

Supercar 500 Challenge Operations Manual 2009

Division B - Judicial Rules

Still Under Review

1. Teams

1. Drivers may only represent 1 team per Meeting.
 1. Teams may not bring in "ringers" (drivers who are not permanent members of the team) to race in Supercar 500 Challenge Meetings. Doing so is the automatic disqualification of the team from the respective Meeting.
 2. A team may only use Drivers who have been signed up by the Team Manager on both the Entry Form. Violation of this rule will automatically disqualify the team from the respective Meeting. Should a team be in need to change their Driver lineup, the Team Manager must do so before the Driver Nomination cut-off time and date expressed in the appropriate Supplementary Regulations for the respective Meeting.

2. Skinning and Driver Naming

1. Team skins must display all markings in accordance with Schedule C 2 (Rule C 7).
 1. Failure to do so during a Qualification session will result in a removal from grid and placed at the rear. Failure to do so during a Race session will result in a DT penalty for every occurrence of the failure.
2. Driver names
 1. Should be formatted in the following manner:
 1. XX [First Initial].[Last Name]
Where XX is the allocated Competition number given to teams.
XX must be in the color of white, while the rest of the name can be any combination of colors as so desired.
 2. Failure to do so during a Qualification or Race session results in a DT penalty for every occurrence.

3. Penalties

1. In-race Penalty Scale
 1. Level 1: Drive-through (DT)
 2. Level 2: Stop and Go (SG)
 3. Level 3: Black Flag (DQ)
2. After-race Points Penalty Scale
 1. Level 1: 5-point penalty (C1)
 2. Level 2: 10-point penalty (C2)
 3. Level 3: 20-point penalty (C3)
 4. Level 4: Disqualification of Results (DQ)
3. In-race penalties may only be served under green flag conditions. Any Car that is in the Pit Lane to serve a penalty at the time of the Yellow Flag waiving may continue to serve the penalty, otherwise must wait until the green flag waives to serve their penalty.
4. Cars issued a DT or SG penalty must complete the penalty within 10 minutes, or the given penalty will be upgraded to the next level of severity.
 1. Drivers given a penalty with less than 10 minutes to go in the race must complete it before the final lap. Infractions on the final lap will result in a After-race penalty.
 2. A repeated offense will receive a penalty of the next highest level of severity. Escalation beyond SG will result in a DQ.
5. Drivers issued a Black Flag (DQ) penalty should return to the pits and go to spectate within 1 lap. Failure to do so may result in exclusion from future series participation.
6. Penalties for actions committed by drivers coming into the server will not be handed out to the active driver. These penalties will be given to the incoming driver after they have take over the Car.

4. Protests

1. Competitors are encouraged to protest incidents during the course of the Meeting. To do so, the Team Manager must make a post in the event's race report thread in the following format:

Your Car number and the offending Car number:
Lap and/or Time incident took place:
Description of incident with link to video or mprEdited replay download

1. The incident will be investigated by the Race Director and Race Marshals and a verdict will be posted as a reply to the original protest.
2. If a Competitor is unable to lodge a protest during the course of a Meeting, a protest may be made After-race. Competitors, in the form of the Team Manager, have 24 hours from the end of the Meeting to post their protests, in the format described above.
 1. Penalties given due to a protest will be points penalties and will not affect the final standings of the event, except in the case of a disqualification.
3. Verdicts made by the Race Director and Race Marshals are final and not subject to Appeal.

5. Qualifying

1. Teams who commit rules infractions during qualifying will be placed at the rear of the grid in the following order:
 1. Teams who chatted during qualifying
 2. Teams who used incorrect skins in qualifying
 3. Teams who qualified with incorrect ballast

6. Race Re/Start Conduct

1. Any Driver, regardless of race position, seen overtaking the SC before given an indication to do so will be penalized with a DT penalty.
2. Drivers who spin during a SC period must blend into the queue in the position at which they recover. If necessary, a Marshal will direct the Driver as to where they should blend into. Any Driver seen retaking their original position after a spin will be assessed a SG penalty.
3. Drivers may weave to warm their tires during SC laps, but are cautioned that any contact initiated while doing so will be treated as avoidable contact and is subject to the Race Director's and Race Marshal's discretion for a penalty scale.

7. Driving Standards

The following classifications of unacceptable driving standards will apply to the driving at all Meetings:

1. Careless Driving
Departing from the Standard of a reasonably competent Driver.
1. Reckless Driving
Performing an act, or omission, which creates serious risk to others without consideration of the consequences.
1. Dangerous Driving
Performing an act, or omission, which creates serious risk to others with deliberate disregard of the consequences.
1. Overtaking
 1. During a race, a Car alone on the Race Track may use the full width of the Race Track. However, as soon as it is caught up on a straight by a Car about to lap it and which is either temporarily or consistently faster, the Driver must give the lapping Car the right of way by pulling over to one side in order to allow for passing on the other side.
 2. Any Driver who does not take notice of the blue flag may be penalized by the Stewards. Systematic or repeated offenses may result in the exclusion of the offender from the race.
 3. When overtaking, the onus in general is on the Driver behind to complete the maneuver safely. Drivers must not expect the Car in front to give way if the overtaking Car is only part way past or it has been driven too deep into the braking zone to effect the pass. That is, the front of the overtaking Car must have a reasonable overlap on the Car in front (using the vicinity of the 'B' pillar as a guide) and in such case the front Car is required to give the overtaking Car racing room.
2. Drivers may put up to two (2) tires off of the racing surface in order to overtake or gain time. If a Driver gains a place after more than two (2) tires have left the racing surface, that Driver must give the position back before the next corner. Failure to do so will result in a SG penalty.
 1. The "racing surface" is defined as all areas that are asphalt, concrete, or curbing. Raised, perpendicular "speed bumps" are not included.