ, DNS from the heats will go to the back. Ties will be broken first by series points then by pill draw.

Mains will be lined up by points from the heat race – highest points to the back, in front of lower main transfers, DNF, DQ and DNS. Lower main transfers will line up highest points first in front of DNF, DQ, and DNS. Ties will be broken first by series points, then by pill draw with the highest number going to the front.

### **For Qualifying Races –**

Lower mains will be lined up by time – fastest time to the front. Ties will be broken first by series points then by pill draw with the highest number going to the front. Transfers will line up highest points first in front of DNF, DQ and DNS. Ties will be broken first by series points, then by pill draw with the highest number going to the front.

Mains will be set with 4 Jrs/5 Srs, (lined up by qualifying time – fastest to the back) and filled with transfers from lower mains. Lower main transfers will line up highest points first in front of DNF, DNS and DQ. Ties will be broken first by series points, then by pill draw with the highest number going to the front.

**X car will be allowed per QMA rules**

### **COURTESY LAPS**

5 laps – one time per car per race only. Courtesy laps will start once the flagger has the cars on the track lined up and signals the tower to begin counting laps

### **FLAGGING**

The Region 10 Board of Directors will establish a team of experienced flaggers to assist host clubs with flagging duties.

Flagging procedures and timed races: If time expires under green flag conditions, the race will continue until its completion or next caution whichever comes first.

Should an accident occur on the last lap, the checkered flag will be accompanied by the yellow flag. The race will not be restarted and the finish will be determined by the order the line up would have been had the race restarted.

If time expires under yellow conditions, the checkered flag will accompany the yellow flag. The race will not be restarted and the finish will be determined by the order the line up would have been had the race restarted.

### **JUDGING**

#### **Calls - Points**

##### **Points where you go out of the race – scored as a DNF**

3 DOT's	2 Calls
Liberating fluid	Safety gear falling off
Liberating parts that cannot be replaced during courtesy laps	
Suit up, strap in, push off, fire or not (this is a DNS)	

##### **Last place points for the race** (more than one car in a race may receive last place points)

- All other DQ calls (signaling, working of the car on the track, etc)
- Light at the scale after racing
- Tech DQs (any tech DQ that does not result in at least a 30 day suspension)

##### **ZERO Points**

Flagrant DQ call	Rough driving call
Call on the last lap	Tech DQ's that result in a suspension of 30 days or more

Driver light at the scale after qualifying – no qualifying points. Driver must move from Heavy class to the Light class for the race day.

#### **Representation**

No race will be judged solely by one club  
Judges list will be prepared by the Regional Tower Director

#### **Judging responsibility**

A handler who does not appear or send a replacement on time for his/her judging duties will have their driver put to the back of his/her next race. On time means – Tower ready, Pit Steward ready, Flagger ready, Race Director ready. Penalty can be assessed at the next regional series race if needed.

### **TECH**

Regional Tech will oversee series tech  
Club Tech will perform tech on the following  
Fast time and Second fast time

Top three of each main will go to impound. There will be a random draw for classes to be checked at the end of the race day.

All cars signed in for a race day are subject to tech

Cars leaving the impound area without being released by Regional Tech or refusing tech will lose all points for the event.

**RACE DAY AWARDS**

Region 10 will provide the following race day awards

Heats – Ribbons for 1<sup>st</sup> – 2<sup>nd</sup> – 3<sup>rd</sup>

Main Events – 50% of main event participants to a maximum of 4 Jrs / 5 Srs and up

Fast Time award for qualifying races

Novices – participation award for all drivers entered

**ADVANCING**

Novices will not carry points into a competitive class

Transfers due to age – transferring drivers will carry points forward to 5 less than last place with the same number of races.

Transfers due to weight will be allowed one time in the series – transferring drivers will carry points forward to 5 less than last place with the same number of races.

Transfers will be moved to the new class and the standing in the class will be determined. Drop races will be calculated at the end of the series.

**RACE DAY POINTS**

JUNIOR				
Place	Qualifying / Heat	C Main	B Main	A Main
1 <sup>ST</sup>	5	N/A	N/A	30
2 <sup>ND</sup>	3	N/A	N/A	27
3 <sup>RD</sup>	2	N/A	N/A	25
4 <sup>TH</sup>	1	N/A	N/A	24
5 <sup>TH</sup>	0	15	19	23
6 <sup>TH</sup>	0	14	18	22
7 <sup>TH</sup>	0	13	17	21
8 <sup>TH</sup>	0	12	16	20
9 <sup>TH</sup>	0	11	15	19

SENIOR & ABOVE				
Place	Qualifying / Heat	C Main	B Main	A Main
1 <sup>ST</sup>	5	N/A	N/A	30
2 <sup>ND</sup>	3	N/A	N/A	27
3 <sup>RD</sup>	2	N/A	N/A	25
4 <sup>TH</sup>	1	N/A	N/A	24
5 <sup>TH</sup>	0	12	N/A	23
6 <sup>TH</sup>	0	11	17	22
7 <sup>TH</sup>	0	10	16	21
8 <sup>TH</sup>	0	10	15	20
9 <sup>TH</sup>	0	10	14	19
10 <sup>TH</sup>	0	10	13	18
11 <sup>TH</sup>		N/A	12	17

**10 points will be awarded to all cars that do not place higher than 18<sup>th</sup> overall.**

To ensure that the same points are available for each race format (Pill Draw vs Qualifiers), qualifying points will be awarded as though cars were broken into heats.

For example, at a heat format race a 16 car field would be broken into two 8 car heats. Each winner would receive first place heat points. So at a Qualifier with a 16 car field, the top 2 qualifiers will receive first place qualifying points, the next two qualifiers will receive second place qualifying points and so on.

Any protests regarding points must be made to the RD in writing within 48 hours of official points being posted on the R10 or club website. Protests will be determined by a majority of R10 board members available for meeting or conference call upon 24 hours notice.

## **ROOKIES**

Rookie contenders will be required to run a rookie ribbon after moving to competitive racing

Region 10 will supply ribbons

There will be a Jr. Rookie and a Sr. Rookie for the series

To be eligible for Regional Series rookie a driver must start the series as a novice or have ended the 2007 season as a novice and move to a competitive class during the series. For the 2008 Series an exception will be made for those drivers who moved to a competitive class under the 2007 Series rookie rule. It will be the responsibility of the handlers to notify the Regional Tower Director of eligibility for Series Rookie.

Series rookie committee will consist of the Regional Director and 4 club presidents. If a member of this committee has a driver contending for Rookie they will excuse themselves from the voting and appoint a replacement representative

## **RAIN DATES**

Any Region 10 series date that must be canceled due to weather will be called (canceled) no later than noon, on the Friday preceding the race. The decision to cancel the race will be based on the best forecast available at that time. Races that have not been canceled by noon on Friday and find rain on Saturday morning will be considered canceled if cars cannot be on the track by 10:30 a.m.

Events rained out prior to the completion of the heat races, will be considered canceled and rescheduled to a full event.

Race events affected by weather midway through the program will be considered a completed event if all classes present have completed their heat races. In this case, only heat race points will be awarded to the driver's points total for this event.

If a majority of the main events have been completed, the event will be considered complete and points will be awarded according to the point table to drivers in those classes completing their main events. Drivers of classes that did not complete a main event, will be each be awarded first place points provided they meet the requirement to establish a class

Canceled races will be rescheduled to the next available rain date.

## **SERIES TIE BREAKERS**

In the event of a tie within a class/division for the overall championship, the tie will be broken in the following order:

1. Greatest number of main event wins in the series.
2. Fastest qualifying time at the latest leg where both participants competed
3. Greatest number of 2<sup>nd</sup> place main event finishes in the series.
4. Greatest number of 3<sup>rd</sup> place main event finishes in the series.
5. Greatest number of 4<sup>th</sup> place main event finishes in the series.
6. Greatest number of heat race wins in the series.

**These rules and format may be changed at any time by a majority vote of the Region 10 Board of Directors**