



2018 Championship Series Racing Rules

NCQMA will have two separate and distinct point series, the Championship Series and the Summer Heat Series. To be eligible to accumulate points for either series, the participant must be a member of NCQMA and in good standing. If an individual becomes a member of NCQMA after a series has begun, points will begin accumulating at the next series event.

Non-NCQMA Members

Only NCQMA members receive a key, are awarded points for race finishes and receive a vote at track meetings.

Any family that is a member of USAC and also a member of any other USAC sanctioned track may race at NCQMA, and also practice on the Fridays prior to races, by paying regular race registration and practice fees. Proof of USAC membership must be presented at race registration.

Open practice will be offered to non-NCQMA members for a fee of \$100 per day and must be arranged at least 3 days in advance with the NCQMA Board of Directors.

Series Format

The Championship Series will consist of twelve (12) scheduled races with a variety of race formats, including heat races with passing points, batch qualifying, and single car qualifying events. Drivers must sign-in and participate in ten (10) of the twelve (12) events in their class to qualify for year-end awards; however, points from different classes or divisions may not be combined.

The Dixie Shootout regional race at NCQMA on August 4th, 2018, and the Carolina Fall Nationals held at the end of November will both be non-points events.

Curfew

Junior level races (Red Rookie, Blue Rookie, Junior Honda, and Junior Animal) will have a 9:00 PM curfew for the Championship Series and will not be allowed to start after that time. The BOD reserves the right to determine if the curfew should be waived in certain circumstances. If the curfew is in effect, the points policy for rain/curfew shortened events will be used.

Inclement Weather

In the event of inclement weather, the NCQMA BOD will send a mass email and/or utilize other social media (i.e. website, Facebook) indicating whether racing has been canceled. 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. If the race is cancelled prior to race day, the race will be moved to the next available rain date on the schedule. If the race day is cancelled or shortened due to inclement weather, the points policy for rain/curfew shortened events will be used.

Lap Counts

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

CLASS	DIVISION	HEATS	LOWER MAINS	B MAIN	A MAIN	Cup Race A Main
Time Limits		15 minutes	20 minutes	20 minutes	Rookies Only*	
Rookie	Red	10	---	---	20*	n/a
Rookie	Blue	10	---	---	20*	n/a
Honda 120	Senior	20	25	25	40	40
Honda 120	Junior	15	20	20	30	40
Honda 120	Heavy	20	25	25	40	40
Animal	Senior	20	25	25	40	40
Animal	Junior	15	20	20	30	40
World Formula		20	25	25	40	40
Honda 160	Light	20	25	25	40	40
Honda 160	Heavy	20	25	25	40	40

* For the Championship Series, Rookie A mains will have a 20 minute time limit.

NOTE: Other classes for local events will be added as necessary.

Qualifying

- NCQMA will be using the Mylaps QM Race 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 Chief Steward. (Please refer to the separate Qualifying Rules for more detailed information.)
- Track Records will be open only on "Batch" and "Single Car" qualifying days.
- Pill drawn numbers will be used to determine qualifying order.
- In qualifying, the car with the lowest number drawn will qualify first and the car with the highest number will qualify last.
- Single Car Qualifying will consist of three (3) warm up laps and two (2) timed laps, the fastest of which is considered the qualifying time.
- Batch Qualifying will consist of a maximum of four (4) cars on the track at the same time for 1½ minutes. Each lap is recorded and the fastest lap time will be used as the qualifying time. (Please see NCQMA's Batch Qualifying Rules for more detailed information.)
- 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. **After qualifying is concluded, a class will be selected and the top 5 qualifiers will report to the tower to draw for the starting lineup. The lineup drawn will be used to set the order for the top 5 qualifiers in all classes for that day.**

Heat Races

- Driver-drawn, random pill draw numbers will be used to determine heat race lineups.
- In heat race line-ups, the car with the lowest number will start on the pole and the car with the highest number drawn will start last.
- NCQMA will be utilizing USAC's passing point system to determine starting positions in mains. The drivers will receive points for passing as well as for finishing position. Late sign-ins will not receive passing points, but will receive points based upon finishing position.
- In the event of a tie in total heat race points, the driver who first earned the points (i.e., first heat race in the class) shall be aligned in front of any subsequent driver earning the same number of points. Passing points will be based upon finishing order.

		Starting Position									
		1	2	3	4	5	6	7	8		
Finishing Position	1	55	56	57	58	59	60	61	62	1	
	2	52	52	53	54	55	56	57	58	2	
	3	49	49	49	50	51	52	53	54	3	
	4	46	46	46	46	47	48	49	50	4	
	5	43	43	43	43	43	44	45	46	5	
	6	40	40	40	40	40	40	41	42	6	
	7	37	37	37	37	37	37	37	38	7	
	8	34	34	34	34	34	34	34	34	8	

Heat Races		
Passing Points Structure		
Finishing Position	Points for Finishing Position	Passing Points
1	55	
2	52	1 car @ 1 = 1 point
3	49	2 cars @ 1 = 2 points
4	46	3 cars @ 1 = 3 points
5	43	4 cars @ 1 = 4 points
6	40	5 cars @ 1 = 5 points
7	37	6 cars @ 1 = 6 points
8	34	7 cars @ 1 = 7 points

- When creating main event line-ups from heat race results, there will be no inversions. Instead, the top six (6) cars based upon total heat race points will transfer directly to the A Main in a straight up order. Line-ups for the lower mains will also be straight up based upon total heat race points, and all transfers from lower mains will be straight up.
- For all classes except Red Rookies, if more than eight (8) cars sign in, heat races will be split. If 9 sign in, they will be split 5 & 4; 10 cars will be split 5 & 5; 11 cars will be split 5 & 6; and so on.
- For Red Rookies, if more than seven (7) cars sign in, heat races will be split. If 8 sign in, they will be split 4 & 4; 9 cars will be split 5 & 4; 10 cars will be split 5 & 5; 11 cars will be split 5 & 6; and so on.

Tires

Qualifying/heat race tires must race A Main, right side only. Left side tires when marked must be presented for tech, must be on pit cart.

Points

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

The Dixie Shootout regional race on Saturday, August 4th, is a regional race only and no NCQMA points will be given in any class.

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

All Classes with at least 10 cars	
Single/Batch Qualifying – Transfer 6, Invert Per Random Draw	
Heat Races – Transfer top 6, No Inversions	
Maximum # of Cars in A Main Will Follow USAC Rules	
Finishing Position	Points Awarded
1	60
2	57
3	54
4	51
5	48
6	45
7	42
8	39
9	36
10	33

NOTE: 1 st thru 10 th Place decrease by 3 points.	
11	31
12	29
13	27
14	25
NOTE: 11 th thru Last Place points decrease by 2 points.	

No extra points will be awarded for fast time or heat race wins.

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 if driver registered but did not qualify or heat race. OR will receive last place points if driver participated in qualifying or heat race for that class and event.
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. Illegal engine/tires/fuel may NOT be used as a drop. Can be referred back to the BOD
DNTA	Failure to Participate in Tech – Drop Allowed	Award NO race points/DQ. May be used as a drop. Decision will be at Tech Director's discretion and can be referred back to the BOD
BOD	Refuse to 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 and can be referred back to the BOD Refusal of Tech could result up to 30 day suspension.

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

Points 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.
- Etc.
- In the event of a tie, the best dropped finish will be considered as a tie breaker.

Rain Out/Curfew Points Policies

NCQMA will follow the following procedure for events shortened by rain/curfew:

- If an event is cancelled prior to race day, we will try to reschedule if a rain date is available.
- If an entire event is rained out after registration and no qualifying or heat races have occurred, we will cancel the event and no points will be awarded.
- If qualifying or heat races have occurred in some classes, but not all classes, drivers in all classes will be awarded 30 points.
- If all qualifying or heat races have been completed and some or all A Mains and/or Lower Mains are rained out or cancelled due to curfew, drivers will be awarded 45 points in the classes where A Mains were not completed.
- All drivers that completed their events will receive appropriate points as they finished.

Trophies

Rookie drivers participating in at least three (3) Championship Series and/or Summer Series races will receive a rookie recognition trophy. The number of races may be combined between the Championship Series and Summer Series to meet the minimum race participation requirement. Rookies meeting the minimum race participation requirement will receive one (1) trophy at the yearend banquet.

If a driver raced in both the rookie and competitive classes and between the two (2) classes meets the minimum rookie participation requirement of three (3) races, that member will receive a competitive class recognition trophy in the competitive class in which they finished the season. Rookie drivers finishing the year in multiple competitive classes will only receive one (1) recognition trophy but will be called to stand with the drivers in all competitive classes in which they participated.

If a driver changes classes during the season and at year end has met the minimum race participation requirement between the two (2) classes, the driver will receive a participation trophy for the class in which he/she completed the season.

The top three (3) finishers in each class will be recognized during the drivers' meeting of the next Championship race.

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