



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 the key code, are awarded points for race finishes, and receive a vote at track meetings.

Any family that is a member of USAC and 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 (3 drops) 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 nine (9) 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. If only eleven (11) events are ran, then drivers must participate in eight (8) and so on.

Race Order

Standard class race order will be as follows: Lt. World, Hvy. World, Red Rookie, Jr 160, Lt 160, Hvy. 160, Blue Rookie, Jr Honda, Sr Honda, Hvy Honda, Jr Animal, Sr Animal, Unr Animal. Race order may differ at special events and is subject to change at BOD discretion.

Inclement Weather

In the event of inclement weather, the NCQMA BOD will send a mass email and/or utilize other social media (i.e. WhatsApp, 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 occurs, thereby preventing preparation for racing, the BOD will decide if the race should be called. The BOD reserves the right to determine if the race should be moved to the next available rain date on the schedule. If the race day is shortened due to inclement weather, the points policy for rain/curfew shortened events will be used.

Transponders

We will utilize the MyRacePass system and transponders are required for all club events for qualifying, heats, lowers and mains. *Electronic scoring will not determine a race finish, and manual scorers will still be used in the*

tower for all races.

- TYPE – Transponders **MUST** be MyLaps compatible transponders
- LOCATION – From the front bumper to the front of the transponder, 36 inches minimum to 44 inches maximum, either left or right side, no greater than 8 inches from the bottom frame rail to the top of transponder on the outside of the car within the nerf bar.
- READINGS – If a transponder falls off or stops reading during a race, the manual scorers will continue to score the car and the person running the computer will manually enter that car number into the computer system for restarts, lineups and results.
- During Heats, Lower, and Mains - A car which enters the track without a transponder will be sent to the pits to have one placed on the car. They will have until the end of the warm-up to make it to the out late line and still retain their position. If they do not make it by the end of warm-ups, they will go to the end of the field. If they do not make it before the line-up is correct, they may use the five (5) lap work rule. Separate rules apply for single car/batch qualifying – please refer to the NCQMA 2024 Qualifying and Heat Race Rule documents.
- A car which enters the track with a non/working transponder will be pulled to the side of the track and the transponder will be replaced. They will retain their position.

Qualifying/Heat Races

- Random pill draw will be used to set qualifying order and heat race line-ups. Heat race pill draw will be done at registration on race day, if you are not present for registration your pill will be pulled for you by a member of the tower staff. Pill draw for qualifying may be done the night before a race event at the BOD discretion, and will be available to see during registration.
- See the 2024 race schedule to determine the qualifying type for each race.
- Please refer to the separate Qualifying/Heat Race Rules document for more detailed information.
- Track Records will be open only on “Batch” and “Single Car” qualifying days.

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	Junior	15	20	20	30	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.

Tires

As per the USAC rule change the A35 tire will be required at the club level in all classes.

Tire Impound

Jr Honda and Jr Animal 3 races

Sr Honda, Heavy Honda Junior 160 and Light 160 3 races

*right sides only impounded.

*at the start of your first race you are not responsible for anything until the race is over. After the A-main you will roll across scales and ALL cars from impounded class will stay in tech until the races are over.

*At the end of the race day we will stamp and scan your right sides, handler will initial off that our numbers match the number on the tire, you have the option to wrap tires and they will be turned in and kept in a temperature controlled and locked building until the next points race.

*at the start of the next points race you will pick up at the start of the day and can bring back to your trailer for the race day. If you want to practice on them, you may do so. Impounded tires MUST be used in qualifying, Heat races and A main.

*You are allowed to flip tires on wheels.

*flat tire. If you have a flat during the race you are allowed to change the tire and continue. At the end of the race day or start of the next points race you will need to present a tire to replace the tire that was flat. It will carry out your impound rotation (example. If you are in Jr and have a rf flat on the second race. The rf you turn in for the next race will go two more races to complete your 4 race rotation)

*If a flat tire happens after the race when the cars aren't on the track and we feel it was self-inflicted it will be a 20 point penalty and next race day you will start in the rear.

*a bent wheel does not get you a new tire.

*you are allowed to put new rights on for your classes Cup race and last points race of the season.

*if it is your cup race and you have a set in impound already neither set of tires will get stamped. The next race you will continue with your set that was in impound. You will never have two sets of tires in impound except for during the summer when you have a Saturday set and a Tuesday series set, never two for the same series.

*to get your tires stamped you need to be pushed off and attempt to take the green flag for the A main.

*if tires are not turned in it's a race day disqualification.

*If the wrong tires are on for qualifying or heat race you will start at the tail of the next main.

*if the wrong tires are on for the A main it's a race day disqualification and receive no points for the day.

*impound is only for NCQMA points races.

*Carolina Clash, Dixie or any non-points race is not part of impound.

*you have the option to run your tires past what we have the impound set for in your class. (example Sr. Honda is 3 races, if you want to run that set more than 3 races you can)

*Just because we're impounding doesn't mean we won't still check for tampered tires, we will still cut tires and send off for sampling.

***If you have any questions regarding the tire impound please direct them to Colt James (704) 677-6515 or Wayne Hargrove (919) 935-7303

Points

- Rookies will not be awarded points for finishing positions since the Rookie class is considered a noncompetitive, learning class.
- **Competitive classes: three cars or more must take the green flag in the feature to earn points.**
- The 4th Annual Carolina Clash and Dixie Shootout will be non-points events.
- 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 Dice Roll 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.
DQ	Mechanical	Award points based upon finishing position.
DQ	Safety (loss of safety item, does not conform to safety form)	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 cannot be used as a drop. Can be referred back to the BOD
DQ	Unsportsmanlike Conduct	Award NO race points, plus any additional penalties for this action. Cannot be used as a drop.
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.
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 TieBreakers

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 canceled prior to race day or the entire event is rained out after registration and no qualifying or heat races have occurred, the BOD reserves the right to reschedule if a rain date is available.
- 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 canceled due to curfew, drivers will be awarded 45 points in the classes where A Mains were not completed. If it is a double header weekend at least one green flag lap must be run in the second race, in order to receive rain out or canceled due to curfew points (45).
- All drivers that complete 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 year end 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.

The BOD reserves the right to change and or modify the race schedule, if deemed necessary due to weather and/or unforeseen circumstances.

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