

## 2009 SUPPLEMENTAL RACE REGULATIONS - RUBBER TO ICE

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These rules are designed to make the activities of ice racing easier to understand and control for safe, fair and fun motorsport competition. When reading and interpreting these rules, you should remember the spirit of the regulations and understand that interpretation of any rule should be discussed with the Organizers before assuming that your interpretation is legal. These rules are not intended to "catch" the competitor, but rather to be a guideline to help you build a safe racecar that is legal within this race series.

The current editions of *WESTERN CANADA MOTORSPORT ASSOCIATION SPORTING REGULATIONS – RACE* and also the *WCMA TECHNICAL REGULATIONS – RACE* (for any dedicated prepared race cars), are in effect and govern the operations of this Ice Race Series. Any and all issues not specifically dealt with in these *SSCC Supplemental Regulations – 2008* will be handled as covered by the above mentioned regulations.

Please note that the current edition of *WCMA SPORTING REGULATIONS - RACE* state that it is the responsibility of each person to familiarize themselves with the WCMA regulations. Following is the WCMA rule in-part;

### 1.4. Knowledge Of Regulations

1.4.a. Every person, body, group of persons, etc., promoting a series; organizing a competition or event or taking part therein; or by and upon applying for an agreement, sanction or permit or license of any kind from WCMA; by and upon participation at a competition as an entrant, driver or otherwise recognize that:

1.4.a.i. They have acquainted themselves with these regulations.

## GENERAL - EVENT INFORMATION

Sanctioned by the Western Canadian Motorsport Association (WCMA) and affiliated with ASN Canada FIA. Insurance is provided by ASN Canada FIA as identified in the "2008 Program Summary of Insurance Coverage" and the accompanying Rate Sheet. The insurance is specific for Ice Racing. The policy is available for viewing from the organizer.

\*\* Special note regarding insurance as per "2008 WCMA Sporting Regulations – Race"

### 24. APPENDIX 1 - INSURANCE REQUIREMENTS

#### 24.2. Ice Race Event Insurance Exclusions

24.2.a. If insurance for the ice race event has been obtained through ASN Canada FIA Inc., the following exclusion is specifically in force:

24.2.b. "The insurance policy does not apply to bodily injury, property damage or public liability arising out of melting, breaking or collapsing of ice on which racing programs are staged."

sanctioned by WCMA. Member clubs are recommended to post at least one (1) sign informing everyone entering the race site of this exclusion.

24.2.c. The above exact wording must appear on all entry forms and event permits for ice race events sanctioned by WCMA. Member clubs are recommended to post at least one (1) sign informing everyone entering the race site of this exclusion.

The official notice board will be in the Pre-grid Area.

X Races may be run in either clockwise or counter-clockwise direction on a designated course, varying in length. There will be 1 race class : **Rubber to Ice.**

Gridding of cars for the first heat/race for ALL events of the season will be on a "FIRST COME FIRST SERVED, or by PEE PICK" basis.

Gridding of subsequent heats/races will be based on reversing the grid order. In the interest of competitive racing and an interesting display of competition for spectators, the top six positions may be inverted at the discretion of the Clerk of the Course and the Steward of the event

**Vehicle Body contact will not be tolerated!** Penalties will be assessed for body contact and "unsportsmanlike" conduct as observed by race officials. A penalty box rule will be in effect. If a competitor is involved in a contact incident he/she will be required to report to the "Steward" in the Penalty Box in designated area. Any penalties assessed will be enforced for that race. Penalties incurred during the final lap of the heat/race will be assessed for that drivers next heat race. Repeat offenders will be dealt with severely! Any driver involved in contact not appearing with car in the designated area will start the following race from the penalty box, and at the discretion of the Official.

Penalties for unnecessary contact will be as follows :

- (1) First Occurrence - BLACK FLAGGED – to incur a "stop and go" penalty from the penalty box during that race.
- (2) Second Occurrence – BLACK FLAGGED – to incur a " 10 second stop and go" penalty from the penalty box during that race.

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- (3) Third Occurrence – BLACK FLAGGED – to be removed from that heat race. – ANY POSSIBLE SCORED POINTS FOR THAT HEAT/RACE WILL BE TAKEN AWAY, AS THOUGHT IT IS A DNS (Did not start). ALSO ANY GRID STATUS FOR THE NEXT HEAT/ RACE SHALL ALSO BE REMOVED ( IE. THEY WILL START IN LAST POSITION !!!)
- (4) AFTER the third Black Flag Occurrence, The Race Officials, Event Steward, Event Organizer, have the right to determine if the entrant will be permitted to continue racing for that race day, or any subsequent race events.

Any Additional penalties that are to be assessed towards a driver at fault will be either by adjusting their position for that heat/race and/or adjusting their starting position for their next heat or race. Any carry over penalty may also be assessed towards that driver for subsequent events.

The event organizers reserve the right to refuse entry to any competitor who, in their opinion, has demonstrated unsportsmanlike conduct and/or dangerous behavior not in keeping with the spirit of the event.

Unless requested in writing to the registrar before the start of the event, **all points will be assigned to the car number.**

### Point System 2009

Less than full Grid Point system:

Splitting Total Car count in 1/2, or multiple Heats

- 1<sup>st</sup> – 20 points
- 2<sup>nd</sup> – 19 points
- 3<sup>rd</sup> – 18 points
- 4<sup>th</sup> – 17 points
- 5<sup>th</sup> – 16 points
- 6<sup>th</sup> – 15 points
- 7<sup>th</sup> – less 1, etc.

Full grids and Feature Point System:

All the Cars on Track @ same time

- 1<sup>st</sup> – 40 points
- 2<sup>nd</sup> – 38 points
- 3<sup>rd</sup> – 36 points
- 4<sup>th</sup> – 34 points
- 5<sup>th</sup> – 33 points
- 6<sup>th</sup> – 32 points
- 7<sup>th</sup> – 31 points
- 8<sup>th</sup> – 30 points
- 9<sup>th</sup> – less 1, etc

For cars to be scored, they must complete 50% of the race laps. (but not necessarily finishing under the checkered flag) Otherwise they shall be considered as DNF, no points scored, and shall start in last position for the next heat race.

### ICE RACING DAY SCHEDULE - ALL RACES

10:00 AM	REGISTRATION/CAR TECH – COURSE SETUP
11:00	DRIVERS MEETING
11:30 – 11:45 PM	PRACTICE (all cars)
12:00 PM	Heat Race #1
12:20	Heat Race #2
12:40	Heat Race #3
1:00	Heat Race #4
1:20	Heat Race #5
1:40	Heat Race #6
2:00	Heat Race # 7 FINAL RACE
2:20	Heat Race #8
2:40	RACE # 9 – FINAL RACE

**ALL Races will be to a maximum of 10 minutes long. Unlimited number of laps. Start times are approximate.**