



## 2024 NRG Hire Kart Championship

### Regulations

1. Competitor Eligibility
  - a. Minimum age of drivers is 14 years old.
  - b. Drivers under 16 years of age will need to have significant experience or hold an MSUK race licence to take part.
    - i. Any driver under 16 years must seek approval from the organiser before registering for a class.
  - c. Drivers must be fit to drive, drivers who are classed as not fit to drive by the DVLA due to medical issues are not permitted to take part.
  - d. Drivers who take medication that may affect their ability to operate heavy machinery, may only take part if a doctor's letter is provided confirming that they're fit to drive.
2. Classes
  - a. Heavy 85kg+ [minimum weight 85kg with no more than 6kg of ballast]
    - i. Minimum body weight 79kg
  - b. Super 95kg+ [minimum weight 95kg with no more than 6kg of ballast]
  - c. Mid 75kg+ [minimum weight 75kg with no more than 6kg of ballast]
    - i. Minimum body weight 69kg
  - d. Light 65kg+ [minimum weight 65kg with no more than 6kg of ballast]
    - i. Minimum body weight 59kg
3. Format
  - a. There will be two sessions one for Heavy/Super and one for Lights/Mid drivers.
    - i. Races will be mixed grids.
  - b. Each session will consist of
    - i. Drivers Briefing
    - ii. 1x 10m practice and qualifying session
    - iii. 1x 20m race, grid based on qualifying positions.
    - iv. 1x 20m race with the top 15 finishers in race 1 reversed
    - v. Presentation
4. Prizes
  - a. A medal will be given for 1<sup>st</sup>/2<sup>nd</sup>/3<sup>rd</sup> in race 1 and race 2 for each class.
  - b. And end of year trophy will be given to the overall winner in each class.
5. Weight
  - a. The minimum weight is when weighed with full kit and any ballast, up to 6kg.
    - i. Minimum weight does not include the kart.
6. Ballast
  - a. Ballast is the term used to describe any additional weight added to the drivers own weight to reach the minimum weight for each class.
  - b. Ballast must be the form of custom lead blocks, that fit the post provided on each kart.
    - i. The blocks must fit on the post in a manner that allows the fixing pin to be in place.
  - c. or a weighted seat insert, a weighted seat must be covered a tape or carpet to stop damage to the karts fixed seat.
7. Apparel/clothing
  - a. Drivers must wear suitable protective clothing whilst racing.
  - b. All clothing must be in good condition, free from holes, tears.
  - c. Kart suits bearing current registration marks are acceptable, or one-piece leathers (or two pieces provided they are securely "zipped" together). Appropriate race suits are available at the circuit if required.
  - d. Race suits must be securely fastened and must be properly done up whilst racing.
  - e. Waterproof over-suits may be used provided they are over an approved race suit.

- f. Proper racing boots are recommended, all footwear should provide ankle protection.
  - g. Gloves, either fabric material or leather, must be worn.
  - h. Neck braces and rib protectors are recommended, these are not provided by the circuit.
  - i. Drivers must wear a crash helmet that fits correctly and complies with current standards and is correctly always fastened.
  - j. Competitors are required to keep their helmets on, fastened and their other protective clothing in place until they are clear of the boundaries of the racing circuit.
  - k. It is in your own interest to remove phones, watches, coins or cash, and jewellery especially earrings.
8. Hair and religious head coverings
- a. In the interest of your safety long hair must be
    - i. Tied up
    - ii. Tucked in
    - iii. Covered by a balaclava.
  - b. Religious head coverings should be removed and replaced with a balaclava which covers the same areas but is fitted to the head without free-flowing material that could become entangled.
  - c. New balaclavas, hair bands and a place to change can be provided.
9. Entry
- a. All entries will be available online only via the Alpha Club System, this can be accessed via this link, <https://teessideautodrome.alphatiming.co.uk/register/series>
    - i. Each driver will require their own Alpha account with a unique email address.
  - b. Drivers will be required to join the championship first and pay a registration fee of £20 to secure their number and a number board at the first round.
    - i. Entry for the first round will be available to enter online.
  - c. Entry to each round will be online and will open at the completion of the current round.
  - d. Entry is on a first come bases.
  - e. Each race will have a maximum of 35 drivers.
  - f. Cancellation of entry any entry cancelled a minimum of 14 days before the meeting will be refunded, after the 14 day cut off but more than two days before the meeting, the entry fee will not be refunded but credited to the drivers alpha account to use for future events. Drivers who cancel with in two days of the meeting will receive no refund or credit.
10. Entry Fee
- a. Each round will cost £65 per driver.
  - b. Entry fees are non-refundable.
11. Signing on
- a. A signing on link will be emailed to each competitor two days before the event, signing on will also be available in the drivers Alpha account with out the email link two days before the event.
  - b. By signing on you are undertaking to comply by the regulations set out in this document and instructions given by members of the Teesside Karting Staff.
12. Check in
- a. On arrival at the circuit each driver will need to check in with reception and collect a transponder and transponder holder.
  - b. Transponder should be worn on the left leg close to the ankle under the race suit.
13. Briefing
- a. All competitors are required to attend the briefing before entering the circuit.
14. Karts
- a. Each driver will be randomly allocated a kart for the practice and qualifying session
  - b. The driver has the right to change this kart if they are not happy with it
    - i. After lap two of the session – i.e. drivers need to have completed two laps testing of the kart before coming in to the pits
    - ii. Drivers need to give a suitable explanation of the problem with the kart, so if it is a mechanical issue , rather than preference, the kart can be returned to the Mech Bay for repairs.
  - c. Please note that there are only a limited number of karts available, so if you are changing your kart multiple times or a number of people in front of you have changed karts, you may be getting in to a kart someone else has already changed.
  - d. Drivers that come in to change their karts will not have any laps added back
  - e. In the case of mechanical failure drivers will not have any laps added back
15. FORMAT

- a. Kart allocation
  - i. Each driver will be given a random number at the gate when entering the pit lane this will be the number kart they will be racing in the first session.
- b. Practice / Qualifying
  - 1. 10-minute practice and qualifying session
  - 2. Session starts when first kart leaves the dummy grid
    - a. The fastest lap in this session will qualify on pole for the first race and the slowest qualifying lap will put that driver in last place.
  - 3. The results of qualifying determine the starting order for race 1.
  - 4. Drivers will be stopped on the Dog Leg after the chequered flag, and then grided on the start/finish straight
- c. Race 1
  - i. 20-minute race
  - ii. Race starts with dropped green flag
  - iii. Race finishes with chequered flag shown on the Digi Flag
  - iv. Drivers will be stopped on the Dog Leg after the chequered flag, and then grided on the start/finish straight.
    - 1. The top 15 drivers will be sent forward on to the grid
    - 2. They will then, when signalled, get out of their kart, taking with them their number board, ballast and R-CLIPS to the kart they are swapping in to.
- d. Race 2
  - i. 20-minute race - grid from race 1 – top 15 reversed [see reversed grid section]
  - ii. Race starts with dropped green flag
  - iii. Race finishes with the chequered flag shown on the Digi Flag
  - iv. When chequered flag is shown drivers should complete a slowdown lap then come back in to the pits.
- e. Post Race
  - i. All drivers will be weighed and their weight recorded.
    - 1. Any drivers who fail to make the weight for their class will be disqualified from the meeting
  - ii. Ten minutes after the race hot dogs with tea/instant coffee and water will be available in the café for all drivers.
  - iii. Once the results are finalised the presentation will take place in the café.
    - 1. Medals will be given for 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> in each sub class for race one and race two

## 16. PENALTIES- flags

- a. All Warning, Black Flags and Penalties in race will be shown on the DigiFlag in the race.
  - i. Warnings
    - 1. Drivers will see race number of the driver receiving the penalty shown under the Warning Flag.
    - 2. Drivers should acknowledge the Warning.
    - 3. Drivers are not required to leave the circuit but should adjust their behaviour and driving accordingly.
  - ii. Black Flag
    - 1. Drivers will see the Black Flag shown on the Digi Flag with the race number shown underneath.
    - 2. Drivers should acknowledge the Flag
    - 3. Drivers should immediately return to the pits.
      - a. An Official will meet the driver and explain the problem.
    - 4. Depending on the offence the driver may be allowed to continue to race at the discretion of the Official.
      - a. If the Official's decision is that the driver can no longer be allowed to carry on racing they should calmly leave the pits.
  - iii. Pen Flag
    - 1. When the Officials decide to give a time penalty to a driver, this can only be added at the end of the session, but we will show the penalty sign with the driver's number on the Digi Flag.
  - iv. Mechanical Flag
    - 1. Drivers will see the mechanical or technical flag shown with a race number underneath
    - 2. Drivers should return immediately to the pits.
      - a. If signalled to pull over on track they should do so.

v. Change of Surface Flag

1. If the conditions on track change quickly the change of surface or slippery surface flag will be shown to all drivers for two laps at the discretion of the Official.

17. PENALTIES – application

- a. Penalties such as listed are shown on the results postrace.
  - i. Disqualification
  - ii. Exclusion
  - iii. Time penalties
- b. Below is a chart of infringements and the resulting penalties – this list not exhaustive and the Official is at liberty to apply these and any other penalties at their discretion.

INFRINGEMENT	PENALTY
ABC - Advantage by contact – first offence	<b>Warning and a 5-second penalty</b>
ABC – Advantage by contact – second offence	<b>Black flag – DSQ</b>
Driving in an unsafe and reckless manner	<b>Warning/black flag/DSQ</b>
Aggravated contact	<b>Black Flag/ DSQ from the meeting</b>
Failure to make the grid	<b>Start from the back of the grid</b>
Jumping the Start	<b>5-second penalty 1<sup>st</sup> offence/ 10 second 2<sup>nd</sup> offence</b>
Spinning out on the warm-up/rolling laps	<b>Start from the back of the grid</b>
Not attending the briefing	<b>£50 fine</b>
Failure to comply with flag signals – first offence	<b>Warning – 5-second penalty</b>
Failure to comply with flag signals – second offence	<b>Black flag – 10-second penalty</b>
Failure to comply with flag signals – third offence	<b>DSQ</b>
Overtaking or failure to slow down after chequered flag	<b>Up to 5-second penalty</b>
Drugs and alcohol	<b>Exclusion meeting – possible Championship</b>
Drugs and alcohol – pit crew/Family	<b>Exclusion</b>
Aggressive and/or abusive behaviour	<b>Exclusion</b>
Aggressive and/or abusive behaviour – pit crew/family	<b>Exclusion</b>
Failure to obey an official of the meeting	<b>Exclusion from meeting</b>
Underweight	<b>DSQ from event – no points</b>
Unsporting conduct on or off the circuit	<b>At the discretion of CoC</b>