



Grand Prix Racing Rules

Team Qualifications

- All Grand Prix team members will have an OZ-E Kart licence.
- Only the registered team drivers and reserves may compete.
- Cost per night is \$56 per team (standard karts).
- Drivers racing on finals night must have raced at least 3 heats during the season.
- Each team will race one round per night.

Race Rules – Track

1. All General Hire rules apply. Failure to obey these rules will incur penalties*. **SGP** or **OLP** will apply, at the Track Marshall's discretion. (Please read all rule boards carefully.)
2. If a crash occurs in the first lap, the race will be re-started.
3. Tapping is racing! However, the driver being 'tapped' must show some control of the kart. Pushing or shoving karts offline or into tyre barriers is not acceptable racing etiquette. **CF** or **SGP** will apply at the Track Marshall's discretion. (Caution Flag will be displayed once, 2nd offence will incur SGP.)
4. Passing when a yellow track light is displayed will incur a **SGP**.
5. All drivers must come to an immediate stop when a red track light is displayed. The race will be restarted in current pole positions as determined by Track Marshalls. Failure to stop immediately will incur **OLP**.
6. When a Blue Courtesy Flag is displayed to a slower driver, that driver will have one lap to let the kart following pass. Failure to let the faster kart pass will incur a **SGP**.
7. Drivers must obey the instructions of Track Marshalls. Failure to comply will incur **2 x OLP**. At the Chief Track Marshall's discretion, Team Captains may discuss penalties with the Chief Track Marshall.

Race Rules – Pit Area

1. Karts will enter Pit Area with caution. Any kart moving in the Pit Area has right of way – entering or leaving.
2. Karts must not hit safety cones, barriers and other karts in the Pit Area. Failure to comply will incur **SGP**.
3. Karts leaving the Pit Area have right of way on the easement lane. Any kart interfering with another kart in the easement lane will incur a **SGP**.
4. The kart will stop under its own brakes. (New drivers will not attempt to slow or stop the kart or grab the seatbelt.) The kart will exit the Pit Area under its own power. Failure to comply will incur **SGP**.

Race Rules – Driver Change

1. Each team driver is required to drive once in each heat. Driver Changes will take place within 2 laps, either side of lap 15, lap 30 and lap 45. (Race durations may change at Track Marshall's discretion.) Failure to comply with driver changes within the driver change window will incur **OLP** for each offending lap.
2. Teams racing with two or three drivers on the night are required to make compulsory driver changes on lap 15, lap 30 and lap 45. Failure to comply will incur **OLP** for each offending lap.
3. Teams racing with only two drivers will also incur a mandatory **SGP** for each driver during the heat. The drivers can nominate which drive session this is to take place.
4. The new driver must produce and place their licence on the board under the correct team kart number. Failure to comply will incur **SGP**.
5. During a driver change, the drivers will enter and exit on the safe side (the non-track side) of the kart. Failure to comply will incur a **SGP**.
6. Karts must pull into the most forward and available pit bay. Karts must come to a complete stop within the marked pit bays for Driver Changes. Tyres must not touch front or rear lines. Both of the driver's hands must remain on the steering wheel until the kart has come to a complete stop. Driver's seatbelt must not be released until the kart has completely stopped. One driver's hand must control the seatbelt at all times to avoid personal injury and mechanical problems. The seatbelt must be secured before new driver leaves the pit bay. Failure to comply with these safety rules will incur **SGP**.

Points

1. Points will be awarded after each round.
2. Points from each round will be tallied to the overall points table.

Penalty Definitions* & Flags

SGP – Stop/Go Penalty – Red Flag with Yellow Cross from corners

A Red Flag with a Yellow Cross and a kart number will be displayed to a driver. The driver will then have 2 laps to respond to the penalty. The driver must stop in the designated bay marked by safety cones. The driver must wait for the instruction to leave, as determined by the Track Marshall. The driver must merge back onto track to re-enter race.

OLP – One Lap Penalty

The driver's lap count will be adjusted and reduced on the Timing System as determined by the Track Marshall. The driver's lap count will be displayed on the track scoreboard.

CF – Caution Flag – Yellow Flag with diagonal Black Stripe

A Yellow Flag will be displayed to a driver when a Track Marshall observes behaviour or driving that is outside the boundaries of Good Racing Etiquette.

BF- Blue Flag

A Blue Flag will be displayed to slow drivers creating a 'bottleneck' in the racing. It is intended to help traffic flow only, allowing faster karts to pass. There are specific conditions when this flag will be displayed. It will not be used to assist the Race Leader. It will not be used when karts are challenging each other for position.