



NCQMA Qualifying Rules

Transponders

- Transponders are required for single car and batch qualifying.
- If a car enters the track without a transponder, it will be given a No Time (NT). During batch qualifying, the car will be given the black flag and must exit the track. A caution will not be thrown.
- It is the handler's responsibility to make sure the transponder is charged and properly secured to the car; however, if there is an error in the reading of the transponder with the scoring system, all cars will be red flagged and stopped on the track as soon as possible to remedy the problem by replacing the dysfunctional transponder with one that is functioning properly. Qualifying will then resume allowing the car to get all warm-up and qualifying laps. If the issue is not caught before the car leaves the track, the car will be allowed to re-qualify after the next two cars, but no adjustments may be made prior to re-qualifying.
- If competitor supplied transponder or rental transponder does not function properly, handler will have the opportunity to replace with a transponder from the tower that does function properly. Competitor will have one opportunity to replace transponder and return to qualifying. If rental transponder from tower, competitor will have unlimited opportunities to replace transponder and return to qualifying.

Mechanical Issues

- If a mechanical problem occurs while pushing the car off for qualifying, such as the chain falling off, a loose wheel, muffler disconnected, etc., the driver will receive a No Time (NT). Once the car has been pushed off, turning on the fuel is the only allowable repair.
- If a car loses its tail cone, a red flag will be thrown and the tail cone will be removed from the track surface. The car will be black flagged and must exit the track. Once the tail cone and car have been removed, qualifying will resume in batch qualifying. The best lap time up to the point that the tail cone was lost will be used as the qualifying time.

Single Car Qualifying

- Single car qualifying will consist of three (3) warm-up laps and two (2) timed laps, the fastest of the two (2) timed laps will be considered the qualifying time.
- If a driver does not complete a timed lap, s/he will receive a No Time (NT).
- If there is a tie in qualifying times, the second fastest lap time for each driver will be used to break the tie.

Batch Qualifying

- Batch Qualifying will consist of a maximum of 4 cars on the track at the same time for 1½ minutes. Each lap will be recorded and the best lap time will be used as the qualifying time.
- If there is a tie in qualifying times, the second fastest lap time for each driver will be used to break the tie.
- A handler from each car on the track will be required to corner work during the qualifying session.
- No car will be allowed to enter the track after the green flag has dropped to begin the 1½ minute qualifying session.
- During yellow and/or red flag conditions, the clock will be stopped.

- If a driver receives two (2) Dead on Track calls (DOTs), his/her qualifying session is over and the best lap time prior to the 2nd DOT will be used as the qualifying time.
- If a car liberates fluids on the track, a red flag will be thrown and the clock will be stopped to determine which car has liberated the fluids. The car which liberated the fluids will be black flagged, must exit the track, and will receive a DQ for qualifying. The remaining cars will resume their qualifying session once the affected track surface area is cleaned.
- If a driver enters the hot chute during the 1½ minute qualifying session, his/her qualifying session is over. No changes can be made to the car during the 1½ minute qualifying run.

NOTE: Qualifying rules are subject to change.

REVISED: 03/06/2018