



2022 MOTORSPORT AUSTRALIA

NSW RALLYCROSS CHAMPIONSHIP

SPORTING REGULATIONS

RALLYCROSS 1

Version 2 – 20/09/2022

1. AUTHORITY

The Rallycross Championship will be conducted under the provisions of the FIA International Sporting Code including Appendices and under the National Competition Rules of Motorsport Australia, these Sporting Regulations published for the Championship, the Supplementary Regulations published by the promoter of the event and any further regulations which may be issued

2. IDENTIFICATION

By entering the Championship persons, corporations and Clubs agree to refer to it only by its full title "2022 Motorsport Australia NSW Rallycross Championship". Any promotion or advertising matter must include the full title. It is the responsibility of the organising Club, entrants and their sponsors to ensure that this requirement is met. All parties are reminded of the conditions of NCR.

All competing vehicles are required to carry the Motorsport Australia logo decal.

3. CHAMPIONSHIP:

For 2022, the Championship will be conducted at one single event. The following event has been nominated;

November 12th/13th Raleigh Motorsport Complex Raleigh Motorsports Association

4. TROPHIES:

For the purpose of Motorsport Australia Trophy award:
The Club will have an outright Champion winner

The Club will award 1st, 2nd & 3rd place trophies for each class on the completion of 4 Heats based on total pointscore for all drivers from the 4 Heats as part of Round 5 of the Club Championship.

5. VENUES AND VEHICLES ELIGIBLE:

Category: Type 1 Autocross Automobiles
(grid 1-2) Type – eg. FWD – RWD - AWD

Any vehicle issued with a Log Book must present at documentation
All cars must comply with the General Requirements of Automobiles Schedules A & B as specified in the current Motorsport Australia Manual

6. CLASSES:

Class 1: FWD
Class 2: RWD
Class 3: AWD

7. TYRES:

Tyres are free for all classes with the exception of Rally Tyres. For the purposes of clarity, the use of Rally Tyres are prohibited in this Championship.

8. LICENCES:

Drivers must hold a minimum of a Motorsport Australia Speed or Speed Junior licences. Refer "General Regulations of Motorsport Australia" in the Motorsport Australia Manual of Motorsport

9. TIMING:

Timing will:

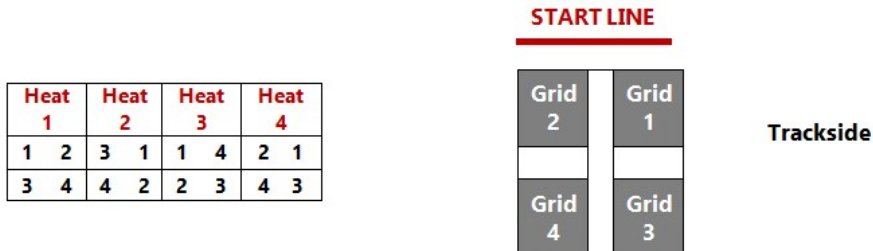
- 9.1. Be carried out to an accuracy of 0.001 second,
- 9.2. Commence concurrently for all automobiles in an event
- 9.3. AMBTransX2 Decoder system will be used as official timing – My Laps software incorporating AMB Transponder Loop System
- 9.4. Timing equipment in use for Race Meetings will be the only official times for Results – no third party equipment will be recognised to determine results

10. GRID

Rallycross 1

The grid shall consist of four automobiles, with left and right sides of the Grid alternated as necessary in the heats, staggered start 2 x 2 – Clockwise Direction

- (i) Front Wheel Driver, Rear Wheel Drive, All Wheel Drive



If there is a non-starter /s the starting position /s on the grid remain vacant
Position 1 is determined by Faster Time in Qualifying 2 Laps, Position 2 is the second fastest from qualifying and so on

11. EVENT PROCEDURE

11.1. RUNNING ORDER

The running order should follow as closely as possible the order listed in the Official Program.

Competitors will use their own numbers.

Exception due to mechanical issue etc may be given by the Clerk of the Course

11.2. STARTING ORDERS

Each driver and automobile is considered to have come under “Starters Orders” on arrival at the start grid. Having come under starters orders, such driver and automobile shall be considered to have started. Failure to proceed to the allocated start line on the grid when directed to do so may involve forfeiture of the run

11.3. STARTING PROCEDURE

Automobiles will start two at a time from a standing start, with engines running. The minimum requirement after the grid marshall/starter is satisfied that all is in order shall be:

- 10 seconds prior to lights, display a 10 second board
- 5 seconds prior to starting lights being illuminated: White light with No 5 will be shown
- 0 seconds red lights go on: after red lights illuminated they shall be extinguished
Between 2 -5 seconds later **Indicating start**
- With a grid of 4 (four) vehicles, there will be a staggered start; 2 cars being released under the above starting procedure. Lights will then be reset for the 2nd row until the 2nd grid is released – this should occur at approximately half the track distance which will separate the two lots of vehicles/automobiles.

11.4. JUMPING THE START

Any driver failing to comply with the requirements of the Start Procedure will be deemed to have Jumped the Start and will receive a penalty of 30 seconds, which is added to the Drivers time for the event.

The Stewards shall have the power to increase any specified penalty and/or to apply other penalties.

11.5. FINISH PROCEDURE

- (i) The finish line (control line) must be clearly indicated (eg. by trackside signage etc) and the end of the event shall be identified by a chequered flag light. Drivers are to significantly slow down and drive their automobiles to the paddock area
- (ii) For an automobile to be classified as a finisher in an event it must pass the finish line under its own power within two minutes of the display of the event signal being shown (this does not apply if the event is stopped by display of a red flag, in which case the results will be announced on the relative positions of the automobiles at the time they last crossed the finish line under their own motive power prior to the red flag being displayed)
- (iii) Lap Counter

Display Number 4 = 4 laps to go

Display Number 3 = 3 laps to go

Display Number 2 = 2 laps to go

Display LL = Last Lap

11.6. INCIDENTS ON TRACK

Contact and manoeuvres liable to hinder other drivers, such as premature direction changes on the straight, crowding of automobiles towards the inside or outside of a curve, or any other abnormal change of direction, and avoidable contact, are strictly prohibited

Any breach of driving standards will be reviewed by the Clerk of Course, who may reserve the right to delay any investigation until he/she has the opportunity to view evidence

An incident means a fact or a series of facts involving one or several drivers, or any driver's action reported to the Stewards by the Clerk of Course, or Judges of Fact, or noted by the Stewards, which includes instances where a driver has:

- provoked the stopping of a competition;
- violated these regulations or the supplementary regulations;
- started the event prior to the appropriate signal;
- did not respect the flag/light signalling;
- caused a collision;
- forced another driver off the track;
- illegally prevented a legitimate passing manoeuvre by another driver/s;
- illegally impeded another driver/s during a passing manoeuvre

This list is not exhaustive

It shall be the responsibility of the Stewards to hold an enquiry following a report or request from the Clerk of Course on a driver/s being involved in an incident and, if found guilty, to apply a penalty of up to and including disqualification from the event, plus a cash penalty as determined by the Stewards.

11.7. STOPPING THE HEAT

Should it become necessary to stop a race because the track is blocked by an accident, or because weather or other conditions make it dangerous to continue, the Clerk of Course shall order the red flag/light to be displayed simultaneously at each flag/light post. When the signal is given, each automobile shall immediately reduce speed and not overtake another competing automobile, in the knowledge that:

- 11.7.1. results shall be the order as at the start of the lap before the lap in which the red flag/light is shown;
- 11.7.2. competing automobiles and service automobiles may be on track;
- 11.7.3. the track may be totally blocked because of an accident;
- 11.7.4. weather conditions may have made the track undriveable at competition speed.

Drivers are to proceed at significantly reduced speed around the track to return to the paddock and follow the instruction of marshals whilst waiting on a decision of a re-run

12. MULTIPLE ENTRY OF AUTOMOBILE

Replacement Vehicles: At the sole discretion of the Clerk of Course, a driver whose vehicle has broken down, may use a replacement vehicle. The replacement vehicle must have been scrutineered, and preferably be in the same class and type as the original vehicle. Where the original vehicle has recorded a time and the scrutineered replacement is not in the same class and type as the original vehicle, the replacement vehicle will not be eligible for prizes and / or trophies. Maximum one (1) driver per car

13. RE-RUNS

A re-run will be permitted:

- a. If the timing apparatus fails;
- b. If a red light has been shown in a competition and the Clerk of Course and/or Stewards determine to have a re-run;
- c. In other circumstances as may be granted at the discretion of the Clerk of Course and/or Stewards
- d. If the Clerk of Course declares that the track has become unsafe during a run

Any warnings or penalties applied in the original run will apply for the re-run
Re-runs will be taken as soon as possible after determination by the promoters that a re-run is necessary

14. PARC FERME

Promoters may designate a parc ferme for vehicle checking. If such an area is designated, they must ensure that it remains secure.

15. JOKER LAP

Joker Lap will be in use for Practice/Qualifying, Heats, Pre Final, Final and Grand Final
The penalty for a driver who does not take the Joker Route once will be 30 seconds – except Grand Final

The penalty for a driver who does not take the Joker Route twice in the Grand Final is 30 Seconds

16. POINTSCORE

All times recorded throughout the Event will be converted to a Pointscore for all results – refer point scores attached

Heats

After each timed heat has been run, drivers times, (fastest to slowest) including penalties will be allocated points

The winner of the Heats will be the driver with the highest aggregate pointscore from all heats. Should drivers have equal points at the end of the heats the higher place will be determined by the following:

Addition of individual driver times from Heat 1 + Heat 2 + Heat 3 + Heat 4 = Total Time

The Driver with total lowest time will be deemed the Winner

Total of points over all heats, will determine the top 16 placings for the Pre Final.

Points Allocation for Heats

Heat points shall be allocated as follows:

	Placing / Per Heat	Points
1	Fastest Time	50
2	2 nd Fastest	45
3	3 rd Fastest	42
4	4 th Fastest	40
5	5 th Fastest	39
6	6 th Fastest	38
7	7 th Fastest	37
8	8 th Fastest	36
9	9 th Fastest	35
10	10 th Fastest	34
	And so on	
DNF Equals Number of Entries in class plus 1 place Eg. 8 entries plus 1 place = 9 th = 35 points		

Points Allocation for Pre Final

Pre Final points shall be allocated as follows:
No DNF points apply

	Pre Final	Points
1	Fastest Time	16
2	2nd Fastest	15
3	3rd Fastest	14
4	4th Fastest	13
5	5th Fastest	12
6	6th Fastest	11
7	7th Fastest	10
8	8th Fastest	9
9	9th Fastest	8
10	10th Fastest	7
11	11th Fastest	6
12	12th Fastest	5
13	13th Fastest	4
14	14th Fastest	3
15	15th Fastest	2
16	16th Fastest	1

Points Allocation for Final

Final points shall be allocated as follows:
No DNF points apply

	Final	Points
1	Fastest Time	8
2	2nd Fastest	7
3	3rd Fastest	6
4	4th Fastest	5
5	5th Fastest	4
6	6th Fastest	3
7	7th Fastest	2
8	8th Fastest	1

Points Allocation for Grand Final

Grand Final points shall be allocated as follows:
No DNF points apply

	Grand Final	Points
1	Fastest Time	8
2	2nd Fastest	5
3	3rd Fastest	4
4	4th Fastest	3

17. COMPETITION

The Championship shall consist of the following:

Saturday

Practice/Qualifying

3 Runs x 4 laps – each run will incorporate 1 (one) joker lap

Fastest time recorded by each driver when their 12 laps completed will be their qualifying time for the heats

Heats x 2

4 laps per heat – including 1 Joker lap per heat

Sunday

Heats x 2

4 Laps per heat – including 1 Joker lap per heat

Pre Final – 4 Laps – Including 1 Joker lap

16 top scoring drivers from the 4 heats will compete

Final – 4 Laps – Including 1 Joker lap

8 top scoring drivers from the Pre Final will compete

Grand Final – 6 Laps – Including 2 Joker Laps

4 top scoring drivers from the Final will compete

18. DETERMINATION OF THE CHAMPIONSHIP

The winner of the Championship will be determined by the driver who records the highest total points i.e. combining the Pre Final, Final, &

Grand Final points at completion of event

19. PENALTIES

Art/No.	Infringement	Penalty
19.1	Non-attendance, no signature on attendance document, or late attendance, at documentation/scrutiny	\$100 fine at discretion of Clerk of Course
19.2	Failure to Practice	Disqualification from meeting
19.3	Driving considered to be unsatisfactory	Disqualification from meeting
19.4	Not taking Joker Route where specified	30 Seconds
19.5	Taking Joker Route more than once Except Grand Final	30 Seconds
19.6	Not taking Joker 2 laps in Grand Final	30 Seconds
19.7	Exceeding speed limit in Paddock	Reported to the Steward/s
19.8	Jumping start before red lights are extinguished	30 Seconds
19.9	Incidents on Track	Decision of the Steward/s
19.10	Failure to respect flag/light signals	Reported to the Stewards
19.11	Striking a Penalty Marker	5 seconds per marker
19.12	Short Course Penalty to take advantage	Discretion of Clerk of Course
19.13	Late arrival at assembling area	Forfeiture of Run
19.14	Wrong Circuit Taken	5 Second Penalty