



## 2017 Championship Series Racing Rules

NCQMA will have two separate and distinct point series, the Championship Series and the Summer Heat Series. To be eligible to accumulate points for either series, the participant must be a member of NCQMA and in good standing. If an individual becomes a member of NCQMA after a series has begun, points will begin accumulating at the next series event.

### Associate Memberships

Any family that is a member of USAC and also a member of any other USAC sanctioned track may race at NCQMA, and also practice on the Fridays prior to races, by paying regular race registration and practice fees. Proof of USAC membership must be presented at race registration.

Families wishing to practice at any other time, may join NCQMA as Associate Members for a fee of \$100 per year. Associate Members must be a member of USAC and also a member of another USAC sanctioned track. Associate members do not receive a key, are not awarded points for race finishes, and do not receive a vote at track meetings.

### Series Format

The Championship Series will consist of fourteen (14) scheduled races with a variety of race formats, including heat races with passing points, batch qualifying, and single car qualifying events. There will also be Carolina Cup races which will double as point races for NCQMA members. Drivers must sign-in and participate in ten (10) of the fourteen (14) events in their class to qualify for year-end awards; however, points from different classes or divisions may not be combined.

### Inclement Weather

In the event of inclement weather, the NCQMA BOD will send a mass email and/or utilize other social media (ie website, Facebook) indicating whether racing has been canceled. If the message does not state that racing has been canceled, assume that we will be attempting to race. If racing has not begun and inclement weather is actively still occurring at 2:00 pm, thereby preventing preparation for racing, the race day will be called. The race will be moved to the next available rain date on the schedule.

Please review section on Page 4 regarding new policies with regards to rain shortened events.

### Lap Counts

The following lap counts will be used for all local NCQMA point series races; however, the number of laps, race order, and time limits may be adjusted at the Chief Steward's discretion.

CLASS	DIVISION	HEATS	LOWER MAINS	B MAIN	A MAIN	Cup Race A Main
Rookie	Red	10*	---	---	20*	n/a
Rookie	Blue	15*	20*	20*	25*	n/a
Honda 120	Senior	20	25	30	40	40
Honda 120	Junior	20	25	30	35	40
Honda 120	Heavy	20	25	30	40	40
Animal	Senior	20	25	30	40	40
Animal	Junior	20	25	30	35	40
World Formula		20	25	30	40	40
Honda 160	Light	20	25	30	40	40
Honda 160	Heavy	20	25	30	40	40

\* For the Championship Series, Rookie heat races and mains will have a 20-minute time limit.

NOTE: Other classes for local events will be added as necessary.

## Qualifying

- NCQMA will be using the Mylaps QM Race Scoring Software; therefore all cars will be required to have a functioning transponder registered in the system and mounted to the car with an appropriate bracket and clip anytime they enter the track on race day **during qualifying**, unless otherwise directed by the Chief Steward. (Please refer to the separate Transponder Rules for more detailed information.)
- Track Records will be open only on “Batch” and “Single Car” qualifying days.
- Pill drawn numbers will be used to determine qualifying order.
- In qualifying, the car with the lowest number drawn will qualify first and the car with the highest number will qualify last.
- Single Car Qualifying will consist of three (3) warm up laps and two (2) timed laps, the fastest of which is considered the qualifying time.
- Batch Qualifying will consist of a maximum of four (4) cars on the track at the same time for 1½ minutes. Each lap is recorded and the fastest lap time will be used as the qualifying time. (Please see NCQMA’s Batch Qualifying Rules for more detailed information.)
- If there is a tie in qualifying times, the second fastest lap time for each driver will be used to break the tie.
- When creating main event line-ups from qualifying results, the top (fastest) six (6) qualifiers go to the A Main. Line-ups for the lower mains will be straight up (not inverted), and all transfers from lower mains will be straight up. **After qualifying is concluded, a dice will be rolled to determine the invert, in any. The top 5 cars may be inverted. If the dice lands on a 1 or a 6, there will be NO INVERT.**

## Heat Races

- **Driver-drawn**, random pill draw numbers will be used to determine heat race lineups.
- In heat race line-ups, the car with the lowest number will start on the pole and the car with the highest number drawn will start last.
- NCQMA will be utilizing USAC’s passing point system to determine starting positions in mains. The drivers will receive points for passing as well as for finishing position. Late sign-ins will not receive passing points, but will receive points based upon finishing position.
- In the event of a tie in total heat race points, the driver who first earned the points (i.e., first heat race in the class) shall be aligned in front of any subsequent driver earning the same number of points. Passing points will be based upon finishing order.

Heat Races Passing Points Structure		
Finishing Position	Points for Finishing Position	Passing Points
1	55	
2	52	1 car @ 1 = 1 point
3	49	2 cars @ 1 = 2 points
4	46	3 cars @ 1 = 3 points
5	43	4 cars @ 1 = 4 points
6	40	5 cars @ 1 = 5 points
7	37	6 cars @ 1 = 6 points
8	34	7 cars @ 1 = 7 points
9	31	8 cars @ 1 = 8 points
10	28	9 cars @ 1 = 9 points

- When creating main event line-ups from heat race results, there will be no inversions. Instead, the top six (6) cars based upon total heat race points will transfer directly to the A Main in a straight up order. Line-ups for the lower mains will also be straight up based upon total heat race points, and all transfers from lower mains will be straight up.
- In Junior classes, if more than eight (8) cars sign in, heat races will be split. If 9 sign in, they will be split 5 & 4; 10 cars will be split 5 & 5; 11 cars will be split 5 & 6; and so on.

**Points**

Rookies will not be awarded points for finishing positions since the Rookie class is considered a noncompetitive, learning class.

The one regional race on Saturday, September 2<sup>nd</sup> of the Dixie Shootout Series will be considered a Championship Series points race for NCQMA members. You will receive points based on your finishing position. However, the race on Sunday, September 3<sup>rd</sup> is a regional race only and no NCQMA points will be given.

Points will be awarded to NCQMA drivers participating in competitive classes based upon finishing position as delineated in the table below:

All Classes with 10 cars Single/Batch Qualifying – Transfer 6, Invert Per Dice Roll Heat Races – Transfer top 6, No Inversions Maximum of 11 Cars in A Main only	
Finishing Position	Points Awarded
1	60
2	57
3	54
4	51
5	48
6	45
7	42
8	39
9	36
10	33
NOTE: 1 <sup>st</sup> thru 10 <sup>th</sup> Place decrease by 3 points.	
11	31
12	29
13	27
14	25
NOTE: 11 <sup>th</sup> thru Last Place points decrease by 2 points.	

No extra points will be awarded for fast time or heat race wins.

Code	Situation	Action
-----	Engine Change	Starts at tail of next race in order of engine change. Award points based upon finishing position.*
<b>DNF</b>	Did Not Finish, including Strikes	Award points based upon finishing position.
<b>DNS</b>	Did Not Start Attempted, but did not take green flag.	Award points based upon finishing position.
<b>DNA</b>	Did Not Attempt	Award NO race points.
<b>DQ</b>	Mechanical (dropped part)	Award points based upon finishing position.
<b>DQ</b>	Safety (loss of safety item)	Award points based upon finishing position.
<b>DQ</b>	Flagrant Call	Award points based upon finishing position.
<b>DQ</b>	Illegal (engine/tech item)	Award NO race points. Subject to suspension rules. May <b>not</b> be used as a drop. Can be referred back to the BOD

<b>DNTA</b>	Failure to Participate in Tech – Drop Allowed	Award NO race points/DQ. <b>May be used</b> as a drop. Decision will be at Tech Director’s discretion and can be referred back to the BOD
<b>BOD</b>	Refuse to Participate in Tech – No Drop Allowed	Award NO race points/DQ. <b>May NOT be used</b> as a drop. Decision will be at <b>Tech Director’s</b> discretion and can be referred back to the BOD <b>Refusal of Tech could result up to 30 day suspension.</b>

\*Original engine subject to inspection at discretion of the Tech Director.

### Points Tie Breakers

Tie breakers will be determined by the following:

- 1<sup>st</sup> Tie Breaker: Number of A Main wins.
- 2<sup>nd</sup> Tie Breaker: Number of A Main 2<sup>nd</sup> place finishes.
- 3<sup>rd</sup> Tie Breaker: Number of A Main 3<sup>rd</sup> place finishes.
- Etc.
- **In the event of a tie, the best dropped finish will be considered as a tie breaker.**

### Tires

Qualifying tires must race A-main, right side only, Left side tires when marked must be presented for tech, must be on pit cart.

### Rain Out Policies

NCQMA will follow the following procedure for events shortened by rain:

- If an entire event is rained out and no qualifying or heat races have occurred, we will cancel the event and try to reschedule on one of the rain dates.
- If qualifying or heat races have occurred in some classes, but not all classes, drivers in all class/divisions will be awarded 30 points.
- If all qualifying or heat races have been completed and A-Mains and Lower Mains are rained out, drivers will be awarded the following points:
  - A-Main drivers will be awarded 45 points
  - B-Main drivers will be awarded 21 points
  - C-Main drivers will be awarded 10 points
- If heat races and lower mains have been completed and A-Mains are rained out, A-Main drivers will be awarded 45 points.
- **All drivers that completed their events will receive appropriate points as they finished.**

### Trophies

If the driver meets the minimum number of races and raced in both the rookie and championship classes, that member will have the option to choose **either a rookie participant trophy or a competitive class trophy.**

If a driver changes classes during the season and at year end has met the **minimum race participation** requirement, the driver may choose a participation trophy for the class in which he/she completed the season.

**A Victory Lane Celebration will be held at the conclusion of tech after each Championship race. The top 3 finishers in each race will be recognized.**