



Le Circuit Quyon Racing League

Rules and Regulations 2022

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1. Disclaimer

The Rules and Regulations set forth herein are intended to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for the Le Circuit Quyon (LCQ) Race League. By participating in these events, all entrants are deemed to have compiled with these rules. No expressed or implied warranty of safety shall result from publication or compliance with these Rules and Regulations. These Rules and Regulations are intended as a guide for the conduct of the sport and are in no way a guarantee against injury to participants, spectators or others.

2. Spirit and Intent

Karting is a sport that should be an exciting and enjoyable activity for the whole family.

The primary objective of the Le Circuit Quyon Race League is to provide a safe, affordable and enjoyable environment for the enjoyment of our sport. The following Rules and Regulations are the standard by which LCQ Race League events will be guided. Officials at LCQ events are authorized to decide if a change or design is in violation of, or is an attempt to violate these Rules and Regulations and they can and will disqualify any entry on these grounds. Should participants find any area not spelled out or not clearly defined in this rule book, they are strongly advised to ask for a clarification before they consider implementing any change to their procedures or behavior.

LCQ Race League Officials shall have the right to initiate action(s) correcting a hazardous condition or a condition not in compliance with the Spirit and Intent of these Rules and Regulations. Should a grey area exist, participants will be found in violation of these Rules and Regulations if they do not bring it to the attention of the Officials in advance.

LCQ Race League Officials reserve the right to specify additional rules, or amend existing rules throughout the season as needed.

3. Participant Eligibility

Unless otherwise authorized by event officials drivers must be members of the LCQ Race League Club. Drivers are responsible for the behavior of, and subject to penalties on behalf of, all crew members and guests.

4. Waivers

All drivers must register for the event, and sign the event insurance waiver form before they will be allowed to enter the grid area. Failure to adhere to these requirements will result in penalties as deemed appropriate by the Race Director or other LCQ Race League Officials.

5. Race Officials

Unsportsmanlike or abusive conduct directed towards any Race Official will result in severe penalties and is expressly prohibited.

Officials:

- **Scorer or Timekeeper**
 - The Chief Scorer is the official in charge of scoring and or timing at all LCQ Race League events. All official results will be posted by the Chief Scorer or their representative.
- **Starter**
 - The Race Director, or persons designated by the Race Director will assume the duties of Starter for all races.
- **Race Director**
 - The Race Director is the Chief Steward of all Race Operations. They can implement penalties to drivers if they feel necessary to do so.

6. Race Fees

All race fees are due prior to the first race of the league.

7. Parking and Spectators

Parking and spectating is free of charge at all LCQ Race League events.

8. Classes

Depending on the amount of participants in the league, classes will be divided by age/weight groups.

- Novice/Cadet: 7-11 years of age
- Junior: 12-15 years of age
- Senior: 15 and Up
- Masters : 30 and Up (depending on drivers weight, if they are younger than 30 but are at a major disadvantage, they can join the Masters class)

9. Format of Events

The LCQ Race League will follow the race format of – Practice/Qualifying/Heat - Final.

10. Points

Participants choose 5/10 races to race to be eligible for the 2022 Race League Championship. Whichever 5 they choose are up to them, however, if one event is at capacity, Race Officials at LCQ reserve the right to contact participants to choose other events if the case.

10.1 Points for Qualifying, and Heats will be awarded as follows:

Position	Points	Position	Points	Position	Points
1 st	25	9 th	15	17 th	6
2 nd	23	10 th	14	18 th	4
3 rd	21	11 th	13	19 th	2
4 th	20	12 th	12	20 th and +	1
5 th	19	13 th	11		
6 th	18	14 th	10		
7 th	17	15 th	9		
8 th	16	16 th	8		

10.2 Points for Feature or Final Races will be awarded as follows:

Position	Points	Position	Points	Position	Points
1 st	55	9 th	39	17 th	23
2 nd	53	10 th	37	18 th	21
3 rd	51	11 th	35	19 th	19
4 th	49	12 th	33	20 th	17
5 th	47	13 th	31	21 st	15
6 th	45	14 th	29	22 nd	13
7 th	43	15 th	27	23 rd	11
8 th	41	16 th	25	24 th and +	10

10.3 Calculation Championship Race Entries and Championship Points

The top 10 drivers of the 5 Race Series (based on points accumulated over the season) will go on to race in a championship race at the end of the season. The person to win the final championship race will be crowned the Inaugural LCQ Race League Champion.

10.4 DNF and DNS

Karts classified as DNF (did not finish) will score points towards the championship season total. As this is a rental-kart league, we will try our best to ensure all drivers are able to finish the race if there is mechanical failure.

Karts classified as DNS (did not start) will NOT score points toward the Championship Season total. Therefore, if you were unable to attend an event you signed up for or could not start the

race for some reason, you receive 0 points. In effect, any driver that fails to cross the starting line and take the initial green flag signaling the start of the race, before being lapped by the rest of the field will be classified as a DNS and receive 0 points for the session in question.

11. Drivers Meeting

A drivers meeting will be held in the grid area (or other designated location) before the start of the race event. At this time, the Race Director may establish any special conditions or regulations in force for the event. If you are late or miss the Drivers meeting (start times will be posted prior to the day of the event) this can result in starting last for qualifying and or the final race.

12. Rules of the Pits, Paddock, and Grid

All Drivers and their party are allowed in the pit area. You are only allowed on the Paddock/Grid area if you have signed the racing and are participating in the event.

12.1 Fire Safety

There will be a ABC type fire extinguishers throughout the pits and track for emergencies.

12.2 First Aid Kit

There will be a first aid kit on site in case of any minor injuries.

12.3 Control of the Grid Area

Karts and Drivers will be controlled and directed by the Grid Marshall and Track-side attendant. Karts will not be arranged by Drivers, but rather Race Officials from LCQ Race League.

12.3.1 Gridding Procedure

Karts will be in single file in the pit area. Once qualifying has been completed, Drivers will receive the red flag, are directed to stay on-track, and will be gridded at the start/finish line based on their qualifying times.

12.3.2 Engine Start Procedures

All engines will be started by Track-side attendant. No Race League Participant is to get out of their kart and attempt to start or re-start their kart at any time. If you kart stalls at the start/finish line prior to the start of the heat race, raise your hand and you will be assisted by a trackside attendant.

12.3.3 Restricted Areas

The track, the grid, pit areas and any other are so designated by the Race Director and/or other Race Officials will all be considered Restricted Areas and access to them will be limited to individuals who have:

1. Signed and executed all insurance related documents as required for the event
2. Authorization by event rules or the Race Director to be in that area at that time.

Persons entering a restricted area who do not meet these conditions are subject to immediate removal from the restricted area and such penalties are deemed appropriate by the Race Director and or other Race Officials.

12.3.4 Pit Speed Limit + Exiting and Entering the Track

Drivers must always drive at a reduced to walking-speed and use extreme caution when driving in the pit entry or exit lane.

When exiting the track, all drivers must slow down, move to the outside of the track/off the race line, and put their hand up as a signal to other drivers that they are exiting. All drivers must slow to a walking pace well before they enter the pits.

When entering the track, you will be directed by a Race Official. If you are entering the track while the track is hot (karts on track) stop and wait to be signaled by a Race official before entering.

While in the pits, you must drive at walking speed or slower.

13. General Racing Rules

13.1 Sportsmanlike Driving

The spirit and intent of sportsmanlike race competition requires that drivers strive to avoid contacting or endangering the kart or person of fellow participants, track officials or spectators.

13.2 Course Markings

Course markings such as curbs, pylons, or other markings so designated by the Race Director must be observed by all drivers at all times.

13.3 Unsafe Conditions

If at any point during a race or practice session the Race Director or Race Officials determine that conditions are unsafe, the race will be red flagged. If the unsafe condition is a result of the action of a guest or crew of an entrant, the entrant will be disqualified for the day.

13.4 Starts

All race starts will be standing starts.

13.5 Passing

Caution must be used when overtaking another kart. It is the responsibility of the overtaking kart to attempt and complete any passes in a safe fashion. There must be no contact made during passing manoeuvres, or penalties may result.

All karts must be alert to overtaking traffic and maintain a consistent path on the track

Karts entering a corner together have equal rights to the corner

Certain portions of the track may be designated as *No Passing Zones* by the Race Director, Drivers are prohibited from overtaking or passing other karts in these zones.

13.6 Stopping or Slowing on the Course

Drivers are to signal to the rest of the field if they are going to stop or slow down. Raising 1 hand to signal is ideal. If you are forced to stop on the racing surface, they must raise one or both arms to signal approaching drivers and Race Officials that they are immobile.

Wait for track side attendant or race official to come aide you. Do not get out of your kart at anytime when the track is hot. Only if you are instructed to when it is safe to do so by our track side attendants.

13.7 Red Flags

If a Red flag is displayed on the first or second lap, the session will be completely restarted. In subsequent laps if a session is restarted because of an accident or blocked track, scoring will go back to the last completed lap. All karts will restart in single file.

If a session is 50% or more complete when a Red Flag is displayed, the session will be declared complete and the results from the previous lap will be the final results.

The driver(s) involved in the incident that caused the Red Flag will be penalized by the Race Director.

If the session is to resume or be restarted, the involved driver(s) will be sent to the rear of the field and may restart with the approval of our Race Director or other officials. If the session is declared complete, the involved driver(s) finishing positions shall be at the back of the field in an order determined by the Race Director.