



TEAMS RACING

Code of Ethics

SECTION: R12-4

Version 1

R12-4
SUPERSTOCK/STOCKCAR
TEAMS RACING CODE OF ETHICS

R12-4-1 OVERVIEW

- (a) Teams Racing is unique. It is furious "Full On Contact" racing, extremely exciting and the most competitive form of Stockcar racing in NZ. All competitors must act in an honest and sportsmanlike manner and obey the rules. Teams racing has many added responsibilities "To Get It Right" not only for the competitors but team managers, crews, officials and promoters.
- (b) These are a standalone set of rules that are used for teams racing instead of the rules in Section R12-3.
- (c) It is the Competitors responsibility to present and maintain their race car within the SNZ Rules throughout the event.
- (d) The Competitor must be conversant with the SNZ Rules relating to Teams Racing.
- (e) The Referee is in control of the racing and is responsible for the safety of ALL competitors. If the Referee has to stop a race, it must be accepted that:-
 - (i) A competitor or his vehicle is in an unsafe situation, or
 - (ii) A competitor has infringed and gained a race advantage for themselves or their Team and will be removed from the race, or
 - (iii) A competitor has been injured "thumbs down" and wants to be removed from the race, or
 - (iv) There is a safety concern for a competitor or the spectators.
- (f) Any competitor who, in the opinion of the Referee, breaks the rules (and gains an advantage for themselves or their Team), may at any time, be removed from the race and will face penalties.
- (g) All competitors must obey the Referee's direction, often carried out through an infield Official.
- (h) It must be emphasized that no Official wants to stop a race and remove a competitor. If a competitor infringes, it is up to them to put it right i.e. accidentally or not, passed a car over the pole line, they must put it right e.g. do a "U" turn on the infield and return to the Track behind the car just passed - "Undo the wrong".
- (i) The competitor is responsible, and the Referee can only react to correct "your" wrong.

R12-4-2 The Team Manager:-

- (a) must be fully conversant with the Teams Racing Rules.
- (b) is in control of their team at the venue.
- (c) will ensure the team members understand the Rules and the consequences of breaking them.
- (d) will ensure the team members pay close attention to all aspects of the safety of their vehicle and safety equipment.
- (e) must ensure all team members sign all the team's scrutineering cards, and all competitors can legally use all vehicles (e.g. have sufficient head clearance).
- (f) must ensure any pre-race or post-race medical checks are undertaken.
- (g) will attend a team managers meeting with relevant officials prior to the drivers meeting, and inform their team of any information brought up at the meeting.
- (h) is responsible for the conduct and safety of the team in the grand parade.
- (i) must notify the nominated drivers rep in writing, before the vehicles called to the dummy grid, of any driver changes.
- (j) will not allow a competitor to continue in the event if in their opinion they are unfit or have suffered a concussion.
- (k) must notify the nominated drivers rep in writing, before the vehicles are called to the dummy grid, if the 6th driver is used due to injury.
- (l) can seek verbal clarification from the Steward in conjunction with the Drivers Rep.
- (m) will assist with paperwork, drivers signatures etc, as directed.

R12-4-3 The Team Manager must act in a professional and responsible manner.

R12-4-4 Abusive or unbecoming conduct by a Team Manager will be treated as a breach of conduct with consequences

GRAND PARADES

R12-4-5 Whilst it's appreciated that many people want to take part in the grand parade, safety MUST come first.

R12-4-6 Maximum of 3 people in or on the vehicle.

R12-4-7 Parade will be at walking pace to allow for banners, mascots etc.

ENTRY FORM AND TEAMS

R12-4-8 Promoters must state on the entry form:-

- (a) The format, date, time.
- (b) Whether the racing will be first across the line or the points system.
- (c) The number of races and how many teams will be involved in the second night (if applicable).
- (d) The appearance and travel money.
- (e) The prizemoney.
- (f) Number of gate passes or refunds, per car.

R12-4-9 Names of team members and Manager must be submitted on the entry form.

R12-4-10 Any team changes will be advised in writing to the Promoter at the time of the meeting.

DISPUTES

R12-4-11 The Referee is in control of the race.

R12-4-12 A team, through their Team Manager, in conjunction with the Drivers Rep, may seek verbal clarification of an incident and ask for any matters of concern to be taken into account after the race.

R12-4-13 After consultation with officials and drivers the Referee's decision is final.

R12-4-14 There is no protesting in teams racing, but Appeals are permitted.

SIGNALS

R12-4-15 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

R12-4-16 The green light is to be continuously activated while racing is in progress

R12-4-17 If the lead car is taken out after the white flag but before the chequered flag, the white flag will stay out until the next car has completed the required number of laps, and receives the chequered flag.

R12-4-18 There are to be a minimum of 4 infield flagman for all teams races.

TEAMS RACING RULES

R12-4-19 Competitors & crew must act in a respectful, responsible and professional manner. Abusive or unbecoming conduct toward another competitor, team, crew or official will be treated as a breach of conduct with penalties for an individual or the team.

R12-4-20 A teams race will be completed by 4 cars per team, with the exception of Stockcars that can run 5 cars (+ reserves). Drivers shall use their registered number for all Stockcar or Superstock teams races

- (a) A team can have a maximum of one driver from another track to compete in a New Zealand title event.

R12-4-21 The 6th driver can only be used in the event of one of the starting lineup competitors being injured, or at risk to continue, as determined by the Team Manager or Steward. The injured driver is out of the title.

R12-4-22 There will be a minimum of 10 laps and a maximum of 15 laps per race.

R12-4-23 The winning team is decided by "first past the post" of the number of advertised laps in the race, or to the chequered flag.

R12-4-24 If a points system is used, it will be:

- 1st = 100 points
- 2nd = 40 points
- 3rd = 25 points
- 4th = 20 points
- 5th = 10 points

Pre-Race

R12-4-25 One only 3 minute bell will be given on request, prior to the start, after the pit gate has been closed.

R12-4-26 Teams races will begin with a clutch start only on the drop of the green flag, in conjunction with the green lights.

R12-4-27 The front grid position will be determined by a toss of a coin between the opposing Team Managers.

R12-4-28 The winner of the toss can choose either front grid for their team. The winner of the toss must line up first and has the choice of where they line up on the grid, provided they leave sufficient room for the other team from the poleline or the wall.

R12-4-29 The teams will grid up with alternate cars beside and behind the polesitter, bumper to bumper.

R12-4-30 There will be no intentional contact prior to the race start.

Race Direction

R12-4-31 The race will be in an anti-clockwise direction only.

R12-4-32 Competitors must only drive in the race direction, in forward or reverse gear.

R12-4-33 Competitors cannot reverse against the race direction to re-position, unless their way is blocked.

Poleline & Infield

R12-4-34 The infield is a safety zone for infield staff and officials. Racing across or through the infield is prohibited.

R12-4-35 Poleline: Placing one or more wheels off the racing surface is a breach of the rules. Competitors cannot cut the pole, at any point, to hit another competitor or pass a vehicle.

R12-4-36 A competitor forced over the poleline must disengage and return to the racing surface behind the competitor that forced them over the poleline.

R12-4-37 If a competitor forces a car over the poleline, they must also "disengage" and cannot continue to force the opposing vehicle further onto the infield.

R12-4-38 The car that was forced over the poleline must return to the track behind the forcer, on the same straight or corner. If the competitor that forced the car over the poleline chooses to sit there, the car forced over must do a u turn on the infield and return to the track, behind the opposing car.

R12-4-39 Attacking a competitor from inside the poleline is prohibited.

R12-4-40 Attacking a competitor from the track, who is on the infield, is prohibited.

R12-4-41 Seeking sanctuary on the infield is prohibited (i.e. to avoid contact or assess the race). At the Referee's discretion they may choose not to penalise a competitor who for safety reasons only, briefly drove infield - i.e. to catch their breath, tighten their belts etc.

Blocking Role

R12-4-42 Drivers on the racing surface, in a blocking role, will be considered (stationary or not) part of the race and contact may occur.

R12-4-43 If a driver wants to be removed, they must signal "Thumbs Down" to be removed from the race.

Stationary Vehicles

R12-4-45 If a stationary vehicle is blocked by the wall, poleline or another vehicle, they cannot hit or be hit.

R12-4-46 A vehicle that is stationary for any reason can be removed by the Referee activating the red lights.

R12-4-47 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.

R12-4-48 Competitors cannot force or steer other vehicles into stationary vehicles.

Health & Safety

R12-4-49 If a competitor unclips their seatbelts during the race they are deemed to have retired.

R12-4-50 A competitor who is injured and who wants to be removed from the race must signal "Thumbs Down". This will bring on the red lights and they will be removed.

R12-4-51 A competitor who is obviously motionless will bring the race to a red light stop.

Emergency Stoppages

R12-4-52 If an incident has occurred that the Referee deems dangerous, the race will be stopped.

R12-4-53 All vehicles must stop immediately and remain stationary except under instruction from an Official.

R12-4-54 There will be no deliberate contact between vehicles during an emergency stoppage.

R12-4-55 When a vehicle is the primary cause of an emergency stoppage, it is not eligible to restart. Exception: Rollovers, see Rule R12-4-56 below.

R12-4-56 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).

R12-4-57 If one or more cars are up the wall or with roll cages exposed, the race will be stopped to remove the primary cause of the emergency stoppage from the race.

- (i) 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.
- (ii) If they are unable to free their car they will be removed from the race.

R12-4-58 If a fire extinguisher is used on a fire, the vehicle will be removed by the Referee.

R12-4-59 If the bonnet is removed, the vehicle will be removed by the Referee.

R12-4-60 Any loss of wheelguard or one that is not fully attached - vehicle to be removed from race.

R12-4-61 If a vehicle becomes unsafe in any other way during the race it will be removed by the Referee.

Restarts

R12-4-62 Re-Starts. The flag marshalls will pull in their flags and move infield, indicating the race is about to re-start.

R12-4-63 When the track is cleared for a restart, the red light will be turned off to indicate a start is imminent (approx 5 seconds).

R12-4-64 The race continues from a clutch start when the green lights/flag are displayed.

Finish of Race

R12-4-65 A race is not finished until the chequered flag is displayed, regardless of the number of laps run.

R12-4-66 The vehicle must cross the finish-line and receive the chequered flag to be deemed to have finished the race.

R12-4-67 When a competitor has received the chequered flag they will take action to avoid all other cars until the yellow lights are shown. They may not provide assistance to team mates who have not crossed the line.

R12-4-68 Racing will continue until all able vehicles have completed the lap they are on when the chequered flag is shown.

R12-4-69 When yellow lights are shown the race is over. Competitors are to return to the pits at a safe speed (after a victory lap where appropriate).

R12-4-70 All placings are determined by the finishing order and number of laps completed by each vehicle as recorded by the approved lap scoring system.

R12-4-71 Any vehicle not receiving the chequered flag is recorded as a DNF.

Outside Assistance

R12-4-72 A competitor can be penalised by the Referee in the event of:-

- (i) Communication with the driver, other than by Officials or by hand signal from other competitors in the race
- (ii) The vehicle being touched during a stoppage.

PENALTIES

R12-4-73 If an infringement is serious enough to warrant exclusion, the Referee can stop the race and remove the offending competitor. Other penalties can still apply.

R12-4-74 The penalties listed below are at the discretion of the Referee.

- (a) a fine of between \$50 and \$1000 can be issued for each and every breach of the rules
- (b) Exclusion during the race.
- (c) Relegation of finishing positions.
- (d) Exclusion from the results of the race.
- (e) Exclusion from the remainder of the event.
- (f) Suspension for up to 15 days (Referee) or 22 days (Senior Referee), starting from the date of the offence.
- (g) Reporting a competitor within seven days of the date of the offence to the Board, for possible further penalty.
- (h) In a worst case scenario, the entire team can be excluded.

R12-4-75 After-meeting stand-down

A full medical clearance by a qualified doctor must be supplied by any teams racing competitor who intends on competing (in any class) within 8 days of any teams racing event.