

# **RULES & REGULATIONS OF VOLUSIA SPEEDWAY PARK / KARTING**

- The following procedures & rules will be followed by all participants as well as all officials before, during and after all events. When entering VSP the driver (unless a minor) becomes sole spokesperson for themselves, crew, family, and race team.
- All drivers must register and complete the appropriate track forms prior to entering the track. If the driver is a minor, a birth certificate and a Parent or Legal Guardian consent form must also be submitted. All drivers must be signed in: meaning registered and paid for all classes entered, prior to entering the track.
- **PARTICIPATION**
  - \$10 pit passes for anyone racing.
  - Free- Children 5 and Under
  - \$35 Entry PER CLASS
  - \$10 Transponder
- **RACING FORMATING**
  - Practice, One (1) 8-10 Lap Heat and a 12-25 Lap Feature
  - Automatic Pill Draw will be pulled to determine your Heat race lineup.
  - Any classes having over 12+ entries will be split into multiple heat races.
  - All karts must go through safety inspection and have an inspection sticker visible before entering the track.
  - Championship points will be award for feature finishes only.
- **SCORING PROCEDURES**
  - Numbers must be displayed on ALL Four (4) sides of the kart. The numbers must be in contrasting color and be visible. If the scorekeeper cannot read your numbers, you will not be scored.
  - All transponders must be mounted on the left front nerf bar near the front of the kart. If a transponder is not mounted correctly, and does not register, your kart may not be scored.
  - Transponders are to be mounted safely on kart and located no less than 9” to the rear of the centerline of the top of the kingpin to leading edge of the transponder.
- **RACING PROCEDURES / GENERAL RULES**
  - All weights on kart must be painted white with the kart’s racing number on each weight. The weight must be securely bolted to the kart frame or the seat. Weight may NOT be bolted or tied to the kart body work.
  - No overhead spoilers/ wings permitted.
  - All karts must have rear bumpers. Please see “classes” section of this rule book for additional information.
  - All karts with driver must meet minimum class weight and kart requirements after the heats and feature race or will be disqualified.
  - The driver should have the following safety equipment: Snell 2010 24.1 or higher approved helmet, abrasion jacket, racing jacket or Nomex suit, gloves, closed toed shoes, neck support or brace while on the track at all times, also Rookie, JR-1, JR-2, Must have chest protector.
  - Racers are to line up on the starting grid in the order that is posted on the line up board at the score tower.
  - There will be one try at a double file start. If not able to start on first try, we will go to single file original line up. After one to go notice is given, either on double file initial start or single file complete restart, no restarting of karts allowed. On single file start, track will stay green unless track is blocked or a competitor is at risk or injured. No slingshot starts allowed. On restarts karts may only be started by duly assigned personnel.
  - Any kart causing 2 intentional cautions in one race will be asked to leave the track surface for that race.

- If the leader is taken out by a lapped kart, the leader may get his/her position back. This is a race director call.
- The flagman and/or race director have the right to single file the field if the race cannot be started after 2 attempts.
- If the same driver(s) are causing the restarts, the flagman has the right to send the driver(s) to the rear. All positions will be moved forward.
- If there is an accident or debris on the track, a yellow (caution) flag will be displayed, all drivers must slow down to a pace speed.
- The restart will be determined by the order of the last completed lap and the racer(s) who brought out the caution will restart in the rear of the field.
- A lap is considered to be complete when all karts on lead lap have passed the finish line or scoring loop.
  - The lineup will be determined based on who crosses the finish line under green.
    - All cars not crossing under green will be lined up based on their last green flag lap
- The lead kart is responsible for setting a reasonable pace for the rest of the field. Anyone caught jumping the start will be sent to the rear of the field.
- Any racer who is considered by either the flagman or race director to be driving in an inappropriate unsafe manner, will be shown the black flag and must exit the track immediately for that race. The driver will be given 0 points for that race. If the racer is black flagged for equipment problems, the racer will be given last place points for that race.
- Aggressive driving will not be tolerated. Anyone who intentionally “takes out” any other racer will be sent to the rear of the field or be black flagged. Disqualifications due to not making weight, being black flagged due to rough driving, intentionally rear-ending other drivers during and/or at the end of the race or technical disqualifications will receive zero (0) points for that race.
- In the event of an accident, we realize that family and friends are concerned, however, please do not enter the track until instructed to do so by the track officials. This helps us to prevent other accidents from happening and getting the proper medical attention to the racers. Only immediate family will be permitted on the track when the track official signals the “ALL CLEAR”.
- If you have mechanical problems and can’t maintain a safe speed exit immediately to the pit area. If you are unable to reach pit road, take your kart to the infield.
- After the heats & feature races all drivers are to report to the scale area. After the feature, the top 3 karts must report to the designated tech area immediately after being weighed at the scales.
- VSP has an OPEN TIRE policy
- NO ONE is allowed to enter the track unless given permission by the race director or official.
- The following will result in suspension from VSP property immediately: use of any controlled substance: marijuana, cocaine, driving under the influence of alcohol. There are NO EXCUSES AND NO EXCEPTIONS TO THIS RULE! Anyone caught with an illegal substance will be turned over to the local law enforcement agency.
- Anyone caught dumping oil on the ground will be banned permanently from the property of VSP.
- Arguing, threatening, or fighting will not be tolerated, whether it be directed at a race official, fellow competitor, or spectator.

- **PROTEST**

- All protests must be brought up immediately following the race. They must be delivered to the race director in writing within 15 minutes after the original protest. The written protest must include the specific reason for the protest, driver who is protesting and the driver being protested. This must be completed and in the race director’s possession within 15 minutes of the completion of the race being protested. The fee for a protest is \$150.00 which is due at the time the written protest is turned in. Both the protested and the protestors kart must be left in the tech area while the written protest is written up and until the tear down and subsequent ruling is made.
- IF the protested driver (kart, motor, etc.) is found to be in compliance with all rules, the money will be distributed as follows: \$50.00 to the track and \$100.00 to the protested driver (kart, motor, etc.)

- The protesting driver must submit his/her kart, motor, etc. for inspection to the protested driver's kart, motor, etc. being inspected.
- The track reserves the right to tear down any kart at any time.

- **DISQUALIFICATION PENALTIES**

- 1st Offense: Loss of that night's points
- 2nd Offense: Loss of that night's points, \$200.00 fine & two (2) race suspension.
- 3rd Offense: Loss of all points for the season, \$300.00 fine, and disqualification for the remainder of the season.
- IN ADDITION TO ANY OF THE OFFENSES, ALL CASH WINNINGS WILL BE FORFIETED. ANY DRIVER/KART THAT IS DISQUALIFIED FOR DELIBERATE AND INTENTIONAL CHEATING AS DEFINED BY THE TECH PERSON WILL BE ASSESSED AN ADDITIONAL \$500.00 FINE.

- **FLAG RULES**

- General VSP Officials will use flags, as set forth in this section, for the purpose of providing drivers with information. VSP Officials may use light signals in addition to or in lieu of flag signals.
- Green Flag (Start of Race) At the beginning of the race, when the starter gives the green flag, karts must maintain position as designated by VSP Officials until they have crossed the starting line. On restarts, all passing will be to the right until after passing the starting line.
- Blue Flag with Diagonal Yellow Stripe (Passing Flag) The blue flag with a diagonal yellow stripe signifies that faster traffic is overtaking the karts being signaled. Karts being given this flag must prepare to yield to overtaking traffic and give 1 full lane to allow safe passage of karts racing for position.
- Yellow Flag (Caution)
  - The yellow flag signifies caution, and this flag will be given by the flagman immediately following the occurrence of the cause for caution. When the yellow flag is displayed, all karts, regardless of their location on the track, will slow down and maintain position with respect to other karts. Restart order will be determined by the last green lap scored and karts causing caution incident will line up at the rear of the field. The VSP Officials have complete discretion to determine the positions of the karts at the time the yellow flag was displayed and to reposition the karts in accordance with their determination.
  - Karts must slow down to a cautious pace on all yellow flags.
  - In the event a caution kart is used, no kart may pass the caution kart unless directed to do so by an Official. Any karts illegally passing the caution kart will be penalized.
  - The starter will signify one (1) lap before the green flag will again be displayed.
  - Pit attendants and mechanics shall not go on the racetrack for any reason, while the karts are racing, or while they are running under the yellow flag. The only time drivers or karts may receive such services is when they are completely stopped and off and outside the racetrack.
  - No pit crews may service or repair any wrecked or damaged kart until the kart has been removed from the racetrack and safely removed from racetrack.
- Red Flag (Race Stop)
  - The red flag means that the race must be stopped immediately regardless of the position of the karts on the track. The red flag shall be used if, in the opinion of VSP Officials, the track is unsafe to continue the race. Karts should be brought to a stop in an area designated by VSP Officials. No repairs or service of any nature will be permitted on any kart on the racetrack.
  - Drivers are to stay in their karts at all times unless directed otherwise.
- Black Flag (Leave Racetrack Immediately)
  - A black flag means to immediately exit racetrack and report to the VSP Official at the tech shed. It does not mean automatic disqualification. At the discretion of the VSP Officials, if the driver does not obey the black flag directive, the driver may then be given the black flag with a white cross to inform the driver that scoring of his or her kart has been discontinued until further notice.

- In lieu of a black flag, VSP Officials may use a blackboard or black flag number indicator in full view of the Competitor on which the number of the kart being black flagged.
- White Flag (One lap to go)
  - When the white flag is displayed, it means the leader has started his or her last lap.
  - No kart may receive any assistance after the white flag has been displayed.
- Checkered Flag (End of Race)
  - When a checkered flag is displayed it means the race is completed. When the lead kart has completed the required race distance, the race will be declared “official” regardless of flag being displayed.
  - When the checkered flag is given to the leader, the balance of the field receives the checkered flag in the same lap. Finishing positions will be scored according to most laps traveled, whether the kart is still running or not.
  - The driver receiving the checkered flag first in any feature race must bring his/her kart to the starting line or designated area and remain there until released by VSP Officials.
- Racetrack Lights
  - When the red light is displayed, it means all movement on the track is to cease.
  - When the yellow light is displayed, it means caution is in effect.

● **POINTS**

- The kart must make an attempt to start the feature event to receive points for that race. The registered driver of the kart will earn points, no switching of drivers or switching of karts during the night of racing will be permitted, i.e.; the registered driver must race the heats and feature in the same kart, the driver cannot race a kart in the heat and switch to another kart in the feature event. Please discuss any concerns with the Race Director.

○ **FEATURE RACES ONLY**

<u>Place</u>	<u>Points</u>	<u>Place</u>	<u>Points</u>	<u>Place</u>	<u>Points</u>	<u>Place</u>	<u>Points</u>	<u>Place</u>	<u>Points</u>	<u>Place</u>	<u>Points</u>
1 <sup>st</sup>	75	6 <sup>th</sup>	50	11 <sup>th</sup>	40	16 <sup>th</sup>	35	21 <sup>st</sup>	20	26 <sup>th</sup>	25
2 <sup>nd</sup>	70	7 <sup>th</sup>	48	12 <sup>th</sup>	39	17 <sup>th</sup>	34	22 <sup>nd</sup>	29	27 <sup>th</sup>	24
3 <sup>rd</sup>	65	8 <sup>th</sup>	46	13 <sup>th</sup>	38	18 <sup>th</sup>	33	23 <sup>rd</sup>	28	28 <sup>th</sup>	23
4 <sup>th</sup>	60	9 <sup>th</sup>	44	14 <sup>th</sup>	37	19 <sup>th</sup>	32	24 <sup>th</sup>	27	29 <sup>th</sup>	22
5 <sup>th</sup>	55	10 <sup>th</sup>	42	15 <sup>th</sup>	36	20 <sup>th</sup>	31	25 <sup>th</sup> +	26	30 <sup>th</sup>	21

- Any driver taking the green flag in a B-Main or Non-Qualifer race and does NOT transfer to the A-Main Feature, will receive 20 points.
- DQs and DNSs will NOT receive any points.
- In the event of a tie for year end points, the championship will be broken by the number of feature wins for the season, then followed by most second place finishes, then third place finishes, etc. until the tie is broken.
- VSP will have a tech person to keep all in check for technical and safety
- Class eligibility will be determined by the age of the driver on VSP first scheduled race date of the season. **THE ROOKIE CLASS:** New drivers will be allowed to participate in this class up to 10 years old with the respective plate. **HOWEVER,** if the driver is not of the age for the class he/she will not receive points or be trophied for that class. In addition, the driver may be asked to move up to their respective class if agreed on by VSP officials.

- **CLASS RULES:**

- **JuiceBox Rules**

- Ages 5 and under (as of Jan 1 2023)
- Radio Flyer ultimate karts only
- Must be original equipment from the manufacturer! **NO MODIFICATIONS!** (this is a performance based rule, this does not include bodies, fairings, steering wheels or decals) parental common sense is necessary
- Plastic tires from manufacturer only
- Helmets Required
- Shoes Required
- 1 Parent on track only
- **NO MONETARY AWARDS**
- Radio Flyer Ultimate Go karts can be purchased on Amazon, Walmart, and the Radio Flyer website!
- Please change the stock number “7” to your favorite number. This help each kid stand out and makes it easier to score.
- Any infractions to the rules will not receive any awards and asked to correct by the next event.
- All tracks and race directors have the right to make adjustments and decisions based off safety accordingly.

- All Kart Classes – Mandatory – Must Have A Race Jacket, Shoes, Socks, Current Snell Helmet, Head & Neck Collar, Long Pants or Race Suite, and Gloves

- All Classes- Must Have Safety Wire on Axel C Clips & Clutch/Chain Guard

Class	Age	Motor	Plate	Weight	Misc. Notes
Rookie Local track gear rule RR Max Circ. 34.5"	5 - 8	Small Pipe (no pill) Shoe Clutch OHV 6.5 HP	Red Plate .375	235	
Junior 1	8 - 10	Clone - Small Pipe Open Clutch OHV 6.5 HP	Green Plate .425	275	
Junior 2	10 - 12	Clone - Small Pipe Open Clutch OHV 6.5 HP	Purple Plate .500	290	
Junior 3	12 - 15	Clone - Big Pipe Open Clutch OHV 6.5 HP	Blue Plate .550	320	
Stock Medium	15+	Clone - Big Pipe Open Clutch OHV 6.5 HP		350	
Stock Heavy	15+	Clone - Big Pipe Open Clutch OHV 6.5 HP		375	
Stock Super Heavy	15+	Clone – Big Pipe Open Clutch OHV 6.5 HP		425	Driver Must Weigh 200

Seniors	35+	Clone - Big Pipe		375	
Predator	15+	212 cc - 6.5 HP Engine Must Stay Stock  Steel Drum Shoe Clutch		375	Not an official Florida Karting Series Class  Disconnected Governor From Outside Only  Disconnect Low Oil Cut-Off Switch  Gas Tank Stays In Stock Location  Stock Air Filter, Spark Arrester, Flywheel, Flywheel Key, Carb Jets  After Market Plugs Are Ok  No Carb Modifications, Top Plates, Fuel Pumps, After-Market Mufflers