

Crosskart NEZ Championship Competition regulations **2015**

Black text = Text 2013

Black text ~~cross-off~~ = 2014c text cancelled from 2015

Red text = new text for 2015

1A. Generally

What is not mentioned here can be arranged by the organizer according to the national regulations in the host country. If so it shall be written in the invitation rules. "NEZ Rallycross Commission" has the right to give organizers exception from these regulations

1B Registration fee

Event registration fee must be paid by the organizer for covering the regular costs of NEZ crosskart Championship. Amount is 200€ for each organizer and must be paid to NEZ Rallycross Championship found in Danish Automobile Sporting Union (DASU) account. Time limit for payment is January 28. The calendar will be confirmed after NEZ RC has received the fee.

1C Starting fee

Recommended starting fee Mini and 85cc = 50 Euro
Recommended starting fee 125, 250 and 650 = 80 Euro

1D Time schedule

Organizer have the right to decide if check in and inspection only shall be available evening before competition. If so it must be open at least until 23.00

2. Tracks

A NEZ event shall take place on a closed, permanent circuit, with varying surface

3. Number and placement of events

The NEZ championship shall be arranged over 2 - 4 events, only one event in each country. At least one event shall be arranged on each side of the Baltic Sea.

4. License

All drivers with national license from NEZ countries can participate

5. Classes / age limit

Mini / from the year one turns 6 year old and up to 11 years old (show class)
85 / from the year one turns 9 years old and up to 13 years old (show class)
125 / from the year one turns 12 years old up and including the year one turns 16.
250 / from the year one turns 15 years old
650 / from the year one turns 16 years old.
Senior (650/250) from the year one turns ~~45~~ 40 (show class)

6. Classes together

At 4 or less competitors in one class the class can drive the qualification rounds together with the nearest class, if the organizer wants it. Exception is 125 cc and 250cc, they shall not compete together. Finals shall be arranged separate in all classes

7. Practice

Organizer can choose to organize practice between 2x2 laps or 1x3 laps. It is mandatory for driver to participate in at least one practice heat.

8. Running of competition

Three qualifications and final(s) are run in each competition. Qualification rounds shall be **minimum 3 laps and 2 km** ~~between 3 and 5 km long~~. The final rounds shall be 2 laps longer than the qualification rounds. The clerk of the course may shorten the number of laps due to safety reasons, e.g. bad weather.

9. Assistants

Drivers may have an assistant with them on the starting grid. When the engine are started the assistant shall move from the starting grid. If the engine stops before or after the green light on the starting grid the car may be started by assistant or another person than the driver until the first car has completed a lap.

10. Stop on the starting grid

Driver who stop on the starting grid, before the start has been, sign by putting up one arm. The starter then gives a sign or audio signal where upon the start is postponed for until 2 minutes.

The start can only be postponed once in each heat. Drivers that stop in the second start attempt must indicate in the same way, this in order to alert co-competitors and to avoid collisions.

A car that cannot participate in the start after two minutes is moved from the starting grid, and the place is left empty.

If the engine stops after the green light on the starting grid the car may be start by another person than the driver until the first car has completed a lap. After that the car must leave the circuit and the driver has not finished the heat.

11. False start

Control of false start will be performed in every row with the aid of fact officials or photo cells. After first false start the driver will be punish by starting one car length behind. Second false start means automatic exclusion from the heat whoever it is.

When red flag is given driver can turn around and go back to starting grid against direction of traffic if nothing else is mentioned. No reserves may drive instead of the excluded.

12a. Stop on circuit

In case of stop on circuit driver cannot receive help to continue race

Driver shall sit in the car with belt on until official give sign or help. Exception is if there is a risk been inside cars because of gasoline leak fire etc.

~~The driver must immediately move himself and if possible his crosskart of the circuit. It is allowed to be assisted by officials for this.~~

Drivers that have climbed out of their cross kart cannot continue to compete.

If engine is running officials can stop it before push car of the circuit

12b Stop on circuit leading to restart

Red flag shall always lead to restart.

In case of crash either driver or service crew is not allowed to do repair with any kinds of tools. This means repair can be done only by using hand. Fuel can be refilled, but only in the starting grid area.

13. Assigned starting positions

An assigned starting position according to the qualification list or final list can be changed. This means the best driver in each final row can decide to start from another position than what is listed in the qualification result.

14. Empty starting position

A starting position where no car has showed up in time shall be left empty

15. Alternative track

If the organizers want there can be used alternative track ("joker laps") If so it shall be used in both qualification rounds and final rounds. If so it shall also be mentioned in the invitation rules.

16. Start

When all cars are located at their positions on the starting grid follow procedure shall be followed:

- 1. Starter stands in the middle of the starting grid in the front of the drivers.**
- 2. Starter give signal to start up engine by wave both hands above head**
- 3. Starter secure that all mechanics leave starting grid.**
- 4. Starter give "thumbs up" to drivers one by one**
- 5. When all drivers have given "thumbs up" to starter he hold up a 5 sek sign above head and walking sideways out of starting grid.**
- 6. Light change from red or nothing to green. If using red lamp the light shall be on all the time until change to green, not switch on short time before green.**

System of starting light signal shall be written in the invitation rules.

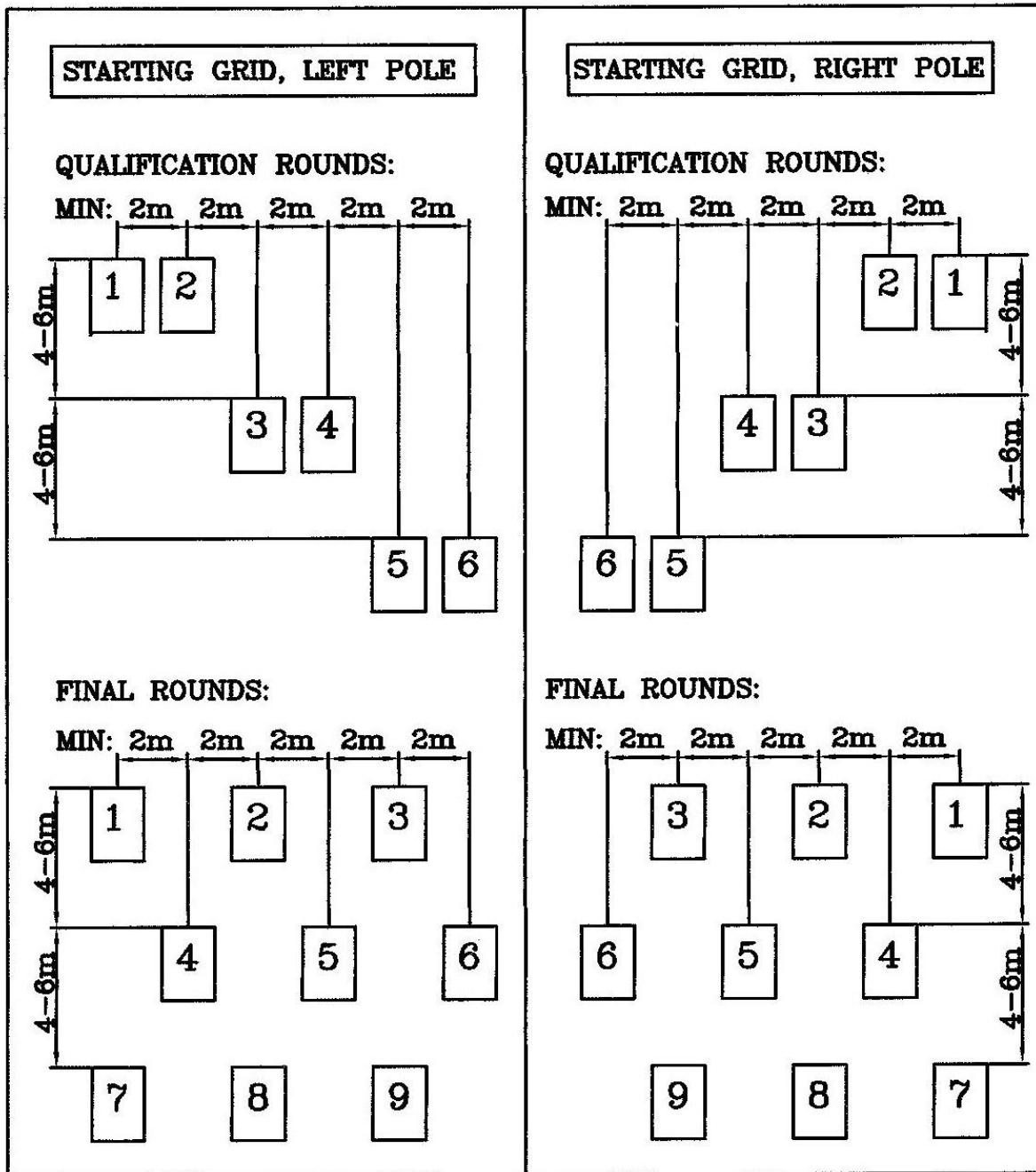
17. Starting grid

Crosskart use the same 3 starting rows (4-6 meter distance between the rows) as in rallycross and the same 6 lines.(minimum 2 meters between the lines) The position in the lines are different in qualification and finals.

Qualification rounds: until 6 crosskarts in 3 rows. In the front row line 1 - 2 is used, second row 3 - 4 and in the third row 5 - 6. Drivers will start once in each row during the 3 rounds. Computer setup for all 3 qualification rounds shall be made and published for the drivers at least 30 minutes before start of first round. **The sequence must be choose randomly by NEZ XL program.**

Final rounds: until 9 crosskarts in 3 rows.

In the front row line 1, 3, 5 is used, second row line 2, 4, 6 and in the third row line 1, 3, 5.



18. Qualification to the final

Point qualification shall be done in the following way:

A qualification round victory gives 10 points, then 7, 5, 3, 2, 1. The sum of points from all the 3 qualification rounds is ground for qualification to the final.

The driver with the highest points starts from position 1 according to the circuit licence. The driver with the second highest points starts from position 2 and so on.

There is not allowed to choose other position than the one given from the list.

In the case of two or more drivers receive the same point; separation happens according to the following:

1. Number of victory points, seconds and so on

2. The driver's place in qualification round 3.
 3. The driver's place in qualification round 2.
 4. The driver's place in qualification round 1.
- Otherwise it is decided by drawing lots.

Drivers must have completed (and received the chequered flag) in minimum 1 qualification round in order to be eligible to start in a final.

19. Number of finals

Number of final heats is decided of number of competitors in each class which is eligible to start in a final.

A-final at minimum 2 competitors

B-final at minimum 13 competitors

C-final at minimum 20 competitors

D-final at minimum 27 competitors

The 2 best cars from the previous final are moved up to the next final.

20. Parc Ferme

Parce ferme is mandatory only for drivers who participate in the A-finals. Drivers from other finals can go back to pit.

21. NEZ event results

All competitors shall be included in the result list. All results shall be separated on each class, both in qualification rounds and finals. A victory gives 30 points, then 27, 25, 23, 21, 19, 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1

22 Event prize ceremony

NEZ classes 125, 250 and 650: Recommended all A-finals (9 best)

Show class Mini and 85: All participants

23. NEZ final results

The final points shall be calculated with following method:

At total 4 events the 3 best counts, the final counts anyway

At total 3 or less events all count.

In the case of two or more drivers receive the same point, separation happens according to the following:

1. The not counting event
2. Number of victory points, seconds and so on
3. Driver's place in the last arranged event.
4. Driver's place in the second last arranged event.