

2018 - Selinsgrove Raceway Park Go Kart Rules

AREAS HIGHLIGHTED IN RED ARE CHANGES FOR THIS SEASON

1. **PLEASE READ SELINGSGROVE RACEWAY PARK GENERAL RULES**
2. Age requirements/restrictions are listed in the General Rules.
3. All rules subject to change without notice. Raceway Park official's interpretation of rules is final.
4. Weekly classes can be found in the SRP section of SelinsgroveSpeedway.com
5. All karts are subject to safety tech after the initial safety tech by track to start the season.
6. All numbers on karts must be large, legible and on all four sides of the kart. Letters are permitted only if they are the same size as the numbers. If the scorers cannot see or read the numbers and letters on your kart, you will not be scored.
7. All engines **MUST** be shut off prior to crossing the scales. Any kart that does not make weight will be scored last for that event.
8. If you change a kart or an engine after it has already been qualified, you will automatically start on the rear of the field.
9. The racetrack has the right to tech (tear down) anyone at any time. If your kart is found illegal after a tear down, you will be disqualified for that day's event, and will not receive any points.
10. All weights must be bolted and cotter pinned, or double nutted. They must be painted white. You will be disqualified if weight falls off while you are racing.
11. There will be a 1 minute 30 second grace period for karts to be on the track for their scheduled event. The clock starts when the last kart already in the grid enters the racing surface. If your kart is on the track within the first 30 seconds of the grace period you will retain your scheduled starting position. After the first 30 seconds of the grace period all karts entering the racing surface will fall to the rear of the field. The grace period will only be given if a race team notifies the official working the grid that they will be late. Notification must be made before the last car already in the grid enters the racing surface and passes the flag stand.
12. Minor repairs (NO Tire Changes) may be done on the track during caution flags provided said work does not cause extra caution laps. You will restart at the rear of the field. If you cause us to take an extra caution lap you will be disqualified. The exceptions are replacing a chain, replacing a spark plug or re-starting your engine where you will be given 1-lap even if it delays a start or restart..
13. All Rookie and Kid Kart divisions will be permitted to restart their engines one time at the start of an event prior to the initial green flag, without losing their starting spot.
14. Complete restart until a lap has been completed, after the second try we will line up single file.
15. **All WKA tech rules apply for all animal and flat motors except for their "Cage rule" for Cage karts.**
16. **All AKRA tech rules apply for all clone motors. NO NKA camshafts.**
17. Mufflers are mandatory.
18. All Kart classes (except Kid Karts) are required to run **Burris** tires
19. **TECH:** The number of classes, specific classes, item(s) to be checked and the number of karts to be checked will be determined at the discretion of the tracks technical inspector. Any kart owner or driver who refuses to put their kart thru tech will be disqualified from and lose all points and/or awards from the event. Any kart failing tech will cause the driver to be disqualified from and lose all points and/or monies from the event. In addition each time a driver fails tech they are subject to one additional random tech during the season for each failure regardless if their class is being teched that event or not..
20. **POINT DROPS:** Every driver will be required to drop their two (2) lowest earned point events from their season standings in each class they participate. These could include low point nights or nights that a driver was absent. In other words if we run 15 nights during the season each driver will only count up to their 13 best results. Two (2) caveats will limit which nights can be dropped. 1). No driver may drop any night on which the track is only awarding "show up" points (e.g. Firecracker night, etc.) and 2) no driver may drop a night that they received any type of point reduction due to a disqualification.

PROTESTS:

*All protests must be presented to the Tech Inspector within 5 minutes of the completion of the race

event. At this time, if it is a complete protest, the protestor and protestee's karts will be required to be parked at the specified tech area for tech inspection. The protestor will be the first to be teched.

1. If protestor is illegal and protestee is legal - Protestee will receive the \$75.00 protest fee.
2. If protestor and protestee are both illegal, the \$75.00 fee will go to the points fund.
3. If protestor is legal and protestee is illegal, protestor will receive the \$75.00 fee.
4. If protestor and protestee are both legal, the protestee will receive the \$75.00 fee

*The protested driver/kart must finish within two positions "ahead" of the protestor.

*If you are declared illegal on two occasions, you may be suspended from two race events. It will be at the tech person's discretion if there was the intent to cheat.

TYPES OF TECH INSPECTION:

1. COMPLETE - The protest must be submitted by the driver of the kart in writing, in addition to \$75 in cash, which will be held in the tower until a final decision is made on the protest. When engines are part of the protest, all parties involved will be teched by WKA rules. Any refusal of an engine tear down by driver or owner will automatically result in the loss of total points for that event.
2. SIMPLIFIED - The protest must be submitted by the driver of the kart in writing, in addition to \$50.00 in cash, plus the cost to analyze fuel if required, which will be held in the tower until a final decision is made on the protest. This tech involves checking the fuel or the restrictor.