

2017 MCQMRA Local Club Racing Rules

(latest revisions shown in **YELLOW**)

To be eligible to accumulate points, the participant must be a member of MCQMRA and in good standing. If an individual becomes a member of MCQMRA after the season has begun, points will begin accumulating at the next club race.

The points championship will consist of thirteen (13) scheduled races, including batch qualifying, heat races, and feature races. At the end of the season, a driver must have raced in at least nine (9) races in a single class to be qualified for a local championship. The lowest three (3) race day points will be dropped when calculating the final championship points total. Points do not transfer between classes if you change classes during the season (ex. Junior Honda to Senior Honda, Blue Rookie to Junior Honda, etc.) NOTE: Some DQ's are ineligible to be dropped (see chart below). Additionally, MCQMRA requires two (2) cars to constitute a class. Two (2) cars are required to start the Heat race for these purposes.

In the event of inclement weather, the MCQMRA BOD will send a mass email and/or utilize other social media (ie. Facebook) indicating whether racing has been canceled or not. 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, which is typically the following day (i.e., Saturday race is rained out and will run on Sunday). If all Heats have been completed and it begins to rain, the race day event will be officially complete. Main event points will revert to Heat race finishes.

MCQMRA Championship awards are rewarded to drivers who compete in a minimum of three (3) races in a class.

MCQMRA uses the MyLaps 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 Race Director or Chief Scorer.

Tire Rule

MCQMRA requires the same Hoosier A35NY1 right-side tires to remain on the car for the entire duration of Qualification, Heat, and A-Main Features. The tires will be marked immediately after qualifying. No right side tires may be changed during the A-Main unless the tire is flat due to an incident on the track. If a car races a B-Main, or lower, then the right side tire(s) can be changed; however, the marked Qual/Heat tire must be placed back on the car prior to the A-Main Feature race. This marked tire must remain with the car or on the pit-cart after the race and for possible tech inspection.

Work Rule

Once the lineup is set on the track, there will be a two-minute work rule. Your car must be on the ground and rolling, prior to the expiration of the two minutes, to reenter the track. The Race Director will have the final call as to whether a driver was on the ground rolling prior to the end of the work rule.

Race Day Schedule

Standard Raceday Schedule

- 8:00am to 10:00am **Open Practice**. NOTE: You must complete Registration prior to practice. Also, a Late Registration is given a "No-Time" and must start at the rear of the Heat.
- 10:00am Track Closes & Driver/Handler Meeting Starts
- ≈10:30am Rookie Practice begins immediately after D/H meeting. A maximum of 4 rookie cars on the track in five (5) minute rounds.
- 11:00am Qualifying Begins. Heats/Features are immediately following Qualification.

Late Raceday Schedule

- 11:00am to 1:00pm **Open Practice**. NOTE: You must complete Registration prior to practice. Also, a Late Registration is given a "No-Time" and must start at the rear of the Heat.
- 1:00pm Track Closes & Driver/Handler Meeting Starts
- ≈1:30pm Rookie Practice begins immediately after D/H meeting. A maximum of 4 rookie cars on the track in five (5) minute rounds
- 2:00pm Qualifying Begins. Heats/Features are immediately following Qualification.

Night Raceday Schedule

- 2:00pm to 4:00pm Track is CLOSED to all practice until 2:00pm on the date of the race. **Open Practice** will begin at 2:00pm. NOTE: You must complete Registration prior to practice. Also, a Late Registration is given a "No-Time" and must start at the rear of the Heat.
- 4:00pm Track Closes & Driver/Handler Meeting Starts
- ≈4:30pm Rookie Practice begins immediately after D/H meeting. A maximum of 4 rookie cars on the track in five (5) minute rounds
- 5:00pm Qualifying Begins. Heats/Features are immediately following Qualification.

Lap Counts

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

CLASS	DIVISION	HEATS	LOWER MAINS	B MAIN	A MAIN
Rookie	Red	15*	---	---	20*
Rookie	Blue	15*	15*	15*	20*
Honda 120	Senior	30	30	30	40
Honda 120	Junior	25	25	25	30
Honda 120	Heavy	30	30	30	40
Animal	Senior	30	30	30	40
Animal	Junior	25	25	25	30
World Formula	Light	30	30	30	40
World Formula	Heavy	30	30	30	40
Honda 160	Light	30	30	30	40
Honda 160	Heavy	30	30	30	40

* Rookie heat races and mains will have a 20-minute time limit. NOTE: Other Classes for local events will be added as necessary.

Qualifying

- Batch Qualifying will consist of a maximum of four (4) cars on the track at the same time for 1-1/2 minutes. Each lap is recorded and the fastest lap time will be used as the qualifying time. In the event that a car causes a yellow flag, the timing clock will be stopped. Once all cars are pushed back off, the clock will resume timing for the remainder of the 1-1/2 qualification period
- A car that goes out onto the track without a transponder during Qualifying will receive a "No-Time", and will start the Heat in the back of the field.
- 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.

Heat & Feature Races

In heat race line-ups, the car with the fastest qualifying time will start on the pole and the car with the slowest qualifying time will start last.

- When creating main event line-ups from heat race results, there will be no inversions. The cars will transfer directly to the A Main in a straight-up order.
- In all **competitive** classes, if thirteen (13) or more cars sign in, heat races will be split. If 13 sign in, they will be split 7 & 6. For the Feature race, the top six cars will be locked in from the Heat, and four (4) cars will race their way in from a B-Main, for a total of ten (10) cars in the A-Main. **Rookies (red & blue) have a max-**

mum of 8 cars allowed to race. If nine (9) or more Red Rookie or Blue Rookie cars, respectively, are registered, then the fastest five (5) cars [by qualifying] will be racing the A-main and the remaining will run a second race. The winner of the second race does not receive a trophy.

Points

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

The Dixie Shootout Series regional races will not be considered for local points.

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

Qualifying Points:

1 st	6 pts
2 nd	5 pts
3 rd	4 pts
4 th	3 pts
5 th	2 pts
6 th	1 point
7 th , or greater	no points

Heat Race Points:

1 st	10 pts	7 th	4 pts
2 nd	9 pts	8 th	3 pts
3 rd	8 pts	9 th	2 pts
4 th	7 pts	10 th	1 point
5 th	6 pts	11 th , or greater	no points
6 th	5 pts		

Main (Feature) Race Points:

1 st	60 pts	7 th	52 pts
2 nd	57 pts	8 th	51 pts
3 rd	56 pts	9 th	50 pts
4 th	55 pts	10 th	49 pts
5 th	54 pts	11 th	48 pts
6 th	53 pts	12 th	47 pts

Code	Situation	Action
-----	Engine Change	Starts at tail of next race in order of engine change. Award points based upon finishing position.*
DNF	Did Not Finish, including Strikes	Award points based upon finishing position.
DNS	Did Not Start Attempted, but did not take green flag.	Award points based upon finishing position.
DNA	Did Not Attempt	Award NO race points.
DQ	Mechanical (dropped part	Award points based upon finishing position.
DQ	Safety (loss of safety item)	Award points based upon finishing position.
DQ	Flagrant Call	Award points based upon finishing position.
DQ	Illegal (engine/tech item)	Award NO race points. Subject to suspension rules. May not be used as a drop.
DNTA	Did Not Participate in Tech – Drop Allowed	Award NO race points/DQ. May be used as a drop. Decision will be at Tech Director's discretion.
DNTN	Did Not Participate in Tech – No Drop Allowed	Award NO race points/DQ. May NOT be used as a drop. Decision will be at Tech Director's discretion.

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

Tie Breakers

Tie breakers will be determined by the following:

- 1st Tie Breaker: Number of A Main wins.
- 2nd Tie Breaker: Number of A Main 2nd place finishes.
- 3rd Tie Breaker: Number of A Main 3rd place finishes.
- 4th Tie Breaker: Average of the Batch Qualifying positions will be considered as a tie breaker.
- Drops will not be used for tie breakers.

Rain Out Policies

MCQMRA 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 attempt to reschedule on the following day, weather permitting.

If all qualifying and heat races have been completed, drivers will be awarded the following points according to their respective Heat finish.

All drivers that completed their events will receive appropriate points as they finished.