



## **2024 Weedsport Kartway Rules & Regulations**

Version 5.0 – 3/18/2024

### **Conduct:**

All drivers shall conduct themselves in an orderly manner. Physical violence or abuse of any individual will subject the offender to immediate removal from the premises and possible suspension of membership status. It is our intent to provide a family friendly atmosphere.

Drivers, or guardian of a minor, are responsible for the control and actions of their pit crew members and accompanying guests. Unacceptable actions of crew members may subject the driver to penalty or disqualification or suspension of membership status.

All drivers are required to attend all drivers meetings. Junior drivers must be accompanied by their crew chief.

In the interest of safety, no standing along the front stretch fence will be permitted for the purpose of viewing and/or signaling to drivers. Handlers are asked to view events from the paved pit access road, the paved hot pit lane or the pit viewing area. Hand signals are encouraged to come only from these areas. Please know that drivers (particularly junior drivers) should be focused forward with proper attention given to race officials.

### **Membership:**

A \$50 membership fee is required, per class competing in, in order to receive race-day points and year end awards. You do not have to be a member to compete, but you will not earn points. Membership earns the driver reduced entry fees for point events and reduced pit pass pricing at all events.

Drivers must be a paid member by the first race of the season to earn points. There are a total of eight point events, with one drop. A driver's best seven finishes will count toward the championship total. A rainout will count as a drop. The Octoberfest finale on October 26 cannot be used as a drop.

Members are competing for a year-end prizes which consists of leather championship jackets for each Super Kart Series class.

### **Points Classes:**

The classes listed below will be points classes for the 2024 season. A driver's competition age will be their age as of the first race of the season (April 20). Drivers with birth dates during the first half of the season (April 20 – June 16) can elect to advance a class if their age allows, before their birthday, but only with race director's approval. Once you advance a class, you cannot go back down. Junior drivers may not compete in more than one plate class. Jr. Unrestricted drivers may compete in Jr. Blue Clone. No mixing of Jr./Sr. classes.

- Jr. Red Clone (5-7 yrs., 225 lbs.): Big Pipe, Open Clutch
- Jr. Green Clone (7-9 yrs., 250 lbs.): Big Pipe, Open Clutch
- Jr. Purple Clone (9-13 yrs., 275 lbs.): Big Pipe, Open Clutch
- Jr. Blue Clone (12-15 yrs., 310 lbs.): Big Pipe, Open Clutch
- Jr. Unrestricted Clone (13-15 yrs., 325 lbs.): Big Pipe, Open Clutch
- Clone Light (15 & up, 340 lbs.): Big Pipe, Open Clutch
- Clone Heavy (15 & up, 375 lbs.): Big Pipe, Open Clutch
- Clone Super Heavy (15 & up, Driver - 200 lbs., with gear, 400 lbs. total): Big Pipe, Open Clutch

### **PRO Classes:**

PRO classes, competing for money, are considered separate from points classes. Drivers competing in a PRO event, must be of age on the day of the event. PRO Blue Clone racers must be 12 on the day the event takes place. PRO Jr. Unrestricted racers must be 13 on the day the event takes place. PRO Clone racers must be 15 on the day the event takes place.

### **Race Program:**

The point racing program consists of heat races, B-Mains (if needed) and A-Mains. The kartway will determine the number of events, which constitute a complete program. Management reserves the right, without liability, to alter the pre-announced length or nature of any event if weather, track conditions, driver or fan safety concerns or other factors warrant such a change.

Unless otherwise noted, straight up heat race finishes will determine the starting lineup for all point racing main events. PRO Clone 360 main events will be lined up based on two lap time trials. PRO Clone 360 will time trial two karts at a time. Time trial order will be based on a blind draw. Drivers must pre-register for the day's event to draw. Day of registrants will time trial first. Track management will announce prior to race

time the number of karts to qualify from heats or PRO time trials, as well as the number of karts to start the night's A-Mains.

B-mains will lineup straight up from qualifying. The first kart NOT to qualify from heats or time trials will start on pole position in the B-Main. Track management will announce prior to race time how many karts will qualify from B-Mains and the laps to be run.

B-Main transfer drivers will start straight up, based on B-Main finish, behind heat race or time trial qualifiers in the A-Main.

Point racing heat race lineups will be determined as follows: Drivers that pre-register will be given preferred starting spots in heat races, meaning they are guaranteed to start ahead of anyone that registers the day of the race. Once pre-registration closes, the initial order will be lined up straight up from current Weedsport Kartway points. Drivers must be a kartway member to receive points. During the driver's meeting (1) invert pill will then be drawn for all points classes. There will be (3) pills – 0, 50, and 100. If the 0 is pulled, pre-registered drivers will start straight up based on kartway points. If the 50 is pulled, we will invert half of the pre-registered drivers. If the 100 is pulled, we will invert all of the pre-registered drivers. In all instances, drivers registering on the day of the event, will fall in behind those that pre-registered. If we have 8 or more Juniors in a class we will run multiple heats. If we have 10 or more Seniors in a class we will run multiple heats. For the first event of the season the initial order will be based on the order in which drivers pre-registered. Beginning with the second event, points will be used.

### **Heat Lineup Example**

In this example there are 15 total entries – 11 of those entries Pre-Entered (bold):

Initial Lineup Based on Points

- 1**
- 2**
- 3**
- 4**
- 5**
- 6**
- 7**
- 8**
- 9**
- 10**
- 11**
- 12
- 13
- 14
- 15

(An invert pill of 50 is drawn)

New Lineup

- 6**
- 5**
- 4**

3  
2  
1  
7  
8  
9  
10  
11  
12  
13  
14  
15

Heat #1

6  
4  
2  
7  
9  
11  
13  
15

Heat #2

5  
3  
1  
8  
10  
12  
14

### **Competition Rules:**

**One-Way Radio are mandatory (454.0000). AMB Transponders are mandatory.**

Grid Rules – No chemical treating of tires is permitted beyond a marked point just outside of the main pit building. Anyone treating tires beyond this marker will be sent back to their trailer for that specific run. Karts must be on the ground before they exit the pit building, onto the paved grid area.

Time Trial Grid – Drivers must time trial in the proper order. Any driver that attempts to enter the track out of order will not be allowed to time trial. It is the driver/crew chief's responsibility to know his/her position in the order.

ONLY the driver and one handler are permitted in the staging building and on the paved grid area. Junior drivers will be permitted two handlers in the staging building.

Transponder Issues – Transponders are mandatory to be scored in any event. It is the responsibility of the driver/crew chief to have your transponder mounted and properly charged. Drivers that enter the track for time trials WITHOUT a transponder mounted will forfeit their two-laps and will start last. Drivers that enter the track WITHOUT a transponder for a race event will be instructed to the hot pit to have one secured by the

pit steward and will start last in said event (This is a one-time grace allowed by officials and will be tracked – a second offense will result in a DQ). If a transponder has been rented from Weedsport Kartway and it does not work, or fails, during time trials – the driver will be called to the hot pit to have a new transponder secured by the pit steward (They will get two laps). If a personal transponder fails during time trials that driver will forfeit their two laps of time trials and start last. Once an event is lined up and all transponders are deemed to be working properly, a failed transponder – or lost transponder in said event, will not result in a penalty – the driver will be hand scored.

Starts – All starts will be single file. The race leader controls the start. The race leader has the option to fire at any time in the START ZONE, which lies between two cones in Turn 4. The leader cannot fire before or after the start zone. One warning for firing early/late will be announced via the one-way radio. A second violation will result in a two position penalty. A front stretch cone, or donut, will also be placed just passed the start/finish line. All karts are asked to stay single file, and are NOT allowed to pass, until going beyond this cone. Anyone that advances a position before passing the front stretch cone will be docked two positions on the next restart. If there is not another caution, they will be docked two positions at the conclusion of the race. These penalties will be announced over the one-way radio. If there is a bad start, which causes karts to scatter out of line before the front stretch cone, caution will be called and the restart will be tried again. If a driver is deemed to be at fault for the issue, they will be penalized two positions or sent to the tail, depending on the severity of the incident, for the next restart.

Cautions before a lap is completed will revert back to the qualifying order, with the exception of those involved in the caution.

Cautions – As soon as caution is displayed and called on the one-way radio, drivers are asked to immediately slow down and move to a single file order as quickly and safely as possible. Lineups following a caution will revert to the last completed lap as displayed by the AMB scoring system. Race control will align the field based on the last completed lap and will sort you via one-way radio communication. Please do not roll double file under caution, please respect the accident scene and the caution period. Drivers involved in three caution periods will be black flagged from the event. No working on karts on track during caution periods. If you need work, you must go to the hot pit. If your kart stalls you are allowed ONLY two restarts by officials. If the kart does not fire, you must go to the pits. The race will resume when the track is safe and the lineup is correct. There are no courtesy laps.

Red Flags – As soon as a red flag is displayed and called on the one-way radio, please stop as quickly and safely as possible, no matter where you are on the track. You will be returned to your position based on the last completed lap as displayed in the AMB scoring system. Be sure to pay attention to flaggers and the one-way radio for any

communications needed under red flag conditions. Handlers are not allowed on the track under red flag conditions until called. No working on karts during red flag conditions.

Restarts – All restart lineups revert back to the last completed lap as displayed by the AMB scoring system. Any karts deemed to be involved in the caution will go to the rear of the restart lineup. Restarts will follow the same protocol as initial starts listed above.

Official Calls – Calls made by tower officials or flaggers in regards to on track incidents are FINAL. All drivers deemed to be involved in a caution will go to the rear of the restart lineup. Under no circumstances is anyone to approach the scoring tower, starter's stand, or corner flaggers in response to an official's call, during an event – this includes while any event is taking place. Officials are available for discussion up to 30 minutes following the completion of the entire race meet.

Lapped Karts – Drivers being lapped are urged to respect those around them. The head starter and corner flaggers will wave you to the high side of the track if the leader is approaching. Please respect these signals. Once you are one lap down, be mindful of your position. Once you go two laps down, you may be black flagged to the pit area. Karts going one lap down in PRO events may be black flagged to the pit area.

Exiting the Track – When exiting the kartway be sure to stay high along the outside wall with your hand well in the air exiting Turn 4 to inform those behind you that you are slowing and heading to the pits.

Provisionals – One provisional starter can be added to points paying A-Mains. Provisional positions are reserved for member drivers that are in the Top 10 in the point standings. Provisionals for the first event of the season will be based on the previous year's point standings. Member drivers can only use (1) provisional during the season. Provisional starters will NOT be added to PRO main events.

### **Kart Inspection:**

Competing karts are subject to inspection by raceway officials at any time. Such an inspection does not deem a kart safe and free from defects. No express or implied warranty of safety shall result from publication of, or compliance with the rules. Kart, part and/or equipment will not be considered as having been approved by reason of having passed through inspection at anytime or number of times unobserved or undetected. Any kart is subject to a full inspection by a track official at anytime while at the racetrack. Failure to comply will result in disqualification. All Karts must be available for inspection immediately following an event. Failure to report to the designated inspection area if instructed by the track officials will result in disqualification.

Compliance with rules will be determined by the procedures, equipment, and tools adopted and utilized by the raceway. Official weight is per track provided scales.

Competitors are urged to check compliance against the standards before entering competition. Contact the technical inspector or track official prior to the racing program start time if you wish to have your kart checked.

### **Drug and Alcohol Policy:**

Absolutely no alcoholic beverages will be allowed in the pit area at the track. Mandatory revocation of rights will take place for any member found to be using illegal drugs or consuming alcoholic beverages while the race program is in progress or prior to entering the race premises.

### **Decisions:**

All decisions concerning scorekeeping, suspensions, disqualification, penalties and interpretation of the rules by Weedsport Kartway are FINAL. Questions or comments regarding such decisions will not be discussed during the race program. All inquiries about any decision should be made in a respectful, civil manner or they will not be heard. Under NO circumstances is ANYONE to approach the flag stand, corner flaggers, track entry pit steward, or race control tower during a race program.

### **Driver Racing Apparel:**

1. Full-face helmets designed for competitive motorsports use are required. Helmets must meet Snell SA 2015 (or higher).
2. Full coverage driver wear including sturdy shoes, socks over the ankles, racing jacket, long pants, and gloves are REQUIRED. NO long sleeve shirts, hoodies or sweatpants allowed. NO loose clothing.
3. Official kart race jackets preferred and highly recommended.
4. Neck brace designed for racing REQUIRED
5. Elbow pad for right elbow is recommended
6. Chest protectors MANDATORY for those 12 and under.
7. Long hair must be well-secured and kept under the helmet.
8. No loose clothing while racing, for safety reasons.
9. No tinted or smoked visors after dark

### **Kart Requirements - Mandatory for all Classes:**

Weedsport Kartway is proud to be a Burris Racing Tire facility. All classes are required to compete with the Burris 33a tire.

1. All karts must have a clutch guard, to protect the driver from clutch/chain failure.

2. Seats must be securely bolted to frame and not adjustable while kart is in motion. No portion of the seat shall be located rearward of the vertical plane of the rear axle.
3. Fuel tanks must be securely bolted to the floor pan beneath the steering shaft unless it is an integral part of the engine. Only one fuel tank with a maximum seven quart capacity. Fuel lines will be adequate length to connect fuel tank and carburetor. Excessive fuel line will not be permitted. No pressurized fuel systems allowed.
4. Header cannot extend past the rear bumper. Header support brace required. All pipes must be in a secure fixed position. MUFFLERS ARE MANDATORY.
5. Kart must have a minimum of rear brakes. All brake bolts and supports will have no less than nylock nuts, it is suggested that they be pinned and that a rotor guard plate be installed.
6. Front bumpers are required. Rear bumpers are required (the outer most portion of the bumper must remain within the tire area) Double nerf bars are required.
8. 87 octane pump Gas only for all clone classes.
9. Front spindles must be keyed and pinned.
10. Rear axles must have snap rings on both ends plus safety wire.
11. Steering wheel nut must be keyed or pinned. The three bolts that hold the steering wheel to the hub must have no less than nylock nuts. All tie-rod bolts must be keyed or pinned.
12. All bodies, side panels, and nose pieces must be securely mounted
13. Kart numbers must be at least 6" on the nose, side panels, and rear number plate.
14. All numbers must be read from scorer's tower or you won't be scored. Your kart numbers must be visible to be scored.
15. All added weight is to be securely fastened to the kart with a minimum of 5/16" bolts. All bolts must be cotter keyed, safety wired or double nutted. No weight is to be bolted to the outside of the bumpers or the side bars. Weights should not exceed 8lbs. each, and painted white.
16. Oil and Fuel: Oil and Fuel may be teched at any time during race day. No flammable or dangerous additives of any kind are allowed in the crankcase. Any means of testing may be used including smell and appearance. A competitor may be disqualified if his fuel does not smell the same as a clean fuel sample supplied by the tack. The "smell" test must be performed by three track officials and all three must agree that sample in question is different from the track sample.



17. Steering column fairings are NOT permitted in Jr. Red Clone, Jr. Green Clone or Jr. Purple Clone.

\*\* Anyone disqualified for intentional oil or fuel infractions will forfeit all points for the day plus 25 additional points.

**Transponder Placement:** The leading edge of the transponder can be no closer than 24" from the center of the left front kingpin. It can be mounted anywhere on the left side of the kart as long as it has a clear view of the ground and is secure (seat, frame rail, seat strut, nerf bar etc.).

### **Point System:**

Feature and heat points will be awarded. Point structure is below:

Feature: 1<sup>st</sup> – 100, 2<sup>nd</sup> – 94, 3<sup>rd</sup> – 90, 4<sup>th</sup> – 87, 5<sup>th</sup> – 84, 6<sup>th</sup> – 81, 7<sup>th</sup> – 78, 8<sup>th</sup> – 76, 9<sup>th</sup> – 74, 10<sup>th</sup> – 72, 11<sup>th</sup> – 70, 12<sup>th</sup> – 68, 13<sup>th</sup> – 66, 14<sup>th</sup> – 64, 15<sup>th</sup> – 62, 16<sup>th</sup> – 60, 17<sup>th</sup> – 58, 18<sup>th</sup> – 57, 19<sup>th</sup> – 56, 20<sup>th</sup> – 55, 21<sup>st</sup> – 54, 22<sup>nd</sup> – 53, 23<sup>rd</sup> – 52, 24<sup>th</sup> – 51

Heat: 1<sup>st</sup> – 15, 2<sup>nd</sup> – 12, 3<sup>rd</sup> – 10, 4<sup>th</sup> – 8, 5<sup>th</sup> – 7, 6<sup>th</sup> – 6, 7<sup>th</sup> – 5, 8<sup>th</sup> – 4, 9<sup>th</sup> – 3

40 show-up points will be awarded to those who make an attempt to qualify, but do not start the main event. Drivers being disqualified will receive 40 show up points for a first offense. Second time offenders will receive 0 points – no matter the infraction.

In all cases of season ending ties, ties will be broken by using the greatest number of 1st place finishes in events counting toward that position. If a tie still exists, the 2nd's, 3rd's, etc. will be considered until the tie is broken. Points count each week except for noted non-points events.

### **Post-Race Inspection:**

1. The top 5 karts in all classes must go to the scale house to weigh in after feature races. If you fail to go to the scale house, you will be disqualified from that race. All karts must scale following time trials.
2. Management will decide which classes will be teched each night. After the feature the classes that will be teched will be directed to the designated tech area. All decisions of the tech person are final.
3. ONLY the driver and one handler are allowed in the tech area for inspection.

### **Engine Rules:**

All Clone engine rules will use the AKRA engine platform as a guideline.

Senior Clone engine rules per AKRA "Box Stock" rules with the following exceptions: A big pipe (any stage) may be used. Open clutches and stock flywheels will be allowed.

**Disclaimer:**

All specifications and regulations contained within this rule book are subject to deletions, additions, and/or modifications by directives contained in subsequent technical bulletins, official entry forms, official programs and publications issued by Weedsport Kartway or by verbal directive of track management without prior notification.