



# SUPERSTOCK & STOCKCAR

## Racing Rules

SECTION: R12-3

Version 2

## R12-3 RACING RULES: SUPERSTOCK AND STOCKCAR

### SIGNALS

**R12-3-1** The following lights and flags are used to signal competitors on the track:

Green Flag & Light	Start of race
Green Light	Race in progress
Red Flag & Light	Stop immediately
White Flag	One lap remaining
Black & White Chequered	Race complete, avoid other cars
Yellow Flag & Light	Proceed with caution

**R12-3-2** The green light is to be continuously activated while race is in progress.

### BEFORE THE RACE

**R12-3-3** The maximum number of competitors in the race will be decided by the Steward.

**R12-3-4** Cars must leave the start line under their own power.

**R12-3-5** Vehicles not on the track when the pit gate is shut are not eligible to start.

**R12-3-6** Vehicles proceeding to the start must not be driven at excessive speed.

**R12-3-7** Vehicles will grid up as directed by the Clerk of the Course.

**R12-3-8** Any vehicle failing to grid up after leaving the pits within the time limit of three minutes is not eligible to start the race.

**R12-3-9** The Referee is the sole judge of time in Rule R12-3-8 and can only allow one 3 minute delay per race.

**R12-3-10** The Clerk of the Course will advise the Referee that the track is clear and ready for racing.

**R12-3-11** The Starter will initiate each race when instructed to do so by the Referee.

**R12-3-12** There will be no contact between vehicles prior to the race start.

### START OF THE RACE

**R12-3-13** All competitors are under the jurisdiction of the Referee once the race commences.

#### **R12-3-14 Option One: Clutch Start**

The race commences with vehicles in a stationary position on the grid.

#### **R12-3-15 Option Two: Rolling Start**

(i) Vehicles move off the grid in formation, with grid 2 setting the pace.

(ii) The race commences when the green flag is waved and green lights activated.

### FALSE START

**R12-3-16** In the case of a false start the Referee can order a re-run by activating the red light.

**R12-3-17** It will be completely rerun over the original number of laps.

(i) the original grid positions will apply

(ii) no 3 minute bells are permitted

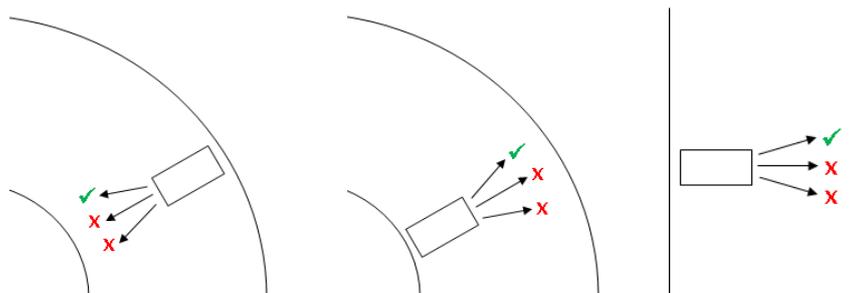
(iii) competitors may not change their vehicles

(iv) vehicles on the infield at the time of the race suspension are permitted to take part in the restart.

### RACE DIRECTION

**R12-3-18** The race will be in an anti-clockwise direction.

**R12-3-19** Vehicles can only make contact when travelling in an anti-clockwise direction. See diagrams for examples:-

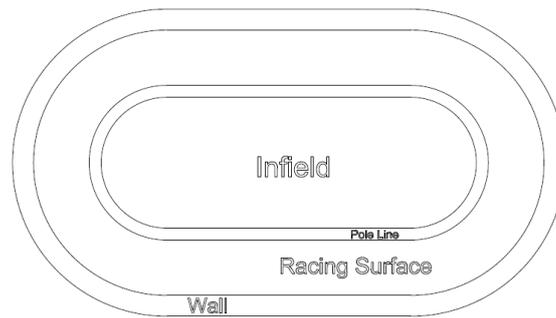


### STATIONARY VEHICLES

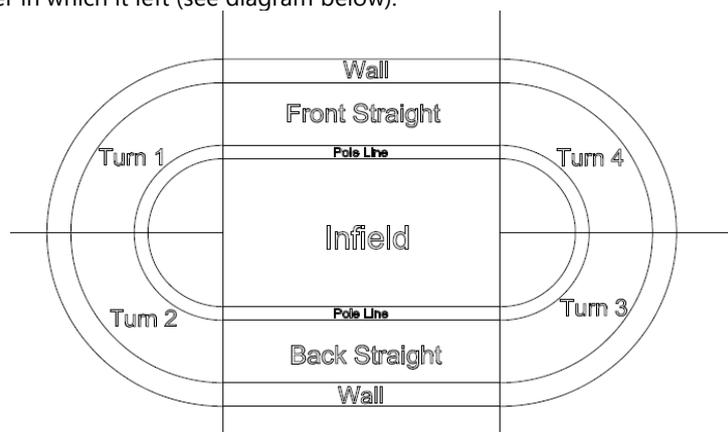
**R12-3-20** A vehicle that is stationary for any reason can be removed by the Referee activating the red lights.

**R12-3-21** Competitors in stationary vehicles must remain in their seat with belts on until they are permitted to get out by an Official. This does not apply in the case of fire.

- R12-3-22** Stationary vehicles are to be avoided where possible.
  - R12-3-23** Competitors cannot force or steer other vehicles into stationary vehicles.
  - R12-3-24** Attacking from a stationary position or hitting a stationary car is not permitted.
  - R12-3-25** Competitors waiting for another vehicle must be moving (however slowly) at all times, i.e. you can't stop and wait.
- POLELINE/INFIELD**



- R12-3-26** Refer to explanatory diagram above for a definition of terms.
- R12-3-27** A competitor can be penalised for placing one or more wheels off the racing surface.
- R12-3-28** Deliberate contact from the infield/poleline to the racing surface will result in a penalty including a fine and exclusion from the results.
- R12-3-29** Deliberate contact on the infield/poleline will result in a penalty including a fine and exclusion from the results.
- R12-3-30** Deliberately moving to the infield/poleline to avoid an attacking vehicle will result in a penalty including a fine and exclusion from the results.
- R12-3-31** If a vehicle is forced, spun, or driven to the infield during the race, it must return to the racing surface in the same straight or corner in which it left (see diagram below).



- R12-3-32** Exception to the above rules. Competitors can use the infield to avoid a complete blockage of the racing surface. They must return -immediately to the track once past the blockage, giving way to passing vehicles already on the racing surface.

**WALL**

- R12-3-33** Riding the concrete wall to gain an advantage can be penalised.

**OVER AGGRESSIVE-ATTACKING – SUPERSTOCKS ONLY**

- R12-3-34** Over-aggressive attacking is not permitted in turns 1 and 3.

**EMERGENCY STOPPAGE**

- R12-3-35** If an incident has occurred that the Referee deems dangerous, the race will be stopped.
- R12-3-36** All vehicles must stop immediately and remain stationary except under instruction from an Official.
- R12-3-37** There will be no deliberate contact between vehicles during an emergency stoppage.
- R12-3-38** When a vehicle is the primary cause of an emergency stoppage, it is not eligible to restart. Exception: Rollovers, see R12-3-47 below.
  - (a) If one or more cars are up the wall or with rollcages exposed, the race will be stopped to remove the primary cause of the emergency stoppage from the race.
  - (b) The Referee, once the danger has cleared, will give the unendangered car (not the primary cause of the stoppage) a 30 second opportunity to free themselves from the other car.
  - (c) If they are unable to free their car they will be removed from the race.
- R12-3-39** When the track is cleared for a restart, the red light will be turned off to indicate a start is imminent (approx 5 seconds).
- R12-3-40** The race continues from a clutch start when the green lights/flag are displayed.

## HEALTH & SAFETY

- R12-3-41** Vehicle must be operated by one competitor only, with no passengers permitted.
- R12-3-42** If a competitor unclips their seatbelts during the race they are deemed to have retired.
- R12-3-43** No competitor will drive with an arm or any part of their body outside the vehicle.
- R12-3-44** If a vehicle becomes unsafe during the race it will be removed by the Referee.
- R12-3-45** If a wheelguard becomes loose or detaches during the race, the vehicle will be removed by the Referee.
- R12-3-46** Refuelling is not permitted on the track at any time.

## ROLLOVERS

- R12-3-47** When a vehicle has rolled and landed on its wheels it can restart the race without penalty provided:-
  - (i) there is no outside assistance
  - (ii) it passes a safety check outlined in Rule M5-5-5(c).

## OUTSIDE ASSISTANCE

- R12-3-48** The competitor can be penalised by the Referee in the event of:-
  - (i) Communication with the driver, other than by Officials or competitors in the race
  - (ii) The vehicle being touched during a stoppage

## FINISH OF RACE

- R12-3-49** A race is not finished until the chequered flag is displayed, regardless of the number of laps run.
- R12-3-50** The vehicle must cross the finish-line and receive the chequered flag to be deemed to have finished the race.
- R12-3-51** When a competitor has received the chequered flag they will take action to avoid all other cars until the yellow lights are shown.
- R12-3-52** Racing will continue until all able vehicles have completed the lap they are on when the chequered flag is shown.
- R12-3-53** When yellow lights are shown the race is over. Competitors are to return to the pits at a safe speed.
- R12-3-54** All placings are determined by the finishing order and number of laps completed by each vehicle as recorded by the approved lap scoring system.
- R12-3-55** Any vehicle not receiving the chequered flag is recorded as a DNF.

## DECLARED RACE

- R12-3-56** The Clerk of the Course can declare a race during an emergency stoppage.
- R12-3-57** The results will be as per the last completed lap.
- R12-3-58** The Referee can exclude any competitor deemed to be the primary cause of the stoppage.
- R12-3-59** Exception: Rules R12-3-56, 57 and 58 do not apply to allocated titles or teams events.

## SUBSTITUTIONS

- R12-3-61** No substitute vehicles or competitors can be entered into championship events if a particular vehicle or competitor is eliminated during racing. This does not apply at teams events.

## LOCAL RULES

- R12-3-62** The rules in this section may be amended by the unanimous decision of a Senior Official if in attendance, or the Steward of the Meeting, **the Referee**, the relevant Class Representative, and the Clerk of the Course, bearing in mind the following 3 factors:
  - (i) safety of Competitors
  - (ii) safety of Spectators
  - (iii) better promotion of events.
- R12-3-63** Local rules are only valid for the meeting at which they are enacted, and must be posted on the track noticeboard in order to be considered in effect.