



2023 Series Rulebook

***All changes will be noted in red. Updated 7/28/2023**

Section 100 – Race Procedures

100.1 Qualifying Procedures

- Qualifying session will be run as an open timed session.
- Grid order and release is at the discretion of each racer.
- Bump drafting is allowed, but push back rules do apply.
- No blue flags will be given in Qualifying.
- Push back bumper rules shown in 200.1 will apply to qualifying sessions.
- **Once you exit the track to the pits, your session is complete, and you may not re-enter the track during that session or in the next group (if there are multiple groups for your class)**

100.2 Race Start Procedures

- Racers are to stay within their columns **until the green flag flies.**
- Exiting the columns prior to the **green flag** may result in a 4-position penalty, at the discretion of the race director.
- The front row will be allowed two starting attempts – if the second attempt is waived, the front two rows may be inverted, at the discretion of the on-track race director.
- **A start zone will be used for each track, which will be indicated by cones. The chief starter can wave the green flag at any point in that zone.**
- **Starts are waived off at the discretion of the chief starter.**
- **Laps will count for starts that are waived off.**

100.3 Race Procedure

- Race day format consists of 2 Practices, 1 Qualifying and 2 Finals
- Final 2 grid will be set by fast times from Final 1
- Race officials will make their best effort to warn slower drivers with use of the blue flag. The blue flag is an advisory flag only. Drivers receiving the blue flag should be alert for faster drivers approaching from behind. The responsibility for making a clean pass of a slower driver that has received the blue flag lies solely with the passing driver.
- No passing is allowed under yellow flag, a driver may be penalized for gaining an advantage under a local yellow.

- Once you exit the track to the pits, your session is complete, and you may not re-enter the track.

100.4 90 Second Rule

- If a racer is unable to make it to the starting grid or has a mechanical issue for the designated starting time for that session – the racer will have 90 seconds to try to resolve the issue.
- Only applies to competitive on track sessions, Qualifying and Finals
- The grid may be released at the designated start time for Qualifying, but any late drivers to the grid will have up to 90 seconds to enter the track safely.

100.5 Post Crash Incidents

- Nobody is allowed on track except the race officials and approved series photographers – no parents unless called on track by race director.
- Series will not use full course cautions – instead will red flag the race if needed
- If a driver exits their kart, their race is complete. Drivers are not permitted to restart their engines if it has died.
- Corner workers are not permitted to restart any engines after an incident. They are only permitted to help clear karts. Their safety is a priority.
- Drivers are responsible for their re-entry onto the track in a safe manner.
- If you crash and are unable to continue, please remain in the kart until a race official arrives.

100.6 Wet Weather

- A race will be declared dry or wet by the Race Director
- If a transition is needed, 15 minutes will be allowed to make the change over.
- If a race is halfway or beyond before transition, the race is considered complete.
- If a race is transitioned prior to halfway, a single file restart will occur based on the previous lap.
- Spec rain tire: Hoosier WET (4.5/4.5- Rookie; 4.5/6.0- Junior, Senior, Heavy, & Masters)

100.7 Red Flags

- Full course cautions will NOT be utilized, and we will use red flags if needed.
- If the red flag occurs on the opening lap, a complete double wide restart will be given.
- If a red flag occurs before halfway, a single file restart will be given.
- If a red flag occurs after the halfway mark, the race will be considered complete.

100.8 Podium Ceremonies

- Podium ceremonies will begin once tech is complete.
- Driving suits or jackets are required and must be completely on for the podium presentation.

Section 200 – Penalties

200.1 Push Back Bumpers

- Push back front bumper brackets will be required on all karts
- Penalties will be assessed in all competitive sessions, starting with Qualifying

- The series will utilize a push back bumper no-go gauge to evaluate if a bumper is pushed in far enough to warrant a penalty
- No zip ties or tape may be used on the upper or lower front bumper tubes, brackets or clamps
- Only 2 CIK latches may be used to fasten the front bumper
- No tape may be used on the fairing/bumper connection point
- Drivers (crew for the younger categories) may be asked to release the clamps by hand post-race as a tech item
- If a driver attempts to fix their pushed-in nose while on track or in the scale line, **they will be disqualified.**
- **Push back bumper penalties are appealable. See 400.1.**

Qualifying Penalty

- One side pushed in: 2 position penalty.
- Both sides pushed in: 4 position penalty

Race Penalty

- One side pushed in: 2 position penalty.
- Both sides pushed in: 4 position penalty

200.2 Avoidable Contact

- Important note: not all contact requires action – racing is a sport of inches and accidental contact happens.
- Intent is not a deciding factor in if contact is deemed avoidable or punishable.
- Avoidable contact levels are at the complete discretion of the on-track and off-track race directors.

Level 1 – Warning

Driver made contact and caused a disadvantage to the driver in front

Level 2 – Timed Penalty

Driver made contact and caused a disadvantage and/or gained advantage to a driver in front through contact deemed avoidable.

Level 3 – Position Penalty

Driver made contact and caused a disadvantage and/or gained advantage to a driver in front causing them to lose multiple positions – offending driver is penalized one position behind the receiving driver.

Level 4 – Disqualification Penalty

Driver made egregious and/or malicious contact with another driver.

200.3 Blocking

- A proactive effort in blocking to defend your position is allowed – each driver is allowed one move only.

- A reactive effort to block another driver already in the process of making a pass is not allowed and is subject to a position penalty at the discretion of the race director.

200.4 Flags

- Racers can receive a mechanical or “meatball” flag if:
 - lead weight falls off during a race
 - Lead weights must be white with proper kart number on them
 - bodywork comes completely off during a race.
 - exhaust silencer is loose or falls off during a race.
 - Rear bumpers becoming detached on one side, at the discretion of the race directors.
- A driver will have up to 2 laps to respond to a mechanical flag. As the driver crosses the start/finish line for the third time, they will be black flagged.
- Drivers shown the black flag will no longer be scored and are required to exit the track immediately.
- Failing to respond to the mechanical or black flags may result in a further penalty. Please see 200.7 Code of Conduct.

200.5 Weight & Scaling

- Racers must scale at, or above the minimum weight for all competitive sessions.
- The driver will get two attempts to roll off the scale, zero and reweigh.
- A driver that weighs light in Qualifying will have all times removed from that session.
- If a racer weighs light during Final 1, they will be disqualified from that session and have all times removed when determining the starting grid on Final 2
- If the scale line is backed up, it is possible only the top 10 karts will be scaled.

200.6 Tires

- New tires are not required at any time during the race weekend.
- Tires will not be painted after sessions.
- If a racer decides to use new tires, they can only do so in Practice and Qualifying – new tires are not allowed on the Race grid.

200.7 Code of Conduct

- The series requires individuals to conduct themselves in a respectful manner towards officials, staff, competitors, and crew.
- Drivers are expected to obey and respond to flags shown by the chief starter and/or corner workers.
- Drivers can be penalized if their actions, or the actions of their crew, are not respectful and in accordance with the above. Video evidence may be used for review in potential cases of unsportsmanlike conduct.
- Violations for on or off-track actions include but are not limited to: physical violence, verbal abuse, threats, intimidation and excessive profanity.
- Penalties for violating Code of Conduct are as follows:
 - 1st offense: warning, probation if minor offense
 - 2nd offense: disqualification for the day (both races; cannot drop)

-3rd offense: suspension (at series discretion; races, season, etc.)

-4th offense: permanent removal from series.

- All penalties assessed are at the discretion of the Ignite Challenge staff and are not appealable following initial review.

200.8 Disqualifications

- Only disqualifications from a scale infraction may be dropped in the point standings.
- No other disqualifications may be dropped.

Section 300 – Tech

300.1 Numbers

- Numbers 0-999 & 00-09 are permitted.
- Numbers with letters are not permitted.
- Numbers must be legible and have a contrasting background. If the race directors cannot read your numbers on track, you will be asked to change them.
- The #1 is reserved for the class champion from the previous year.

300.2 Removable Seat Inserts

- Removable seat inserts are not permitted.
- Adhesive foam seat padding is permitted.

Section 400 – Penalty Protest & Appeals

400.1 Appeal Submission

- **Only pushback penalties (200.1) and code of conduct (200.7) incidents may be appealed.**
- **Video review will be conducted by the series director. Onboard footage, such as GoPro videos, are permitted. However, any video not accessible to all parties will not be permitted, such as videos shot with an iPhone. You must have a proper SD card and/or adapter to plug into the series director's laptop. Footage will not be reviewed from the camera.**
- **No pushback penalties from Lap 1 of a race can be appealed.**
- If a penalty is assessed, the driver will receive a written penalization form at the scales immediately following their race.
- Racers, parents, and crew may fill out and submit a written appeal via the form provided by the Ignite Challenge **within 30 minutes of that race.**
- All written appeals must be accompanied by a \$100 appeal fee. If the appeal is successful and the original penalty is reversed, the \$100 fee will be returned to the appealing driver. If the penalty is upheld, the \$100 appeal fee is not returned.