



VIRGINIA DIRT KARTING ASSOCIATION
2017 RULE BOOK

Virginia Dirt Karting Association 2017 Rule Book

Gates open at 7:00 AM. Practice begins at 9:00 AM. Time Trials start soon after Practice. At 6:00 PM, if qualifying is not complete, it will be stopped and the races will begin. If qualifying is not completed, for the first event of the season, pills will be drawn to determine starting positions and for any races after that, the current season point standings will be used to set starting positions.

VDKA, though not associated with WKA, will use the WKA Tech Manual for most rules. Some exceptions include:

- Tire prep will be allowed. Open flames of any type will not be allowed.
- Weights: VDKA requires any weights >7 lbs. to be secured by a 3/8" bolt or two 5/16 bolts, and all weights must be double-nutted or cotter keyed or safety wired.
- The front faring specifications (shape of faring and protective strips) will not be followed by VDKA.
- Tires: Maxxis HT-3, Blues left, Pinks right for all Junior and Senior classes. Maxxis ELs on Senior Champ Clone classes and Adult Clone EL classes. Recaps NOT permitted.
- All WKA rule changes, after the initial annual Tech Manual has been issued, must be approved by the VDKA Tech Committee and communicated to the Organization Membership before going into effect.
- Clone motor tech will be per National Karting Alliance (NKA) rules/No Claim rule. All 4-cycle classes will be open dry clutch. (See last page for class structure)
- 6" Champ Karts Seat rule will be measured from the middle of seat to left inside of nerf bar.
- Champ Kart Seat Belts: Belts must have dated SFI tag visible, be in good condition with no fraying or tears, and be no older than four years old.
- Helmets: Snell 2005M helmets are not acceptable for 2017 for Sprint and Champ Karts. Snell 2010M and Snell 2015M are acceptable for Sprint Karts, but not acceptable for Champ Karts (must be Snell 2010 or 2015 SA or SAH). Snell CMR and CMS 2007 Youth Helmets are acceptable for Sprint and Champ Karts. No helmet mounted cameras allowed.

Race Registration

All drivers must be a VDKA member. The cost of membership is \$20.00 for the year. This fee also reserves a permanent kart number for the season. VDKA will allow a one day \$10 temporary membership fee.

Entry fees are \$45 for the first class and \$45 for all additional classes. Exhibition classes (i.e. Junior Stars) require the purchase of pit passes, but there is no entry fee. Pro Class entry fee will be \$45 and must be entered in the corresponding points class to run a Pro Class. There must be a minimum of three entries for a Pro Class to race. Payout will be determined by the number of karts per class.

Pit Passes will be sold at the tracks for \$15.00. VDKA will approve any changes to this cost and communicate to our racers ahead of time.

Race Information

All drivers must be entered into a class before practicing. **No registration refunds after pre-race tech.**

There must be an average of at least six karts in a class during the 2017 season to be eligible for yearend awards. **For championship points, VDKA allows for one drop race, but a competitor must compete in at least 80 percent of 2017 points events in a given class to be eligible for yearend awards for that class.** Competitors must run at least one green lap in a race and weigh in correctly to receive points for that race.

ALL DRIVERS 15 and younger must present a birth certificate at their first race or have a copy sent to the VDKA office no later than a week before the race. NO EXCEPTIONS even if you have been racing with VDKA for years.

Relief Drivers

There are no relief drivers allowed in any VDKA race/class.

Reserved Parking

Contact the tracks directly for parking information. The appropriate phone numbers are listed with the Race Schedule.

Track Management

At each VDKA event, that track is rented by the VDKA. While we depend on the track owner/personnel to have the track prepared for the event, VDKA will co-manage the track itself with the track owner/personnel. VDKA will appoint a "Track Management" committee to assist the track owner with decisions related to managing the track surface to help insure that optimum track conditions exist for our competitors throughout the event. Some responsibilities of this committee are:

- Evaluate practice times related to track and weather conditions
- Manage racing surface related to water addition and possible rework for rough track conditions

Kart Numbers

All Karts will be required to have 4 Legible Numbers on the Kart to be scored. If Scoring determines the numbers are Non-Legible, the Karter will have to change the numbers as to the approval of Scoring, before being allowed to participate. If in doubt, check with scorekeepers prior to time trials beginning. Having four numbers that are readable by VDKA scorers is a **pre-tech requirement**. Chrome numbers, red numbers on black or black numbers on red or blue are not permitted. If competitor's numbers are found not readable by VDKA officials, the competitor will be notified and will be required to change them to something that is readable before the problem kart is raced. Approved numbers are mandatory and must be installed before the kart can be approved in pre-tech.

Flagging

Adherence to flags displayed by the VDKA Flagman during practice, qualifying and races is mandatory. Disregard of a displayed flag, anytime during the event, may result in disciplinary action by the VDKA Board.

Race Format

The race format is as follows:

- Practice by combined classes per our practice schedule
- Qualifying by Time Trials
- Second round qualifying, based on total number of karts
- Races will be 20 laps unless the time factor causes them to be reduced
- A three spin rule is applied by the Race Director. Any kart causing 3 restarts during a race for accidents or spins will be sent to the pits.

The maximum number of karts in a class will be 30. When the number of entries per class exceeds 30, the top 20 qualifiers will be in the race. Qualifiers from 21 starting position back will run in second round qualifying to determine the remaining 10 spots.

DRAFTING DURING QUALIFYING IS PROHIBITED. THE FLAGMAN WILL DELETE LAPS WHERE DRAFTING OCCURRED. Competitors receiving the blue flag during qualifying are required to separate.

Time trials will determine the race starting order for each class. Clock officials will wait one minute at the end of each class for all competitors who have not qualified. Each competitor must qualify with his/her respective class/group. Competitors who fail to qualify with their assigned group and qualify with another group will forfeit their fastest lap of qualifying. Competitors who fail to qualify will start in the rear of the field unless the field is large enough to require second round qualifying, then the person must qualify in the second round. If a kart is missing when the last group of his/her class is ready to qualify, an announcement will be made that the driver of the missing kart has one minute to join the last group. If he/she is then not present on the grid with the kart, qualifying will not be allowed.

IT IS THE RESPONSIBILITY OF ALL DRIVERS TO ENSURE THEIR TRANSPONDER IS ON THEIR KART, MOUNTED CORRECTLY, BEFORE ENTERING THE GRID TO QUALIFY OR RACE. Transponders must be attached to the Steering Shaft above the tie rods on all karts.

No racing back to the caution flag. In the event of a late race cautions, if the leader takes the white flag and the yellow flag is displayed before the leader takes the checkered flag, we revert back to the last completed lap. If any kart takes the checkered and then the yellow is displayed, only the karts crossing before the yellow was displayed hold their position. Any karts not completing the final lap before the caution will revert back to the previous lap and karts involved in the caution will go to the end of the last completed lap.

Junior Stars

Junior Stars Champ and Junior Stars Sprint are entry-level classes for racers ages five to seven years old. These classes will be run as a non-points exhibition races with a 10-lap heat race and a 15-lap feature. The emphasis is on learning the rules and sportsmanship norms of racing. Karts and engines will be subject to pre-tech and post-race tech like any other class. Each racer that passes post-race tech will receive an award for race-day participation. Junior Stars racers are not required to run the mandatory open practice. A racer is not allowed to run a Junior Stars class if they are entered in a Junior One Champ or Sprint class.

Maximum time for a race event

VDKA is constantly working to manage the timing of our events. With 20+ classes on our schedule, it's important for us to manage the total time each class is on the track during a race. We have established a maximum time of 20 minutes per class to accomplish each race. The 20-minute time starts when the flagman shows the first green flag. If a red flag is shown, the 20 minute time will stop until the green flag is shown again. This will ensure that an incident on the track involving emergency response personnel will not impact the actual time limit of the race. After that, the flagman or race director will monitor the time taken for that race. When 20 minutes have passed, the flagman or race director will stop the race if another yellow or a red flag has to be displayed. After this final caution/race stoppage, the field is lined up; the flagman indicates that this is the final restart, by holding up the white and checkered flag. The field moves out, comes around and takes the GREEN FLAG, comes around for the WHITE FLAG and then completes one more lap for the CHECKERED FLAG.....so basically two more laps are completed after the race has been stopped for a yellow or a red flag after 20 minutes have elapsed. The race will then be called a completed event and the scoring at this time will determine all finishing positions.

VDKA Trophy System

Awards will be given to 1st place only in Adult classes, Junior classes will receive awards as follows: 2-3 Karts, 1 Trophy – 4-5 Karts, 2 Trophies – 6-7 Karts, 3 Trophies -- 8-9 Karts, 4 Trophies -- 10 or more Karts = 5 Trophies.

Tech Procedures

If a competitor does not accept the VDKA Tech Official's findings, he or she must submit a written protest within 20 minutes of the call along with a \$100 Protest Fee. The protest and part is given to the VDKA Tech Advisory Committee who will examine the part/protest to make the final determination. **THEIR DECISION IS FINAL.** The responsibility of the Tech Advisory Committee is to decide if the part either met or failed, by the description of the Tech Manual, not to decide whether the Tech Manual is correct or not. (See page 10 for Tech Advisory Committee members).

If the part is found to be illegal, no money will be returned, the driver will be "DQ'd" from that event and the part will be confiscated by VDKA. If the protested part is found legal, the \$100 will be returned to the driver and his/her race finish restored. Protested funds not returned will be the property of VDKA. The Tech Advisory Committee will attempt to

meet the night of the race and a decision will be made unless there are questions involving the part that require additional information to ensure the proper call is made.

The top five finishers in **all but seven classes** will be teched by the "Outside Tech Official", with the engine remaining on the kart.

Seven classes will be selected at each race for a more extensive tech. These classes will be managed to ensure all classes will be teched by this method, as close to the same number of times during the season as possible. Tech officials will decide what will be of teched for all classes.

Protests will be limited to engine only after karts have left grid for the start of their feature.

Protest of another competitor's engine

If a competitor wishes to protest another competitor's engine, the protest fee is \$300 cash paid to VDKA and the steps below must be followed:

1. Tech Director Must be notified of protest at scale/impound area while both karts are in impound area and within the 10 minutes of the ending of the race.
2. The protest must be in writing and done within 20 minutes of the race ending. (The race end is determined by computer scoring which contains the exact time the race ended)
3. The protestor's kart/engine must remain in the tech area until the tech procedure for the engine being protested is complete.
4. The protestor can only protest the competitor's engine finishing directly in front of him/her. (e.g., if the protestor finishes fourth, he/she can only protest the third place finisher, no other finisher in the race).
5. If, after the engine teardown, the engine is found to be legal, the engine owner receives \$225 and the Tech person receives \$75.
6. If the engine is found to be illegal, the protestor receives \$225 back from VDKA and the tech person receives \$75.
7. The protestor engine will be teched first and, if found illegal, will be dq'ed and the Protested engine owner will receive \$225 and the tech person receives \$75. The protest is concluded if protestor engine is not legal.
8. The Tech team's decision is final.

VDKA Bad Weather System

If bad weather causes qualifying to be delayed or a race to be discontinued, qualifying/race schedules may change as follows:

- At 6:00 PM, if qualifying has not started, pills will be drawn at the first race or points will be used at all other races to determine qualifying positions, if the weather allows.

- At 6:00 PM, if qualifying is underway, it will stop. If a class is qualifying at 6:00, that class will be continued until completion. Pills or points will determine race starting positions for all classes not qualified.
- All classes qualified before 5:00 will use their qualifying times as starting positions, even if bad weather causes qualifying in the remaining classes to be cancelled.
- At 5:00 PM, if bad weather is present and the forecast is for the bad weather to continue, the race may be called either a rainout with a makeup date or, if a minimum of 16 classes has completed qualifying, the race will be called a completed event.
- If less than 16 classes have qualified and the bad weather is not forecasted to leave, the race will be rescheduled to the scheduled rain date.
- If the rain date has already been used and the bad weather is still present and forecasted to continue, any time after 5:00 PM, the race can be called a completed event and all registered competitors will receive first place points. There will be no second rain date for a race cancelled due to bad weather.

A competitor's racing age is determined by their age on January 1. A competitor may move up in class upon reaching the required age during the year, but will forfeit points in the prior class and cannot move back to previous class.

2017 VDKA Race Schedule

- April 1 - Albemarle Speedway
- May 6 - Brunswick Speedway
- July 8 - Capital City Speedway
- July 29 - Albemarle Speedway
- Aug 19 - Brunswick Speedway
- Sept 16 - Capital City Speedway
- Rain Dates - June 3 and Oct 7

Track Promoters

Mike Hurley - Capital City Speedway

www.capitalcityspeedway.info

(301) 452-4747

Al Baird - Brunswick Speedway

www.brunswickspeedway.com

(434) 848-2129 or (434) 594-4133

Doug Johnson - Elizabeth City Speedway

www.albemarlekartclub.com

(757) 373-4990

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	AGE		Weight	
JR STARS SPRINT*	5-7	Clone .375 Red Plate Small Pipe Mandatory 16-66 Gear (No skip tooth gears) / 34.5" max tire circum	245	Exhibition (Participant Awards)
JR STARS CHAMP*	5-7	Clone .375 Red Plate Small Pipe Mandatory 16-66 Gear (No skip tooth gears) / 34.5" max tire circum	275	Exhibition (Participant Awards)
JR SPORTSMAN 1 SPRINT *	7-10	Clone .425 Green Plate Small Pipe	265	Points
JR SPORTSMAN 1 CHAMP*	7-10	Animal Purple Plate .225 3 hole Raptor Purple Plate .425 Clone .425 Green Plate / Big Pipe	300	Points
JR SPORTSMAN 2 SPRINT *	10-12	Clone .500 Purple Plate Small Pipe	290	Points & Pro
JR SPORTSMAN 2 CHAMP	10-12	Animal Blue Plate 2 hole .275/.325 Raptor Blue Plate .500 Clone .500 Purple Plate Small Pipe	315	Points & Pro
JR RESTRICTED (SPRINT) *	12-15	Clone .550 Blue Plate Small Pipe	320	Points & Pro
JR CHAMP	12-15	Animal Black Plate .575 Unrestricted Clone / Big Pipe	360	Points & Pro
CLONE EL MEDIUM	15+UP	Open dry clutch / Big pipe / ELs	350	Points
CLONE EL HEAVY	15+UP	Open dry clutch / Big pipe / ELs	375	Points & Pro
BRIGGS FLATHEAD HEAVY	15+UP	Briggs Raptor / HT3s	375	Points & Pro
CLONE HEAVY HT3	15+UP	Big pipe / open dry clutch / HT3s	375	Points & Pro
CLONE EXTRA HEAVY 425	15+UP	Big pipe / open dry clutch / HT3s Driver must weigh 200	425	Points & Pro
ANIMAL HT3	15+UP	Animal / Open dry clutch / HT3s	375	Points & Pro
SR CHAMP CLONE	15+UP	Big pipe / Open dry clutch / ELs	425	Points & Pro
SR CHAMP ANIMAL	15+UP	Animal / Open dry clutch / HT3s	425	Points & Pro
LIMITED MODIFIED*	15+UP	Flathead (375) and Animal (410)	375/410	Points

*Revised for the 2017 Season