



AUSTRALIAN SPRINTCAR ALL STARS

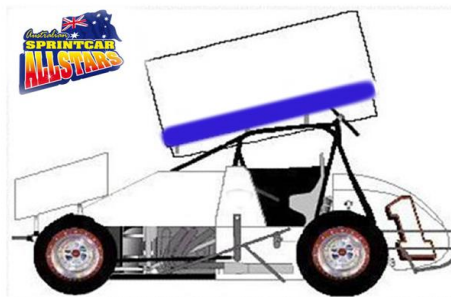
SUPPLEMENTARY REGULATIONS – 2016 - 2017

1. Maximum engine capacity is per current 360ci.SCCA Rule & Regulations and as per SCCA Rule Book 2016.
2. All cars must be SCCA Registered.
3. All Drivers, Cars & Crews **MUST** be in the pits before **4.30pm**. Compulsory drivers meeting at **4.50pm**.
4. All drivers **MUST** attend Drivers Meeting at **4.50pm** promptly. Drivers **MUST** be in Driving Suit unless told otherwise by Chief Steward. Drivers must sign the Official Nomination Form and pay the required \$70 fee prior to the Drivers Meeting in order to be included in the draw for the night. If this NOM fee is not paid the Driver **WILL NOT** go into the night's draw.
5. Engine starts and wheel packing at **5.30pm**, unless advised otherwise by an All Stars Official. Drivers must be on the infield or lined up in the queue for engine starts, seated and ready for push off by 5.30pm. Drivers who comply with this will be awarded 10 bonus points.
6. Cars are to assemble on infield in their correct Time Trial Group order. Hot Lap session will be from 5.45pm. Cars not ready will forfeit the right to hot lap. Cars **MUST** compete in the correct Hot Lap group. Cars stay on the infield after Hot Laps for Time Trials.
7. Weight Rule is 1550lbs. including driver.
8. All Competitors **MUST** use RACEceiver scanners.
9. All cars **MUST** run a Hoosier WAV, RD20 or D25. Tires must be purchased from Hoosier Tire Australia. Failure to use the correct control tire will mean that you cannot compete until you have the correct tire fitted. If you are seen by an All Star Official to have used a tire that is not a control tire after you have run in either Time Trials/ Heat/ Pole Shoot Out/ Main you will lose any points and prize money you were allocated.
10. It is **HIGHLY RECOMMENDED** that every competitor use Front Axle Tethers & King Pin Tethers.
11. Transponders must be used at Tracks that have Electronic Timing Systems. There will be a \$20 fee for these payable on the night.
12. The first 5 cars after the A-Main are to go directly to the scales. Failure to do so will result in being placed last place in the A-Main. I.e. – 20th place or dependant on how many cars started. Prize money & points will be paid accordingly.
13. All feature races will start with a 20 car field unless otherwise advised.



14. Starts will happen in a START ZONE. This will be from the mid of turn 4 to a line placed on the track partway into the main straight. The race will go green when it is considered that the front two cars are lined up side by side. If the cars are not side-by-side before they reach the white line the race will not start. The pole car will still set the pace at the start but will not accelerate until the green light / flag is shown. If a car goes before the light / flag is shown then that car will be considered to have jumped and the jump-start rule will apply.
15. Feature Presentation laps will be either 3 or 4 cars wide as directed by All Star officials on the night. The presentation laps are deemed to have commenced when the 3-4 wide has been signalled by the Race Director and completed when the 1 lap signal is shown by the Race Director. If a car stops due to an accident during the presentation laps they will be allowed to restart in their original position.
- 15 Reserves are not required for the A Main
- 16 Lapped cars are to go to the rear of the field in running order as per last fully recorded lap.
- 17 It will be at the discretion of the Chief Steward whether the pit gate is to be opened or closed at any stoppage.
- 18 All cars **MUST** display the official decals of major All Star sponsors, or any other designated sponsors to be eligible for contingency prizes or point fund money.

Contingency stickers are to be placed as below in the blue shaded area or on the left hand side of the car [illustration only] Please consult an All Star official if this position is currently taken on your car to arrange another placement.



- 19 Prize money will be paid to the Owner of the car. NO prize money will be paid to cars that qualify but fail to take the track for the event and are classified as nonstarters in the A / B Main.



- 20 All feature events will be 30 laps except for the Tyson Perez Memorial which is 31 and the All Star Challenge which is 35. (unless declared for weather, time or other uncontrollable circumstances)
- 21 **SPORTSMANSHIP**
Sprint car racing is a very emotional sport. As such, good sportsmanship is the key element of any competitive racing program. This must include respect for all participants – drivers, owners, pit crews, and officials. For our part we will make every effort to be consistent with our rules regardless of whom or what is involved. We will treat all participants with respect and expect similar treatment in return. A racer’s pit area is his castle – therefore please stay out of other racer’s pit areas, especially after an incident where you have been involved with that racer. Drivers – remember that you are responsible for the actions of your crews. Any offending parties will be fined appropriately and disciplinary actions will be initiated as deemed necessary.
Sportsmanship does not just pertain to activities at the track. Be aware that we do our best to present All Stars and its drivers in the best light possible. We expect our drivers to do the same. Remember what you say has weight, what you type has meaning, what you do has consequences. Think before you lash out. Unsportsmanlike or Aggressive behaviour from members of any team may see that respective driver be requested by All Star Officials to withdraw from the race meeting immediately. Drivers excluded will also forfeit any points or prize money (including Contingency Awards). They may also incur a fine as per SCCA Rule Book 5.5
- 22 The All Stars have the right to change the Sup-Regs
- 23 The All Stars have the right to refuse nominations to their events

NIGHTLY FORMAT & REGULATIONS

1. Heats will be seeded by Time Trial times with quickest time to the front of the first round of heats etc. i.e. –quick time will start off pole in Heat 1, 2nd quick starts 1st in Heat 2, 3rd quick starts 1st in Heat 3 etc. (if cars are put into 3 groups of Heats etc.), fourth quick to position 2 in Heat 1, etc.

2nd round of heats inverted and rows crossed.
No changing of lanes between heats.
2. Bonus Points, Time Trial Points & Heat Points are used to calculate the A Main start.
3. If Drivers do not make the Drivers meeting they will not be placed in the Draw, and will be placed at the rear of each heat.
4. Fields of over 24 cars will have 3 groups of Heats and fewer than 24 cars will have 2 groups. All Star Officials have the right to alter this on the night.
5. If points are tied after the 2nd round of heats on the night
 - (a) The Driver with the quickest time in Time Trials will be high points.
 - (b) If time trials are tied it will be the driver that records that time first will be the highest in points.



6. Drivers will be seeded into Time Trial groups of 2 from the All Star Series Championship Points or by skill based whichever is more relevant. All Star Officials will seed new competitors that have not competed in the series.
7. Time Trials - Drivers must time in their correct time trial groups. If they do not go out in this group they will be given 1 lap at the end of time trials. If you do not record a time in time trials you go to the rear of your heats. If a driver does not qualify in his time trial position and had one lap at the end he cannot qualify higher than 15th. The lap must commence within 2 minutes of the final car completing its lap
8. In the event of Time Trials being affected by weather throughout the event, the Chief Steward has the sole discretion to cancel Time Trials and any Time Trial times and points accumulated up to that time **OR** for those competitors in the opinion of the Chief Steward who were deemed affected, they may be given the option to complete 1 or 2 further laps at the conclusion of Time Trials.
9. If Time Trials are cancelled for whatever reason the following methods of seeding and drawing positions will occur.
 - a. If cancelled **BEFORE** the Time Trial draw has taken place, heats will be seeded as per Championship points. Championship leader to Heat 1, second to Heat 2, third to Heat 3, fourth to Heat 1 etc. All Star Officials will seed new drivers to the Series.
 - b. If cancelled **AFTER** the Time Trial Draw has taken place, heats will be seeded as per the Time Trial Draw. Peg 1 inside to Heat 1, Peg 1 outside to Heat 2, Peg 2 inside to Heat 3, Peg 2 outside to Heat 1 etc. Once seeded into these groups car numbers for each group will be drawn for position for the first round of heats
10. Any car that causes a yellow or red light in time trials will be sent to the infield. If one lap of that car's time trial has been recorded that time will be used for heat seeding purposes (no second lap will be run). If no laps have been recorded, the car will be given a one lap run at the end of time trials. If you are the innocent party and are impeded by a yellow/red, you will be given the opportunity to complete your time trial laps, that being if you recorded one only lap before the stoppage then you will be given the opportunity to complete a second timed lap, if you have not recorded a timed lap before the stoppage then you will be given opportunity to finish 2 timed laps.
11. Car and Driver qualify as a Team
 - a. Each driver can qualify only one car.
 - b. If a driver has qualified their nominated car for the heat races but cannot start the heat races in this same car, then they can substitute cars **BUT** must start rear and will lose all qualifying points.
 - c. If a driver cannot qualify Time Trials in their nominated car and substitutes to another car, they must qualify at the end of time trials and cannot qualify higher than 15th. If a driver then substitutes this qualified car for the heat racing, Sup-Reg 11b applies.



12. Drop out points are not awarded in heats.
13. Top 6 in points on the night qualify into Pole Shoot Out. Drivers are given **ONE** chance at the start of this. If a driver is deemed to have jumped the start that car is put infield. The Driver with the highest points has the starting choice of lane positions.
14. Finishing position in the Pole Shoot out determines the starting position for the top 6 in the A Main. The winner of the Pole Shoot has the option to start in P1 or P2. If the Shoot Out is cancelled cars will start as per total points with highpoints having the choice of P1 or P2.
15. Position 7 – 14 in points qualifies directly into the A Main.
16. Position 15 back qualify into the B Main
17. If 20 cars or less there will be no B Main
18. Anyone who qualifies for the A Main and cannot compete due to mechanical problems will be awarded last place points.
19. Half race distance in the A Main must be run for points from the A Main to be allocated. If washed out before half race distance then only points accumulated from Bonus, Time Trail & Heats will be counted. Any car or cars that have bought on the red flag on the final lap will be put to the rear of the line-up of official finish in order of fault as designated by the Chief Stewart.
20. If a driver is involved in a roll over or other accident we strongly recommend that they attend the ambulance for observation.
21. Rain Outs –
 - (a) In the event that no Heat races have been run and the event is not rescheduled entry fees will be refunded.
 - (b) In the event of no races being run and the event is rescheduled to the next day. Entry fees will be returned to drivers that cannot attend. A complete redraw of Heats will be done.



END OF SEASON REGULATIONS

22. Series Championship is based on the total Nightly points. These include Bonus, Time Trial, Heat & A Main points.
23. The winner of the Championship will be the Driver that accumulates the most points of the Series. End of Season trophies and Maxim Racer Kit will be awarded to the Driver Championship.
24. The Championship End of Season pointfund of \$12,000 paid to the top 10 drivers & top 3 car owners in the Series.
25. To clarify a Team.
When a nomination for a race meeting is received and accepted by the All Stars, the owner of the car is identified by its allocated State number. On the nomination form the owners name and address and also the driver's name must be stipulated. If the nominated driver cannot compete and a driver is to be substituted the All Stars must be notified verbally by the **owner** of that car in advance of the meeting.
26. After all completed rounds of the series if one or more owner / driver are equal on points for either of the Driver Championship payout or Owner Championship the following process will be used to determine the winner and subsequent placing's.
 - (a) The team/ driver that accumulates the most A Feature Series wins will be the winner.
If still equal: (b) the team / driver that accumulates the most Heat wins during the season will be the winner.
If still equal: (c) team / driver that accumulates the most 2nd places in the A Main.
 - (d) If tied on points at the last round and the night is washed out during the night, 2 rounds of Heats must be completed for ANY points for be awarded. Less than 2 groups of Heats completed and NO points will be counted. Points will stay as they were after the previous round.
27. Rookie of the Year. To be eligible for this award the driver must compete in 10 of the 11 race meetings for the season and have NOT competed in more than 1 All Star meeting the season before



28. End of Season payout.

Driver Championship		Owner Championship	
1st	\$ 2,000	1st	\$ 1,000
2nd	\$ 1,600	2nd	\$ 700
3rd	\$ 1,350	3rd	\$ 300
4th	\$ 900	4th	
5th	\$ 825	5th	
6th	\$ 750	6th	
7th	\$ 700	7th	
8th	\$ 650	8th	
9th	\$ 625	9th	
10th	\$ 600	10th	
Total	\$ 10,000	Total	\$ 2,000

Total \$ 12,000

29. To be eligible for the Owner Championship & the Driver Championship you may drop one (1) completed round, **but must attend the final round.** Points are counted on ALL rounds attended.

30. Nightly Prize Money

A MAIN	\$	B MAIN	\$
1	1100	1	0
2	900	2	0
3	800	3	0
4	600	4	0
5	500	5	0
6	400	6	0
7	300	7	150
8	300	8	100
9	300	9	100
10	300	10	100
11	300		
12	300		
13	300	Total	450
14	300		
15	300		
16	300		
17	300		
18	300		
19	175		
20	170		
Total	\$8,245		



**TIME TRIAL
POINTS**

1	50
2	49
3	48
4	47
5	46
6	45
7	44
8	43
9	42
10	41
11	40
12	39
13	38
14	37
15	36
16	35
17	34
18	33
19	32
20	31
21	30
22	29
23	28
24	27
25	26
26	25
27	24
28	23
29	22
30	21
31	20
32	19
33	18
34	17
35	16
36	15
37	14
38	13
39	12
40	11
41	10
42	9

HEAT POINTS

1	100
2	97
3	94
4	91
5	88
6	85
7	82
8	79
9	76
10	73
11	70
12	67
13	64
14	61

A MAIN	B MAIN	C MAIN	POINTS
1			275
2			270
3			268
4			266
5			264
6			262
7			260
8			258
9			256
10			254
11			252
12			250
13			248
14			246
15			244
16			242
17			240
18			238
19			236
20			234
21	7		232
22	8		230
23	9		228
24	10		226
	11		224
	12		222
	13		220
	14		218
	15		216
	16		214
	17		212
	18		210
	19		208
	20		206
		3	204
		4	202
		5	200
		6	198
		7	196
		8	194
		9	192
		10	190