

OFF ROAD APPENDIX

STADIUM REGULATIONS

Modified Article	Date of Application	Date of Publication

A capitalised and italicised word in this document is defined in the FIA International Sporting Code (Code) or the National Competition Rules (NCR), including their Appendices.
Any HEADING is for reference only and has no regulatory effect.

1. INTRODUCTION

These Stadium Off Road *Standing Regulations* are to be read in conjunction with the Off Road *Standing Regulations*, to add to them in the areas mentioned below, and to vary them in the specific areas listed only. Unless varied by these regulations, the Off Road *Standing Regulations* shall apply to off road stadium events. *Event Supplementary Regulations* may further add to these requirements.

2. DESCRIPTION

- (a) Stadium *Off Road Events* are classified as races and are conducted on purpose-built tracks, often within speedway complexes. The surface mainly consists of dirt, sand, clay and grass.
- (b) A stadium *Off Road Event* is a competition between two or more vehicles running simultaneously, on the same *Course*, in which the first vehicle to cross the finishing line at the end of the prescribed distance shall be deemed the winner, and so on, regardless of elapsed times.
- (c) Stadium *Off Road Events* are conducted on tracks usually not more than one kilometre in length, and of 15 metres minimum width. Each Stadium *Off Road Event* venue shall be subject of a *Motorsport Australia* Category C *Track Licence*.

3. COMPETITORS

- (a) Only the *Driver* will be permitted in the car during the competition or practice.
- (b) For competition *Licence* details, refer to "General Regulations of *Motorsport Australia*" in the *Motorsport Australia Manual*.

4. AUTOMOBILES

4.1 ELIGIBILITY

- (a) Entries may be sought for automobiles complying with the requirements of Off Road automobiles, as specified in "Off Road" in the *Motorsport Australia Manual*, subject to variations described in these *Standing Regulations*. Automobiles will be classified as follows:
 - (i) Super 1650 and Sportsman Buggies (up to 1650cc capacity);
 - (ii) Pro and Prolite Buggies (up to 6000cc and up to 3500cc [naturally-aspirated] capacity respectively);
 - (iii) Performance 2WD and Extreme 2WD; and
 - (iv) Production 4WD and Extreme 4WD.
- (b) Compatible classes may be amalgamated as follows:
 - (i) Super 1650 and Sportsman Buggies may be amalgamated with other buggy classes. Buggies are not permitted to be combined with other classes unless as a non-competitive *Demonstration Event*.
 - (ii) Performance and Extreme 2WD may be amalgamated with Production and Modified 4WD.

4.2 GENERAL REQUIREMENTS

The following additional requirements must be met by vehicles competing in stadium events:

- (i) All forward-facing driving or head lights which are not integral with the bodywork shall be removed. It is recommended that those integral with the bodywork also be removed, but if not, they must at least be restrained by adhesive tape to reduce the likelihood of broken glass falling on to the *Track*.
- (ii) No chassis, bumper, nerf bar or any other component shall terminate abruptly in such a way that hooking onto another *Competitor's* vehicle is a significant likelihood. It is highly recommended that the end of such components be returned to the vehicle centreline. No vehicle shall have sharp protruding objects of any kind.
- (iii) All vehicles must be fitted with safety nets or wrist restraints.
- (iv) The carrying of warning triangles, tow ropes and first aid kits is not required.

5. BEFORE THE EVENT

5.1 PRACTICE

Practice is compulsory in stadium events. Details of times for practice etc must be described fully in *Event Supplementary Regulations*.

5.2 BRIEFING

- (a) At least one briefing, and preferably two, must take place. Attendance by all drivers at every briefing is compulsory.
- (b) Briefings should be held;
 - (i) before practice; and
 - (ii) prior to commencement of competition.

6. COURSE MARKING

6.1 STADIUM EVENTS

In stadium events, directional arrows, hazard warnings, "No Road" markers etc are not required, however flag and/or light signals will be used to communicate with the competitors.

7. START

7.1 NUMBER OF STARTERS

The maximum number of starters in any *Event* will be as specified on the *Track Licence*.

7.2 STARTING ORDER

The method of determining the starting order for heats and finals shall be as specified in *Event Supplementary Regulations*.

7.3 INTERVALS

Multiple starts will be used.

8. FINISH

8.1 RACE FINISH:

- (a) The race is deemed to have finished once the chequered flag has been shown to all mobile competing cars or when the time limit specified by the organisers has expired, whichever occurs first.
- (b) The winner is defined as the first car past the *Finish Line* after completing the scheduled number of laps, or when the chequered flag is first shown.
- (c) The finishing order shall be determined by the order in which cars cross the *Finish Line*, and by the number of laps completed. Once all competitors have been shown the chequered flag it is the end of the race, and no *Competitor* may continue to make up for lost laps.

8.2 FINISHER

- (a) To be classified as a finisher, a vehicle must cross the finishing line at the end of the *Event* under its own power, with the *Driver* seated in the *Driver's* seat with seat belt and helmet properly secured and within such time limit as has been specified by the organisers.

- (b) A vehicle will only be classified as a finisher when all wheels remaining on the vehicle are within the *Course* as it crosses the finishing line. Any vehicle pushed (other than as the result of an accidental collision) or towed shall be disqualified from results of that *Event*.

9. RACING

9.1 STOPPAGE

- (a) The Clerk of the *Course* may, at their absolute discretion, stop any race for reasons of safety.
- (b) Any race not being a feature race, *Series* final or *Championship* race, which has been stopped with less than two laps remaining to be completed may, at the Clerk of the *Course*'s discretion, be deemed to be completed at the time it was stopped. In such cases results will be determined by the order in which the vehicles crossed the *Finish Line* on the lap prior to the last lap completed by the leader.
- (c) Any feature race, *Series* final or *Championship* race will be restarted after a stoppage so that it runs its scheduled distance.

9.2 RE-START

In the *Event* of a re-*Start*, the cars at such re-*Start* shall be in single file in the respective positions they held at the time of stopping the race, except for any car deemed by the Clerk of the *Course* to have caused the stoppage, which will *Start* at the rear of the grid.

10. PERFORMANCE

10.1 STADIUM EVENTS

The only criterion for performance shall be the finishing order after the first car passes the chequered flag in the race.

10.2 STADIUM EVENT PENALTIES

- (a) In stadium racing, the following penalties shall apply. They shall be imposed by the Clerk of the *Course*, their nominated officials or in some cases by the stewards.

Offence	Penalty
Jumping the <i>Start</i> . Gaining advantage by jump starting. Reckless or negligent driving, i.e. careless and indiscriminate driving or barging or causing direct disadvantage to another <i>Competitor</i> . Failing to heed a blue or yellow flag as per Stadium Off Road Regulations.	1st Offence Relegated two finish positions in that race 2nd Offence Relegated to last position in that race 3rd Offence <i>Disqualification</i> from <i>Event</i> notwithstanding any further penalties that may be imposed by the stewards of the <i>Event</i>
Dangerous driving, as determined by the Clerk of the <i>Course</i> , their nominated officials or the stewards.	<i>Disqualification</i> from the <i>Event</i>
Causing a re- <i>Start</i> , subject to determination by the Clerk of <i>Course</i> , their nominated officials as to who caused the stoppage.	Relegation to the rear of the grid for the re- <i>Start</i>
Failure to advise scorers of change of <i>Driver</i> .	<i>Disqualification</i> from that race

NOTE: The Clerk of the *Course*, Chief Scrutineer and Senior Flag Marshal and other specifically-appointed personnel act as officials in regard to the above offences. In addition, observers will be appointed, and they will be judges of fact with regard to jumped starts and short cutting.

11. DRIVING CONDUCT

- (a) Curves, as well as the approach and exit zone thereof, may be negotiated by the drivers in any way they wish, within the limits of the *Track*. Overtaking, according to the circumstances prevailing, may be done either on the right or on the left.

- (b) However, manoeuvres liable to hinder other drivers such as premature direction changes, deliberate crowding of a vehicle towards the inside or the outside of the curve, or any other abnormal change of direction are strictly prohibited and may be penalised, according to the seriousness of the action.
- (c) Any obstructive manoeuvre carried out by one or several drivers, with or without common interests, is prohibited. The persistent driving abreast of several vehicles, as well as in a fan-shaped configuration, is allowable only if there is not another car trying to overtake.

12. FLAGS/SIGNALS

12.1 SIGNALS

Signals will be given generally in accordance with Article 3.1 of *Appendix H* of the *NCR* (refer "General Requirements for Cars and Drivers" in the *Motorsport Australia Manual*). Light signals may be used in addition to or in place of flag signals, providing they are the same colour. Organisers must make provision for the use of the following flags or equivalent light signals.

- (a) Blue flag Blue light
- (b) Red flag Red light
- (c) Yellow flag Yellow light
- (d) Green flag Green light
- (e) Black flag
- (f) Black flag with white stripe (protest lodged against you)
- (g) Chequered flag

12.2 SIGNALLING LOCATIONS

- (a) Sufficient signalling locations shall be provided, and in suitable positions, to adequately cover the *Course*.
- (b) They shall be positioned so that the drivers can clearly see any signals given under most racing conditions.
- (c) They must afford adequate protection to the marshals at that point.

12.3 VARIATION TO SIGNALS

Subject to the approval of the stewards, local variations of signalling are permitted, providing they do not represent a major departure from *Appendix H* and provided also that all competitors are fully advised of the changes.

13. TRACK SAFETY

13.1 LIGHTING

The *Track* shall be adequately lit for all racing conditions. Any man-made lighting systems shall be positioned so as not to interfere with the drivers' vision when traversing the *Course* in the normal fashion.

14. BREAKDOWN

The *Driver* of any vehicle that breaks down (due to either mechanical failure or collision) shall remain strapped into the car until directed to leave the car by a *Course* official. If a dangerous situation exists within the car, such as a fire, the *Driver* may exit the vehicle, but should be aware of the proximity of other competing vehicles.

15. MULTIPLE ENTRIES

- (a) Multiple entries are permitted as follows:
- (b) (i) A Super 1600cc Buggy, with the same *Driver*, may also be entered and compete in Unlimited Buggy Class,
- (c) (ii) A Super 1600cc Buggy already entered in Super 1600cc Buggy class may also be entered in Unlimited Buggy class with a different *Driver*.

16. GENERAL

- (a) Any competing vehicle having left the *Course* with all four wheels shall:
 - (i) re-join the *Course* as near as possible to the point of exit (compatible with safety), and

- (ii) not re-join the *Course* until it is safe to do.
- (b) In the *Event* of an incident on the *Course*, until instructed otherwise by the Clerk of the *Course*, the incident will be attended only by those officials responsible for the sector concerned. It is imperative that officials in other sectors remain at their posts and continue to perform their duties until otherwise directed.
- (c) In particular, no crew members are permitted onto the *Course* without the Clerk of the *Course*'s permission.
- (d) Action may be taken against any *Competitor* whose crew members commit any breach of this regulation.