



Race Rules

Introduction and Purpose

The intent of this document is to explicitly state the racing rules, regulations, and format under which AQMA Club races are conducted. All current USAC/Nascar Youth Series rules, regulations, specifications, scoring procedures, flagging procedures, judging procedures, national work rule, tech procedures and code of conduct rules at local and regional level shall apply.

Club Race Series

There are ten (10) points races scheduled for the season. All ten (10) races will be race day format. There will be two (2) throw-out races used in total year end points calculation. The year end points totals will be the accumulation of eight (8) highest races per Driver class.

Only a Flagrant Unsportsmanlike Conduct offense or Technical DQ will NOT be considered as an allowable throw-out for year-end awards. If a driver is on any technical DQ serving a USAC/Nascar Youth Series suspension, again, this is not an allowable throw-out. Flagrant Unsportsmanlike Conduct offenses are listed below and will be based on the severity of the action.

In the event of a cancellation, the following shall apply:

1. If Heats are completed for all classes before the event is cancelled, the race day shall be considered complete, and race day points will be awarded accordingly. For classes that do not complete their Mains, 30 points will automatically be awarded to each participating Driver.
2. If a Race is cancelled and cannot be made up through a rain date, then the event(s) will be dropped from the Series. Extra rain dates beyond those included in the schedule will not be added. There will still be a low throw-out race.

Race Fuel: Fuel will be tested at random. The official race fuel for all races at AQMA is 87 octane unleaded gasoline acquired from Chevron at 1890 Prairie City Rd., Folsom, CA.

Club Race Series Points

- Heat Race Scoring

Heat Races	
1st	55
2nd	52
3rd	49
4th	46
5th	43
6th	40
7th	37
8th	34

One (1) passing point will be given for each car that you pass. For example, if you start in the 5th position and finish in the 1st position, you will receive 55 points for the 1st place finish and 4 points additional for passing cars 1-4. This would give a total of 59 points to be used for seeding the main events. Heat race points do not count towards end of season points; only Main event finishes count towards series awards.

- Main Event Scoring

Main Event Points				
Finish	A Main	B Main	C Main	D Main
1st	60	Transfer	Transfer	Transfer
2nd	57	Transfer	Transfer	Transfer
3rd	54	Transfer	Transfer	Transfer
4th	51	Transfer	Transfer	Transfer
5th	48	25	10	10
6th	45	23	10	10
7th	42	21	10	10
8th	39	19	10	10
9th	36	17	10	10
10th	33	15	10	10
11th	31			
12th	29			

- **Two cars constitute a class** - Two cars constitute a class to earn points and/or credit for the event in the series. Single cars can earn points if they are able to run in a combined class.
- **Single Car Classes** - Classes with only one Driver signing up may run in all events for the day and will be encouraged to combine with like classes when allowed by USAC rules. Participants in single car classes that are combined will be lined up according to regular line up procedures (pill draw, time, etc.) and receive points for the place they cross the finish line but will not take points away from the class they are combined with. **Example:** Heavy Honda is a single car class and is combined with Senior Honda. Heavy Honda driver crosses the finish line in 3rd place and will receive 3rd place points for Heavy Honda. Senior Honda driver crosses the finish line in 4th place but will also receive 3rd place points for Senior Honda. 5th place Senior Honda driver will receive 4th place points, etc.
- Any protests regarding points for club races must be made to the Tower Director in writing within 48 hours of official points being posted on the club website. Protests will be determined by a majority vote of the club's board available for meeting or conference call upon 24-hour notice.
- **No Show (N/S):** No show for race (no attempt to push off in time for the race). The driver will receive no points for the race.
- **Did not Start (DNS):** Did not start. Any driver who is ready and checked by the pit steward but cannot get their car started for warm-ups or the initial green flag, will be scored as a DNS, and receive last place points for that race.
- **Disqualification (DQ):** All DQ's will be made following the USAC/Nascar Youth Series racing procedures.
 - **USAC/Nascar Youth Series rules will be followed for Driving Infractions and Disqualifications.**
 - If a car is disqualified during a race and does not immediately leave the track when shown the black flag, the flagman will show the flag two more times (on the next two laps). If the car still has not exited the track, the race will be stopped (red flag), and the disqualified car will be removed. Then the race will be restarted from the last recorded lap.
- **Did not finish (DNF):** DNF will be per USAC/Nascar Youth Series racing procedure
 - DNF will receive last place points for that race
 - Any car or cars that receive three driver's infraction calls for any reason will be black flagged and scored as DNF.
- Handlers are responsible for getting their car/driver's weight verified after the Heat Race. Following heat and main events, weights shall be verified by another handler or race official.
- Cars leaving the track must do so with caution. Driving through the pits, hot chute or scale area is prohibited; the penalty is a DQ for a race, called by the Track Director.
- Race finishes will be official only after the Technical Committee clears car from impound.
- Handler will be allowed on the track to turn fuel valve on or restart a car that has spun. No working on the car or it will be a DQ for a race by the Track Director

Awards

Novices

- The entire Novice Class will receive participation awards for each Main Event. The Novice Class is excluded from receiving points towards year-end awards, including Annual Jackets for Trophies indicating year-end position.
- Novices will however, accrue points toward the AQMA Point Championship for purposes of calculating class transfer position.
- Novices that have participated in the minimum number of races or have participated in the majority of the point races available to them after graduation from training, will receive an AQMA point series participation award.

Race Day Awards

- **Fast Qualifier** – (For races in which qualifying is held) The fastest qualifier in each class will be presented with an award.
- **“Record Breaker”** – (For races in which qualifying is held) If a driver breaks a track record at a club race, s/he will receive recognition.
- **“Heat Race Winner”** – Medallions or ribbons will be awarded to heat race winners.
- **“Main Event Top Finishers”** – First through third in the A Main will receive an award.
 - In order to qualify for an award you must finish the race by crossing the finish line on the last lap, and pass all tech requirements.
- **“Novice Participants”** – All novices will receive a participation award.

Year End Awards

- To be eligible for year-end awards: a USAC/Nascar Youth Series driver must have entered, and attempted to race in a minimum of eight (8) Races in a given class (transferring Novices are granted an exception) **AND** be an AQMA member or Associate Member.
- That class must have met the requirements of a minimum class at least six (6) or more times during the racing series.
- **Families must have also met the minimum work requirements to receive any year-end award. Associate Members may complete race day hours instead of work party hours to be eligible for year-end awards.**

Work Party Requirements:

- Participation during AQMA work parties is a requirement of membership.
- All Families must participate in 20 work party hours per year. If 20 hours can't be accomplished, a \$200 buy-out is available.
- Participation outside of the organized work parties (such as regular facility maintenance or special projects) will be considered applicable towards this participation requirement on a case-by-case basis at the discretion of the Vice President, or their designee. The Vice President must also give pre-approval prior to work being done at the facility.

Champion: At the end of the racing season all eligible racers will receive an award in order of which they finished the season based on points. Provided they have raced the minimum number of races required and complete Work Party Requirements to be eligible for awards. AQMA championship jackets will be available.

Championship Tie Breakers

In the event of a tie within any class or class division for overall points championship of the AQMA Club racing season, the tie will be broken in the following order:

- 1st Consideration: Greatest number of first place main event wins
- 2nd Consideration: Greatest number of first place heat race wins
- 3rd Consideration: Greatest number of second place main event finishes

Rookie of the year

- Winners of the award will be determined using average points per competitive race run. If an eligible driver races 5 races, their points total for those races will be divided by 5 to achieve an average points per race. The driver with the highest average will be the winner. There will be 1 Jr. and 1 Sr. Rookie of the Year
- A Red Rookie or Blue Rookie who moved to a competitive racing class that has participated in 5 or more competitive races is eligible for Rookie of the year in that calendar year. A rookie who moves up with less than 5 competitive races would be eligible for Rookie of the year in the following calendar year (**handler must notify tower director that they are asking for consideration**).
- **Eligibility**
 - The Driver must be an AQMA regular member or Associate Member
 - Drivers must compete in a minimum of 5 competitive division races
 - Family must meet work party/hours requirement

Most Improved Driver (Red or Blue Rookie)

- Family must meet work party/hours requirement.
- Voted on by the BOD, Track Director and Flagger
- Winner will be announced at the Awards Banquet and will be presented with an award.

Sportsperson of the Year

- Will be awarded to any non-driver and will be determined and voted on by the BOD.
- Winner will be announced at the Awards Banquet and will be presented with an award.

Race Day Schedule and Format*

*Schedule is subject to change based on weather and event size/car count

- Open practice 7:00am
- Sign Ins/Safety - 7:30am to 8:30am
- Pit Meeting 9am - Heat races will begin immediately after pit meeting

Club Race Fees & Sign In

- Car Fee & EMT Fee is \$40.00 per car per race day. Racing fees include both Rookie and Competitive classes.
- All handlers must sign the USAC/Nascar Youth Series waiver form and wear a wristband.
- Safety: All cars must go through Safety and get a USAC/Nascar Youth Series Safety Inspection Sticker.
- Anyone in the "restricted areas" (where cars are under power) must provide proof of USAC membership, sign the waiver and wear a wristband.
- During driver sign-ins, each family is required to select at least 3 volunteer positions (flagger, scorer, lap counter, track director etc.) during the event. The tower director or track director can assign additional duties as needed if positions are not filled.

- Request for refunds of sign-in fees will only be honored for classes in which the Driver did not attempt to compete by completing one lap under power, or in the case of a 'One Car Class' resulting from all other entries having irreparably crashed or suffered mechanical failure before the first main event provided the class in question had two or more entries at the start of the heat race.
- Non-Sufficient Funds (NSF) Checks will be charged a \$25.00 service fee. The amount of the NSF check and the \$25.00 fee needs to be paid to AQMA via a cashier's check or cash only. Any future events that members may be asked to pay AQMA in form of cash or cashier's check only. If these fees are not paid within 15 days of notice, driver will lose race points for the day. All fees must be paid before the next race. All members must be in good standing with their financial obligations to AQMA before a family can sign in to race or receive a Year End Award.

Late Sign In's

- A late sign-in is defined as: A car and/or driver who attempts to sign in to any class after heat race lineups have been posted.
- Cars and drivers may sign in to an open class any time during the day, (provided they have passed safety inspections), up to the point where that car's class begins its main event. An open class is one in which there are **less** than twelve cars already signed in at the time the late sign in arrives. Late sign-ins will NOT be accepted if doing so would result in a class ending up with more than twelve cars.
- After heat race line-ups for the class have been posted, late sign-ins will still be accepted under the terms above, provided that adding the late sign-in to that class will not alter or change already posted line-ups.
- All late sign-ins will start in the back of their respective heat races, driver will not receive passing points (Main Event, if Heat is missed or not scheduled) in order in sign-ins.

Race Format

Race format will follow USAC/Nascar Youth Series .25 midget racing procedures

Judging

Following USAC/Nascar Youth Series procedure, there will be no judges, and all calls will be made by the Track Director following the USAC/Nascar Youth Series procedures.

Race Lengths – Per USAC/Nascar Youth Series

- Heat Races
 - 10 Laps - Rookies
 - 15 Laps - Junior Classes
 - 20 Laps - Senior/Heavy Classes
- Lower Mains
 - 15 Laps - Rookies
 - 20 Laps - Junior Classes
 - 25 Laps - Senior/Heavy Classes
- Main Events
 - 20 Laps - Rookies

- 30 Laps - Junior Classes
- 40 Laps - Senior/Heavy Classes

Lineups

- Heat Races - Pill Draw
- Main Events – Passing + Finishing Points
- If there are only 8 drivers signed in, then one heat will run and ALL cars will run in the Main. If there are more than 8 it will be divided into two groups, or the amount of groups needed to accommodate all the drivers in that class.
- If there are 8 drivers signed in for Novice classes, all 8 will race together, more than 8 will be divided into two groups, or the amount of groups needed to accommodate all drivers in the class.

Lower Main Races

In the event that any class has more than 12 entered, the USAC/Nascar Youth Series Lower Main procedures will apply.

Starting the Race

During all races, as soon as all cars making the call are on the track, the starter will display the green flag as soon as a reasonable lineup is achieved.

Courtesy Laps

There will be 5 courtesy laps given which start after lineup is set. For the courtesy laps to apply to your car you must have been involved and taken damage in the yellow. A car that wasn't involved in the yellow can still come into the pit, but will not be given the 5 laps.

Class Transfers

- **Transferring from Rookie to Honda Class**, drivers will be allowed to transfer the points they have earned in the Novice class up to an amount equal to the lowest points driver with the same number of races entered.
- **Rookies transferring into BOTH a Honda and Animal class** will receive transfer points into only one class, as determined by the Handler. The Handler is responsible for notifying the Tower Director of their choice at the time of signing in at their first Honda or Animal race, PRIOR to heat races.
- **If not notified, the Tower Director will carry the Novice points to the Honda Class**
- **On transferring between class divisions** (Light to Heavy, or Junior to Senior) a driver will be allowed to transfer the points they have earned up to an amount equal to the lowest points driver with the same number of races entered.

Weight Rules: USAC/Nascar Youth Series weight rules will apply.

Work Rule/Handler:

- All handlers and drivers will observe the USAC/Nascar Youth Series Work Rule, as written in the official rules (no club may overrule).
- Two Handlers per car may be in the hot chute, and up to four Handlers may work on any one car in the hot chute area.

Technical Inspections and Protests

- Classes to be tech'd will be chosen by random drawing or at the discretion of the Technical Director or his designee.
- Top 3 finishers in each class and fast qualifiers, if qualifying has occurred, will report to impound.
- Any Driver/Handler refusing tech inspection will be disqualified.
- All protests should be to the Track Director and follow USAC/Nascar Youth Series procedures.

Unacceptable Behavior

- Any person(s) who at any time causes a scene or disturbance before the public may be escorted from the race facility. USAC/Nascar Youth Series Code of Conduct procedure will be followed. Public verbal or physical abuse of a driver by his handler also will **NOT BE TOLERATED**, and will result in the same action as above.
- When racing or qualifying is in progress, the Tower is unconditionally **OFF-LIMITS** to all persons except designated track and tower officials.

Facility Rules

- No dumping of hazardous waste is allowed at the facility. Hazardous waste is defined as but not limited to: oil containers, tires, fuel and fuel containers. Do not dispose of tires in the Dumpster or Garbage Cans.
- No dumping of RV waste is allowed. Penalties and clean up fees may be assessed by the AQMA Board of Directors.
- All bikes, skateboards or any other type of wheeled toys are allowed in the parking lot. A helmet must be worn and all Park Rules must be followed.
- All handlers and drivers are responsible in helping to clean up on race days and for cleaning their own pit area. All pit areas should be cleared of tire scrapings and disposed of accordingly. Do not dispose of scrapings in the garbage can or dumpster.
- All EMT procedures will be followed. In the event the EMT advises against continued racing for the day, the Driver may not race. In the event the EMT advises to seek medical attention, the driver must leave the facility. This is NOT NEGOTIABLE