



## AUSTRALIAN SPRINTCAR ALL STARS

### SUPPLEMENTARY REGULATIONS – 2011 - 2012

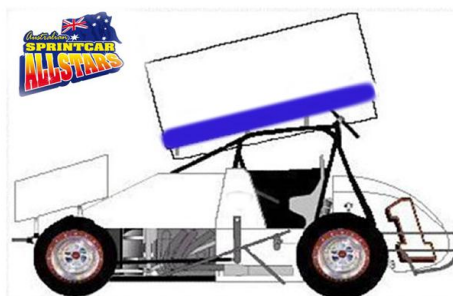
1. Maximum engine capacity is per current 360ci. SCCA Rule & Regulations
2. All cars must be SCCA Registered.
3. All Drivers, Cars & Crews **MUST** be in the pits before **4.30pm**. Compulsory drivers meeting at **4.50pm**.
4. All drivers **MUST** attend Drivers Meeting at **4.50pm** promptly. Drivers **MUST** be in Driving Suit unless told otherwise by Chief Steward. Drivers must sign the Official Nomination Form and pay the required \$50 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 cue 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 Heat order. Hot Lap session will be from 5.45pm. Cars **MUST** hot lap in correct group of their Heat. Cars not ready will forfeit the right to hot lap. Cars **MUST** compete in the correct Hot Lap group.
7. Weight Rule is 1550lbs. including driver.
8. All Competitors **MUST** use RACEceiver scanners. These can be purchased from the All Stars.
9. All cars **MUST** run a Hoosier WAV or a harder Hoosier compound. 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 a heat/ main you will lose any points and prize money you were allocated in the heat or in the A or B Main.
10. Transponders must be used at Tracks that have Electronic Timing Systems. There will be a \$15 fee for these payable on the night.
11. 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. – 20<sup>th</sup> place or dependant on how many cars started. Prize money & points will be paid accordingly.



12. All feature races will start with a 20 car field unless otherwise advised.
13. 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 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.
- 19 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.

Please consult an All Star official if this position is currently taken on your car to arrange another placement.

Contingency stickers are to be placed as below in the blue shaded area [illustration only]





- 20 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.
- 21 The All Stars have the right to change the Sup-Regs
22. The All Stars have the right to refuse nominations to their events.

### NIGHTLY FORMAT & REGULATIONS

1.
  - a. Heats will be drawn on Championship Pointscore.  
Championship leader to Heat 1, second to Heat 2, third to Heat 3 (if cars are put into 3 groups of Heats etc) , fourth to Heat 1, etc.  
The second round of heats reverse grid
  - b. For the first round of the Series All Star Officials will seed drivers.
  - c. No changing of lanes between heats.
  - d. All Star Officials will seed drivers new to the current series.
2. Bonus 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 2<sup>nd</sup> round of heats on the night
  - (a) The Driver with the highest points after the **first** round of heats will be the highest in points.
  - (b) If still tied on points it will be the driver with the quickest lap time in the first group of heats will be the highest in points.
  - (c) If still tied on points it will be the driver that records that time first will be the highest in points.

If the track does not have Transponders the following process will happen for tied points

  - (a) The Driver with the highest points after the first round of heats will be the highest in points
  - (b) If still tied it will be the driver that had that went out first in his / her heat in the first round of heats.
6. 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.



7. Finishing position in the Pole Shoot out determines the starting position for the top 6 in the A Main.
8. Position 7 – 14 in points qualifies directly into the A Main.
9. Position 15 back qualify into the B Main
10. If 20 cars or less there will be no B Main
11. Anyone who qualifies for the A Main and cannot compete due to mechanical problems will be awarded last place points.
12. 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 & 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.
13. If a driver is involved in a roll over or other accident we strongly recommend that they attend the ambulance for observation.
14. 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 FORMAT & REGULATIONS**

15. Series Championship is based on the total Nightly Points of Feature Points, Heat Points, & Bonus Points
16. The winner of the DRIVER's Championship will be the driver who accumulates the most points from ALL rounds of the Series.
17. The winner of the TEAM Championship will be the Team that accumulates the most points from ALL rounds of the Series. A Team is qualified as 1 registered car = 1 Team.
18. If one or more competitors are equal on points, after all completed rounds of the series, the following process, in order, will be used to determine the winner of the series and subsequent placing's.
  - (a) The driver that accumulates the most A Feature Series wins will be the winner.



If still equal:

(b) The driver that accumulates the most Heat wins during the season will be the winner.

If still equal:

(c) 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 6 Heats completed and NO points will be counted. Points will stay as they were after the previous round.

19. End of Season Point fund of \$10,000 to be shared between the Drivers / Teams that compete qualify for the Series. There are 8 rounds they must attend 7 rounds.

20. Rookie of the Year. To be eligible for this award the driver must compete in 7 of the 8 race meetings for the season and have NOT competed in more than 1 meeting the season before.

### END OF SEASON PAYOUT

#### Team Championship

1st	\$ 1,200
2nd	\$ 1,000
3rd	\$ 950
4th	\$ 900
5th	\$ 825
6th	\$ 750
7th	\$ 700
8th	\$ 650
9th	\$ 626
10th	\$ 600
<b>Total</b>	<b>\$ 8,200</b>

#### Driver Championship

1st	\$ 800
2nd	\$ 600
3rd	\$ 400
<b>Total</b>	<b>\$ 1,800</b>

**Total \$10,000**



**HEAT POINTS**

1	55
2	52
3	49
4	46
5	43
6	40
7	37
8	34
9	31
10	28
11	25
12	22
13	19
14	16

A MAIN	B MAIN	C MAIN	POINTS	
1			152	
2			146	
3			144	
4			142	
5			140	
6			138	
7			136	
8			134	
9			132	
10			130	
11			128	
12			126	
13			124	
14			122	
15			120	
16			118	
17			116	
18			114	
19			112	
20			110	
21	7		108	
22	8		106	
23	9		104	
24	10		102	
	11		100	
	12		98	
	13		96	
	15		94	
	16		92	
	17		90	
	18	C MAIN	88	
		3	86	
		4	84	
		5	82	
		6	80	
		7	78	
		8	76	
		9	74	
		10	72	
		12	70	
		12	68	
			<b>C MAIN</b>	
			13	66
			14	64
			15	62



## NIGHTLY PRIZE MONEY

<b>A MAIN</b>		<b>B MAIN</b>	
1	1100	1	0
2	800	2	0
3	650	3	0
4	550	4	0
5	450	5	0
6	350	6	0
7	300	7	150
8	300	8	140
9	300	9	130
10	300	10	120
11	300	<b>Total</b>	<b>540</b>
12	300		
13	300		
14	300		
15	300		
16	300		
17	300		
18	300		
19	175		
20	170		

**Total     \$7845**