

Sprintcar Supplementary Regulations | Chariots of Thunder Sprintcar Series 2022

Supplementary Regulations apply any time before, during or after a race meeting and are not subject to appeal.

Amendment of the regulations

Northline Speedway reserve the right to update, change or amend any of the supplementary regulations at any time and no correspondence will be entered into.

Contacts

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Chief Steward	Gary Pendlebury	0418 828 133	smartmaster@bigpond.com

1. Conditions of Entry

1.1 This series is open to all NTSA or SCCA registered drivers.

1.2 Drivers must have a current SCCA licence registration and Speedway Australia licence is compulsory at Speedway Australia affiliated tracks.

1.3 All Sprintcars are to be in the pit area by 3pm on scheduled race meetings.

1.3.1 Scrutineering will commence at 2:15pm through till 3:45pm.

1.3.2 All scrutineering will be conducted in a designated and signed area. All licences and logbooks must be presented at scrutineering with the Sprintcar. Safety equipment and apparel may be inspected by officials at any time when competing.

1.3.3 Sprintcars must be weighed by a designated NTSA (Northern Territory Sprintcar Association) official in the NTSA designated area on the first Friday. The official will choose all, odd or even numbered cars to be scrutineered at any round after Round One.

1.3.4 All crew members accessing the in-field will be required to hold the appropriate credentials and clothing (as per relevant NTSA or track regulations). A maximum of three (3) crew per Sprintcar are permitted on the infield during Qualifying and Hot lap sessions.

1.3.5 All competitors and crew are subject to the supplementary regulations for the series.

1.4 All competitors, crew and officials are required to conduct themselves in a professional and safe manner. Non-compliance of this will be addressed by either the Promoter or Chief Steward. Penalties for non-compliance may apply.

1.5 All drivers are to attend the compulsory drivers briefing at 3:15pm to register their attendance. Drivers briefing will be held at 3:30pm unless otherwise advised. All drivers are to attend the meeting in their race suit, unless otherwise advised by the Chief Steward. Failure to comply without a valid excuse will result in the following penalties applied immediately:

- Late Attendance (Not signed in by 3:30pm) five (5) point deduction
- Non-Attendance and must present to chief steward prior to racing 25 point deduction
- Fail to wear drivers suit at meeting 25 point deduction

1.6 Top three (3) drivers will be weighed after the A main. Random weighing will be done in heat races. Scale location for scrutineering ONLY is in the pit scrutineering bay. ALL after race scaling will be on the designated area in the infield. Car must be weighed before leaving the track.

2. Nominations

2.1 Nominations for the Chariots of Thunder Sprintcar Series will open via the Northline Speedway website, www.northlinespeedway.com.au

2.2 The nomination packages available to the competitors:

The nomination fee will be \$600 which includes all four nights of the Chariots of Thunder Sprintcar Series. Included in your nomination pack will be:

- 1 x Competitor Nomination
- 1 x Competitor Venue Entry
- 3 x Competitor Crew Venue Entry
- 2 x Sponsor General Admission Passes
- 1 x Private Vehicle Venue Entry (Subject to space availability)

2.3 Payment must be provided upon submitting your nomination.

2.4 Nominations will close Friday 1st July 2022 at 5pm + ACT.

2.4.1 Late nominations may be accepted at the promoter's discretion.

2.4.2 Approved late nominations will incur late administration fee of \$200 per nomination.

2.5 Any competitor who attends a race meeting with a Sprintcar that is mechanically unable to compete at all, will not be reimbursed their nomination fee or prize money. Ability to compete will be evaluated by whether the Sprintcar did start (meet the green flag) in any of the heats, features or at the discretion of the Chief Steward.

3. Racing Rules

3.1 The series competition will take place under the current SCCA Racing Rules, Regulations and Specifications as set out in the current rule book and the series supplementary regulations as allowed in section 3 of the rule book.

3.2 Any driver disqualified from an event will not receive any points or prize money for that event.

3.2.1 In the event of a DNF (Did Not Finish) or mechanical black flag in A main's we will honour points and prizemoney in the order of timing by officials.

3.2.2 DNF results without mechanical black flag in heats will honour no points as per SCCA rules.

3.3 Random drug and alcohol testing of drivers, owners, officials and pit crews as per the regulations of the current SCCA Rules & Regulations Book may be conducted at any time before, during or after a race meeting.

3.4 All racing will occur to the minute by minute provided by the Promoter.

3.4.1 Where practical, necessary action may be undertaken by the Promoter to ensure the race meeting is run to the minute by minute.

3.5 Restarts will be single file for all races.

3.6 The Chief Steward and the Promoter reserve all rights to implement and enforce time certain racing or alter races if the nights running of the program is at risk of finishing later than 10:45pm.

3.6.1 Time limits for events are:

- 3.6.1.1 Track Pack 15 minutes
- 3.6.1.2 Hot laps Time trials 30 minutes
- 3.6.1.3 Heat races and Dash (9) minutes
- 3.6.1.4 C mains 10 minutes
- 3.6.1.5 B main 15 minutes
- 3.6.1.6 A main 30 minutes
- 3.6.1.7 Pole Shuffle (August 27th) 15 minutes

4. Series Format August 19th, 20th, 26th, 27th

4.1 Hot laps – Drivers will be given 2- 3 hot laps, The Chief Steward has discretion to add hot lap sessions to bring the track in if deemed needed by the Chief Steward. Drivers will be put in groups of 4 – 6 cars. The caution lights will come on directly after the hot lap session and the Heat Group will commence the 2-lap time trial. (Not going back onto the infield)

4.1.1 Qualifying – 2 Laps 2 timed

Nominated drivers will be seeded into Heat Groups - drivers will then be seeded into groups of no more than 6 in each qualifying group.

A pill draw will determine which Heat groups will be Heat 1, 2, 3, 4, 5, and 6

A pill draw will then determine which drivers go out first within that heat group. Driver will contest 2 laps of which 2 will be timed after the hot lap session.

The drivers quickest time within the heat group be used for heat race starting positions as well as any need for a tie break.

Heat 1		Heat 2		Heat 3		Heat 4		Heat 5	
Group 1	Group 2	Group 3	Group 4	Group 5	Group 6	Group 7	Group 8	Group 9	Group 10
Time Trial Results - Fastest to Front		Time Trial Results - Fastest to Front		Time Trial Results - Fastest to Front		Time Trial Results - Fastest to Front		Time Trial Results - Fastest to Front	

4.2 Heats – 10 Laps – maximum of 12 cars

4.2.1 Heat Race Transfers

- Finishing Positions 1st and 2nd Transfer to the Dash
- Finishing Position 3rd transfer to the A main
- Finishing Positions 4th, 5th and 6th transfer to the B main
- Finishing Positions 7th, 8th and 9th transfer to the C main
- Finishing Positions 10th, 11th and 12th transfer to the D main

4.2.2 Heat Race Table Guide

Heat Race Finishing Position	Transfer	Line up order
1 st	Top 10 Dash	Positions drawn for 1 st to 5 th
2 nd	Top 10 Dash	Positions drawn for 5 th to 10 th
3 rd	A Main 11 th to 15 th	Start Order from Time Trial Results
4 th	B Main	Start Order from Time Trial Results
5 th	B Main	Start Order from Time Trial Results
6 th	B Main	Start Order from Time Trial Results
7 th	C Main	Start Order from Time Trial Results
8 th	C Main	Start Order from Time Trial Results
9 th	C Main	Start Order from Time Trial Results
10 th	D Main	Start Order from Time Trial Results
11 th	D Main	Start Order from Time Trial Results
12 th	D Main	Start Order from Time Trial Results

4.3 D Main – 10 Laps – Top 5 Transfer

The order of the D Main will be determined by D Main heat transfers with their respective Time Trial result. Top 5 finishers transfer to the back of the C main in the respective finishing order.

4.3.1 C Main – 10 Laps – Top 5 Transfer

The order of the C Main will be determined by C Main heat transfers with their respective Time Trial result with D main transfers starting at the rear of the grid. Top 5 finishers transfer to the back of the B main.

4.3.2 B Main – 20 laps – Top 5 Transfer

The order of the B-Main will be determined by B Main heat transfers with their respective Time Trial result with C Main transfers starting at the rear of the grid. Top 5 finishers transfer to the back of the A Main

4.3.3 Dash – 6 Laps

1st and 2nd place Heat Race finishers will enter a Dash and line-up by their respective Time Trial Result. All Dash participants will then draw for starting positions. The Dash finish will set the first 10 positions of the of the Feature. 1st place Heat race finishers will draw for positions 1st to 5th. 2nd place Heat race finishers will draw for positions 6th to 10th.

4.3.3.1 *If the Dash is not contested the positions will be:

1st to 5th the five 1st placed cars in the heats lined up on Time Trial Result. 6th to 10th the five 2nd placed cars in the heats lined up on Time Trial Result.

4.3.4 A Main (20 car field) – 30 laps

Positions 1st to 10th as per Dash result. Positions 11th to 15th as per time 3rd place Heat transfer and respective Time Trial result. Positions 16th to 20th from respective B Main finishing order.

4.5 A Pole Shuffle will be held on August 27th for the Pope Challenge only.

- 4.5.1** The Pole Shuffle will comprise of drivers who finished in the top 2 of each heat race. Starting positions for the Pole Shuffle will be determined by draw as per dash draw rule 4.3.3.
- 4.5.2** Restarts will be permitted in the Pole Shuffle – determination of ‘jumping the start’ will be judged at complete discretion by the Chief Steward and result in a loss for that Pole Shuffle round.
- 4.5.3** The Pole Shuffle for position one (1) and two (2) will be a best of three (3) match
 - 4.5.3.1** The driver who draws the number 1 pill will have right of decision to take the inside or outside row for the first shuffle of the best of three match. The second shuffle will be inverted. The third shuffle will be inverted again. If a driver wins the first two (2) shuffles, the result will be considered final and the third shuffle will not be run.
- 4.5.4** The winner of the pole shuffle will have right of decision to commence the start of the A-Main from the inside or outside of the front row.

4.6 On the night of August 27th the winner of the pole shuffle will be offered the opportunity to take the Pope Challenge.

- 4.6.1** The Pope Challenge allows the driver on Pole Position to elect to relinquish Pole Position and start from position 20. Having relinquished Pole Position, failing to start from position 20 (incorrect grid start position) will disqualify the driver from claiming the bonus prize.
- 4.6.2** If the Pole Position competitor in the A Main accepts the challenge to start from position 20 in the A Main and then finishes the A Main in first position (winner), the winner will be entitled to bonus prize of \$25,000 on top of the 1st prize payout.
- 4.6.3** If the Pole Position declines the offer, it will not be offered to any other competitor.
- 4.6.4** The driver that wins the Pole Shuffle must make the decision whether they accept the challenge or not within five (5) minutes of the conclusion of the Pole Shuffle at the podium area.
- 4.6.5** If the challenge is accepted the driver must display LED lighting on the race car that is provided and installed by the officials.

4.7 August 19th, 20st, 26th and 27th are separate points nights towards the Chariots of Thunder Series points score. There are no preliminary points that will carry over to the next night.

4.7.1 Race Line up Guide

Heat racing to Mains Matrix

A Main Matrix	
Starting Position in A Main	Resulted from
1 st	1 st in Dash
2 nd	2 nd in Dash
3 rd	3 rd in Dash
4 th	4 th in Dash
5 th	5 th in Dash
6 th	6 th in Dash
7 th	7 th in Dash
8 th	8 th in Dash
9 th	9 th in Dash
10 th	10 th in Dash
11 th to 15 th	3 rd in Heat 1,2,3,4,5
16 th	1 st in B Main
17 th	2 nd in B Main
18 th	3 rd in B Main
19 th	4 th in B Main
20 th	5 th in B main

B Main Matrix	
Starting Position in the B Main	Resulted from
1 st to 5 th	4 th in Heat 1,2,3,4,5
6 th to 10 th	5 th in Heat 1,2,3,4,5
11 th to 15 th	6 th in Heat 1,2,3,4,5
16 th	1 st in C Main
17 th	2 nd in C Main
18 th	3 rd in C Main
19 th	4 th in C Main
20 th	5 th in C Main

C Main Matrix	
Starting Position in the C Main	Resulted from
1 st to 5 th	7 th in Heat 1,2,3,4,5
6 th to 10 th	8 th in Heat 1,2,3,4,5
11 th to 15 th	9 th in Heat 1,2,3,4,5
16 th	1 st in D Main
17 th	2 nd in D Main
18 th	3 rd in D Main
19 th	4 th in D Main
20 th	5 th in D Main

D Main Matrix	
Starting Position in the D Main	Resulted from
1 st to 5 th	10 th in Heat 1,2,3,4,5
6 th to 10 th	11 th in Heat 1,2,3,4,5
11 th to 15 th	12 th in Heat 1,2,3,4,5

1st place Heat transfers pill draw for positions 1st to 5th for Dash

2nd place Heat transfer pill draw for positions 6th to 10th for Dash

Start order by time trial result

Start order by time trial result

Start order by time trial result

Start order by time trial result

Start order by time trial result

Start order by time trial result

Start order by time trial result

Start order by time trial result

Start order by time trial result

Start order by time trial result

4.8 Promoters and organisers have the right to adjust race formats to suit car counts before any round has commenced. All drivers will be informed at the drivers meeting if any immediate changes have been made. Promoters and organisers will inform all drivers and teams via email if changes have been made before drivers meeting.

5.3 Point system for the series is as follows -

	A Main		B Main	
Time Trial – No Points Heat Racing – No Points	1st	150	6th	108
	2nd	146	7th	106
	3rd	144	8th	104
	4th	142	9th	102
	5th	140	10th	100
	6th	138	11th	98
	7th	136	12th	96
	8th	134	13th	94
	9th	132	14th	92
	10th	130	15th	90
	11th	128	16th	88
	12th	126	17th	86
	13th	124	18th	84
	14th	122	19th	82
	15th	120	20th	80
	16th	118		
	17th	116		
	18th	114		
	19th	112		
	20th	110		

5.3 Continued, Point system for the series is as follows -

C Main		D Main	
6th	79	6th	63
7th	78	7th	62
8th	76	8th	61
9th	75	9th	60
10th	74	10th	59
11th	73	11th	58
12th	72	12th	57
13th	71	13th	56
14th	70	14th	55
15th	69	15th	54
16th	68	16th	53
17th	67	17th	52
18th	66	18th	51
19th	65	19th	50
20th	64	20th	49

6. Prize Money

6.1 All drivers claiming GST will be required to supply a tax invoice prior to being paid for that event.

6.2 Prize money pay outs will be according to the official results.

6.3 The promoter reserves the right to alter pay outs or awards. Drivers will be informed of any alteration at the drivers briefing prior to the commencement of the event.

6.4 All eligible prize money will be paid direct to your nominated bank account by the Darwin Speedway Riders and Drivers Association within 21 days of the conclusion of the series.

6.4.1 It is the responsibility of the driver to ensure the appropriate bank details have been provided on the nomination form. To update or change the bank details you have provided please email the event manager directly.

6.5 Prize money allocation is as follows:

Chariots of Thunder Round 19th, 20th, 26th and 27th August 2022, Total \$147,000

Pope Challenge \$25,000 – 27th August 2022

A -Main	Prize Money
1st	\$10,000
2nd	\$5,000
3rd	\$3,000
4th	\$800
5th	\$800
6th	\$800
7th	\$800
8th	\$700
9th	\$700
10th	\$500
11th	\$500
12th	\$500
13th	\$500
14th	\$500
15th	\$400
16th	\$400
17th	\$400
18th	\$400
19th	\$400
20th	\$400
Total	\$27,500

B- Main	Prize Money
5th	\$300
6th	\$300
7 th	\$300
8th	\$300
9th	\$200
10th	\$200
11th	\$200
12th	\$200
13th	\$200
14th	\$200
15th	\$200
16th	\$100
17th	\$100
18th	\$100
19th	\$100
20th	\$300
Total	\$3,000

6.5.1 GST will be paid for ABN registered nominations.

6.6 Contingency prizes will be awarded and are subject to change

7. Promotional and Media Engagement

7.1 As part of your nomination, all drivers will be required to engage in various media and promotional activities outlined by the promoter.

7.2 Penalties will apply for those who do not engage in required activities, within fair reason. **Deduction in points for each scheduled race meeting may be applied at the discretion of the Event Director.**

7.3 Series Decals. All cars must display the supplied official decals of major COT sponsors to be eligible for contingency, point fund and prize money. Failure to do so will render your team ineligible for contingency prizes and or prize money at the event director's discretion.

7.3.1 To be eligible for any prize money, contingency awards or points fund, all provided decals must be displayed on the left and right side of the car. Below are options where they may be displayed:

Right side:



Left Side:

