



2018 Rental League Format & Rules

Each of the three Rental Kart Leagues will be 15-race Championships (three races per round) with a Drop Rule of three individual races for the final points total in all classes.

NEW: Note to all paid entries: NO refunds. NO driver changes. NO wait list.

NEW: Rain Out Policy: Individual races not able to be completed will result in 80 points for all drivers entered and present. Any cancelation of an entire night will be made up the following Wednesday evening after the series was scheduled to conclude.

Format:

2-Lap Qualifying sets grid for 10-lap race

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Light & Heavy Schedule: (Alternate first race of night with Light or Heavy each week)

6:10 p.m. - Drivers Meeting (Mandatory)

6:30 p.m. - Two lap qualifier/Race 1

6:55 p.m. - Two lap qualifier/Race 1

7:20 p.m. - Two lap qualifier/Race 2

7:45 p.m. - Two lap qualifier/Race 2

8:10 p.m. - Two lap qualifier/Race 3

8:35 p.m. - Two lap qualifier/Race 3

All drivers will be racing for a quick time award for the person who sets the fastest time of the night in their respective class, which will earn them a free rental kart race. Points will be awarded throughout the entire field of competitors for championship point's calculation.

Lightweight Division:

- Driver must weigh 190+ pounds on GoPro Motorplex scale -gear included (and ballast if necessary)

Heavyweight Division:

- Driver must weigh 220+ pounds on GoPro Motorplex scale -gear included (and ballast if necessary)

Rules:

- The drivers meeting is mandatory and will start at 6:05pm sharp.
- Ballast: GoPro Motorplex lead sheets must be in the driver's seat only. Additional weight must be secured to the driver only. 40 pound maximum for lead in the seat.
- Qualifying: 2 laps and you will be disqualified if you stop on track for 'clear track'.
- The start will be a single file rolling start. Each driver may accelerate at the wave of the green flag. You cannot pass the kart in front of you until you pass the last set of cones. You cannot step out of line before the last set of cones. Jump starts will result in a black flag stop and go penalty.
- All penalties will be either a black flag stop and go or a final position change.
- Rough driving will not be tolerated and may result in the loss of driving privileges. Rough driving will be assessed by the track officials and the race director.
- No blocking. You may make one move in advance of the kart(s) behind you. You cannot move back across the track after you've made your move. You cannot run someone off the track that is beside you on a straightaway.
- No passing in parts of track with local yellows.
- Top five finishers in all Races will weigh in at end of session along with the QuickTime driver for that race and random picks.
- If you have an open black flag directed at you, you must come into pit lane for a stop and go penalty. You have 2 laps to adhere to the black flag. If you don't adhere within 2 laps you will be removed from the entirety of the remaining night's event.
- Repeated four wheels off will result in a meatball flag and you must come in for a stop and go penalty.
- Concrete run-off is not considered part of the racing surface and will result in a stop and go penalty if used as a racing surface.
- Pit Lane speed- 5 mph.
- Bad behavior and/or foul language will not be tolerated, and any person involved will be told to leave the premises.

Points Structure for Championship:

<u>Position</u>	<u>Points Awarded</u>	<u>Position</u>	<u>Points Awarded</u>
<u>1</u>	<u>200</u>	<u>11</u>	<u>75</u>
<u>2</u>	<u>175</u>	<u>12</u>	<u>70</u>
<u>3</u>	<u>155</u>	<u>13</u>	<u>65</u>
<u>4</u>	<u>140</u>	<u>14</u>	<u>60</u>
<u>5</u>	<u>130</u>	<u>15</u>	<u>55</u>
<u>6</u>	<u>120</u>	<u>16</u>	<u>50</u>
<u>7</u>	<u>110</u>	<u>17</u>	<u>45</u>
<u>8</u>	<u>100</u>	<u>18</u>	<u>40</u>
<u>9</u>	<u>90</u>	<u>19</u>	<u>35</u>
<u>10</u>	<u>80</u>	<u>20</u>	<u>30</u>

Drivers will be scored in the following order:

- Race finishers
- Drivers classified as DNF (Did not finish)
- Drivers classified as DNS (Did not start) will be scored with 0 points
- Disqualified drivers will be scored with 0 points

Tiebreaker after drops:

1. In the event of a tie, the competitor with the most first place finishes will have the higher finishing position in championship.
2. If still tie, it will go to the most seconds, thirds, fourths, etc.
3. If still tie, we will use the finish of the very last race to determine overall finishing order.