



Updated 2/20/26

The rules and /or regulations set forth herein are designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for such events. These rules provide the guideline for racing events. The rule book may be amended from time-to-time and special rules may be published and/or adjusted at any particular event with the participants receiving prior notification. By participating in these events, all participants agree to comply with these rules and regulations. NO EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATION OF, OR COMPLIANCE WITH, THESE RULES AND/OR REGULATIONS. They are intended as a guide for conduct of the sport and in no way a guarantee against injury or death to a participant, spectator or official. The race director shall be empowered to impose any further restrictions that in his/her opinion do not alter the minimum acceptable requirements. NO EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT THEREFROM. Any interpretation of these rules is left to the discretion of the officials. THEIR DECISION IS FINAL.

## 1. General Conduct

- 1.1. All Participants agree to act in a professional manner as determined by Officials. The professional manner includes, but is not limited to verbal representation, written representation, any representation that may represent the speedway and/or its representatives, the sport of Outlaw kart racing, micros and motorsports in general and/or any affiliates.
- 1.2. Drivers, parents, and crew shall read and understand the racing rules. Parents shall make sure their children know and understand all rules and regulations.
- 1.3. All Drivers must arrive at said races in a timely manner so that they may participate in the entirety of the racing event.
- 1.4. No Drivers will be permitted to compete and/or participate while under the influence of any alcoholic beverages and/or illegal substances. If a member is found to be participating in such a manner an immediate suspension will result.
- 1.5. Push vehicles: no one under 16 years of age may operate a push vehicle. NO PASSENGERS ALLOWED ON PUSH VEHICLES.

## 2. General Competition

- 2.1. Each competitor is solely responsible for the effectiveness and proper installation, per the manufacturer's specifications, of personal safety equipment and determining it to be adequate for competition during each event. Each competitor is expected to investigate and educate themselves for continuing improvement regarding their own personal safety equipment.
- 2.2. All drivers under the age of 18 must provide a notarized minor's release to the scorekeepers.
- 2.3. In addition, when a parent or guardian is not in attendance, drivers must provide a designated guardian form.
- 2.4. Fire extinguishers in every pit are mandatory. Each pit needs one located at the site of their pit area easily accessible.

## 3. Race Event Procedures

The rules as stated herein will cover the rules of the racing events. Rules of the racing events may be altered from time to-time by Event Officials. Racing event procedures and/or racing event rules are final and non-appealable.

### 3.1. Drivers Meeting(s)

- 3.1.1. All drivers **MUST** attend the drivers meeting. Parent attendance is strongly recommended.

### 3.2. Pill Draw

- 3.2.1. All drivers entered must draw a pill which will designate your starting or qualifying position.
- 3.2.2. All pills will be drawn at Registration prior to the drivers meeting. If a driver and/or team entered does not draw that team will start at the rear of their specified race(s).

### 3.3. Event Format

- 3.3.1. Hot laps will be 4-6 Green flag laps depending on the event. Hot Laps may be used as Multi-car Qualifying
- 3.3.2. Heat Races will be 8 laps. Subject to Race Director discretion.
- 3.3.3. Main Events will be 20 laps, except for Beginner and Box Stock which will be 15 laps. Subject to Race Director discretion.
- 3.3.4. Any race may be shortened due to excessive yellows or time constraints at the discretion of the race director.
- 3.3.5. Classes may be combined at the discretion of the race director.
- 3.3.6. Any changes in the basic event night program due to car count, track conditions and/or any other circumstances may be made at the race directors discretion.

### 3.4. Original Start

- 3.4.1. The race will begin immediately once the racing surface is clear and the cars are properly aligned in their assigned starting positions.

- 3.4.2. Any driver, team, and/or car, who purposefully holds up the start of any race will be placed at the rear of the lineup and could be disqualified from the event at the discretion of the Race Officials.
- 3.4.3. All cars will receive only (2) 'assisted starts' per race (initial + 1). If a car needs any additional 'assisted starts', except for safety reasons as deemed by track personnel, that car must start at the rear of the field in that particular race. An 'assisted start' is considered completed only when the pushed vehicle has started and pulled away from the push vehicle or assisted otherwise to restart.
- 3.4.4. Any car pushed after the field has been told to **assemble** from the flagman must start at the rear of the field.
- 3.4.5. All double-file initial starts will take place at a consistent speed, with cars side-by-side in rows of two throughout the field. Consistent speed will be at the discretion of Race Officials. The initial start will take place at a designated area that will be identified at the driver's meeting. Any car out of line, **lagging back** and/or passing before this point will be penalized two (2) positions from their original starting position. If an offending car is located on the last row of the starting grid, then that car is allowed to restart but will be penalized 2 positions from its finishing position. If the same car commits a second offense it shall be disqualified from that event.
- 3.4.6. There will only be **three (3)** attempts at a double file start, after three attempts, we will go single file. There shall be one (1) no fault restart.
- 3.4.7. Aside from the one (1) no fault restart, All karts involved in a crash drawing a caution flag on the original start, not crossing the start/finish line to the green flag, shall go to the back, however this yellow flag will not be assessed to any kart.
- 3.4.8. If a competitor fails to start at the initial or official green flag, and the initial lap is not completed, the kart may be able to start from scratch at Race Directors discretion.
- 3.4.9. Alternate starters for any race will not be permitted to start any race after the original start has taken place.

### 3.5. Restarts

- 3.5.1. All lead lap cars moved to the front of the field. Lapped cars fall in behind the last car on the lead lap in their order of running.
- 3.5.2. Restarts will be single file after the completion of the first lap. Select classes may have double file restarts in the main events, this will be announced at the drivers meeting. The amount of double file restarts will be limited based on time.
- 3.5.3. **Single File Restarts**
  - 3.5.3.1. No passing prior to restart cone in turn 4. Any car out of line, lagging back and/or passing before this point will be penalized two (2) positions.
- 3.5.4. **Double File Restarts**
  - 3.5.4.1. Selection of restart positions will be in effect, utilizing a choose cone on the racetrack. Once the single file order is established, drivers must not change positions until after they have chosen a lane for the restart. When instructed by a race official, drivers must choose the inside or outside lane before the cone on the front straightaway. Drivers must maintain their chosen inside or outside position until the full field order is established.
  - 3.5.4.2. Any car out of line, lagging back and/or passing before the green flag is displayed will be penalized two (2) positions.
- 3.5.5. All restarts will take place at a consistent speed at discretion of Race Officials.
- 3.5.6. If the leader is unable to properly restart the race after the two (2) attempts, the leader will be penalized two (2) positions.
- 3.5.7. When an infraction occurs on a restart, Race Officials shall allow the race to continue, not calling for another restart, and then penalize the offending car(s) under yellow flag conditions or at the conclusion of the race. The offending car(s) will be penalized 2 positions plus any positions gained.
- 3.5.8. A pace vehicle will be used for all starts and restarts for the Beginner Box

### 3.6. Racing

- 3.6.1. Any car that does not race on the designated racing surface and gains position will be black flagged and penalized at the discretion of the Race Officials.
- 3.6.2. The maximum number of event laps will be stated by the Race Director during the driver's meeting but can change due to extenuating circumstances.
- 3.6.3. Cars and/or teams will not be permitted to be 'pushed-off' during any green flag conditions. An offending car will be automatically disqualified.
- 3.6.4. Any car that spins, is involved in an incident and/or has a problem, but does not bring out the yellow flag and/or create a caution period, will blend back into the field where the driver is able to do so.
- 3.6.5. During all races except the A-Main, any car Involved in two (2) cautions will be disqualified from that race. During the A-Main Event any car Involved in Three (3) cautions will be disqualified from that race.
- 3.6.6. For offenses of rough driving, cutting markers, unnecessary or excessive bumping, crowding, chopping, and other related offences like unapproved 3 wide maneuvers, the driver may be penalized two or more positions. Any position penalties not served during a yellow flag period of the race shall be assessed on the final finish order.
- 3.6.7. Any Driver and or crew intentionally disabling another kart will be disqualified from the event. This includes but not limited to, turning off the kill switch, pulling a plug wire, flipping a kart, etc.

3.6.8. Any car that cannot maintain a minimum race speed may be asked to leave the racing surface at the discretion of the Race Officials.

### 3.7. Flags / Officials Signs

3.7.1. **Green Flag:** When the starter displays the green flag, the track is open for racing. Signifying the start of any race and/or time trial run. Passing will not be permitted before the green flag is displayed at the designated point. a. Display of Green and White flags crossed, symbols the halfway mark of the race.

3.7.2. **Yellow Flag:** When the yellow flag is displayed and/or the yellow caution lights are illuminated, this signifies a caution period. Once the yellow light/flag is displayed, no passing is permitted, all cars will slow and all timing stops.

3.7.2.1. Revert back to the last scored lap for lineup. Race Officials may elect to pull through a lap.

3.7.2.2. Involved in a Yellow Flag is deemed as.

3.7.2.2.1. Any karts that needs to be physically pushed off of, lifted off of or have a kart lifted off of them will be charged in the incident.

3.7.2.2.2. Any Kart coming to a complete stop and requiring assistance or the use of an onboard starter.

3.7.2.2.3. Any kart officials deemed to have caused the yellow flag. (Karts driving away from a wreck can still be deemed involved.)

3.7.2.3. During any caution period any kart that comes to a complete stop and requires assistance or the use of an onboard starter to refire will be sent to the rear of the field.

3.7.2.4. Prior to the 1 to go signal, Competitors may stop at the inside of the start finish line during a yellow flag situation to alert an official of an unsafe condition including but not limited to debris on track, driver's safety equipment malfunction, etc. and be placed back into their current running position.

3.7.2.5. If the yellow flag is displayed or caution lights illuminated prior to the leader receiving the white flag, that race will be restarted and given a Green, White, Checkered. If the yellow flag is displayed or caution lights illuminated following the white flag and prior to the checkered being displayed, the next start will be a green and white together followed by a checkered flag. The karts charged for the yellow scored accordingly.

3.7.2.6. If the flagman throws the caution flag and the Race Director deems the caution to not be necessary, all cars will retain their position from the last lap in which they were scored.

3.7.3. **Red Flag:** When the red flag is displayed all cars on the racing surface and in the pit areas must come to a complete stop in a controlled manner, while not stopping and/or driving through the area of the incident. At the discretion of the Race Officials a work area may be designated on the racing surface. All cars will be pushed to the designated work area on the racing surface before work begins.

3.7.3.1. Revert back to the last fully completed lap for lineup.

3.7.3.2. All Karts requiring official assistance will be counted in the Red Flag.

3.7.3.2.1. Meaning, the kart that flips & any others that need to be physically pushed off of, lifted off of or have a kart lifted off of them will be charged in the incident.

3.7.3.2.2. This will be determined at the discretion of the Director of Competition.

3.7.3.3. If the red flag is displayed after the white flag has been displayed, the next start a green and white together followed by a checkered flag. The karts charged for the red scored accordingly.

3.7.4. **Black Flag:** If the black flag is displayed, then the driver that the flag is being displayed toward must bring their car to the designated area immediately for consultation. The car will not be scored from the point that the black flag has been displayed. If after the car is inspected and it can return to competition, the car may only return to the track during a caution and/or red flag period.

3.7.5. **White Flag:** When the white flag is displayed this signifies that the leader of the race and/or the car that is qualifying has started the last lap of that event.

3.7.6. **Checkered Flag:** The checkered flag signifies the completion of the event. Once the leader has passed the checkered flag the race is deemed over. Only the cars that cross the checkered before the yellow will be scored as such, all others will revert back to the previous lap with cars involved being moved to the rear.

3.7.7. **Officials Signals:** All drivers must obey signals, communications, board(s) and/or any other Official's communications that assist in the direction and facilitation of creating proper lineups and/or the process of completing the event.

### 3.8. Hot Pits

3.8.1. Race directors will have the ability to organize or remove any Hot Pit opportunities and shall disclose those opportunities at each event.

3.8.2. The hot pits are only open during main events.

3.8.3. Each car is only allowed the use of the hot pit 1 time during a race.

3.8.4. Once entering the hot pit and requesting time, teams will have 1 minute once the field has been assembled.

3.8.5. If a restart green flag is displayed and followed by a yellow or red flag before a lap is scored, then any car(s) that remained in the work area can re-enter the race but will be positioned behind any same lap car that took the aforementioned restart green flag.

3.8.6. Any car(s) remaining in the work area after a restart lap has been scored, may NOT re-enter that race.

### 3.9. Post Race Tech

- 3.9.1. If officials lose sight of your kart post race when you were required to report to the scales / tech area, you will be disqualified from that event.
- 3.9.2. In Time Trials, karts will be called to the scales / tech area at random.
- 3.9.3. After any Race or Semi-Feature the winner must report to the scales / tech area.
- 3.9.4. After Feature Events, Top 3 must report to the scales / tech area.

### **3.10. Inspection Procedures**

- 3.10.1. Karts, Safety Equipment, Engines, fuel may be inspected at any time.
- 3.10.2. Any Officials may at their discretion, inspect any car entered for competition at any time.
- 3.10.3. Officials may at their discretion, impound a part/component, engine and/or any other components and/or the complete car concluding racing events.

### **3.11. Backup Cars**

- 3.11.1. Drivers may switch to a backup kart in the middle of a race evening, but not in the middle of a race (heat, dash, semi or main event). In the event of a kart switch, the driver must start at the rear of the next event they have qualified for.

## **4. Refunds**

- 4.1. Once the Car/Karts have hit the track, no refunds will be issued, you may receive a rain check for the next scheduled event.
- 4.2. Once heats have been completed; event will be considered complete.
  - 4.2.1. If heats are interrupted due to weather or unforeseen circumstances, the event may be postponed until a later date.
  - 4.2.2. Any Completed heats can be counted and official.

## **5. Payoff and Pit Procedures**

- 5.1. All paid purses, appearance money and/or other awards shall be paid to the car owner and/or designated owner's representative.

## **6. Penalties, Fine Schedules & Protests**

Participants shall conduct themselves in a professional manner at all times during any event and/or when representing the sport. The team owners are solely responsible for the conduct of their drivers and/or team members and/or anyone connected to or affiliated with that owner's team. All fines that are listed below are regarding the initial penalty. Multiple infractions of the same type will increase the severity of the penalty.

- 6.1. All fines may be collected from prize money on the day of the infraction. If the competitor has not won appropriate money, the fine must be paid in full before the car and/or driver participates in another Black Canyon Raceway sanctioned event.
- 6.2. Any member that attempts to and/or does physically abuse any event official, including pushing, punching, touching, and/or grabbing the official's equipment, etc., will be subject to disqualification, fine, legal action.
- 6.3. Any member that verbally abuses any event official will be subject to disqualification, fine, suspension and/or legal action.
- 6.4. Any member who fails to stop for and/or allow post-race inspection will be subject to disqualification.
- 6.5. Any member that fails to stop for a red flag will be subject to disqualification and/or fine. Max = \$100.
- 6.6. Any member that goes into another competitor's pit area or to another competitor's car and becomes involved in any type of altercation will be subject to disqualification, suspension, loss of points and/or any other action deemed appropriate by Officials. Maximum = \$500
- 6.7. Any member involved in an altercation that results in physical contact will be subject to disqualification and/or removal from any remaining events and/or any other action deemed appropriate by Officials. Maximum = \$500.
- 6.8. Any member who drives a racecar in an area that is closed to racecar traffic or drives through the pit area at excessive speed with either a racecar, scooter or 4-wheeler will be subject to disqualification and/or removal from the facility. Maximum = \$100.
- 6.9. Any team member who goes out onto the racing surface without permission under a controlled period will be subject to immediate removal by Officials. Associated team driver subject to race disqualification. Max \$100.
- 6.10. Any participant who ignores a flag or official signal will be subject to disqualification.

# Standard Racing Format

(Updated 2/20/26)

Racing format for the night will be disclosed at the drivers meeting. There may be modifications to the format for special events.

## 1. 9 or less Karts - 1 Heat Format

- 1.1. All drivers qualify within a single flight to line up 1 Heat Race.
- 1.2. Heat Race Line up
  - 1.2.1. 6 or Less Karts fast time will pill draw for the heat invert, all others straight up.
  - 1.2.2. 7-9 Karts Top 4 qualifiers in each heat inverted, all others straight up
- 1.3. All Transfer to A lining up based on finishing position.

## 2. 10-18 Karts - 2 Heat Format

- 2.1. All drivers qualify within a single flight to line up 2 Heat Race.
- 2.2. Top 4 qualifiers in each heat inverted, all others straight up
- 2.3. All Transfer to A lining up based on finishing position.

## 3. 19-27 Karts - 3 Heat Format

- 3.1. All drivers qualify within a single flight to line up 3 Heat Races.
- 3.2. Top 4 qualifiers in each heat inverted, all others straight up
- 3.3. Top 4 finishers Transfer to A lining up based on finishing position. Remainder to line up B-Main based on finishing Position.
- 3.4. Top 4 in B transfer to the rear of A main.

## 4. 28 or more Karts - 4 Heat Format

- 4.1. Drivers Split into 2 qualifying flights. Each Flight will be split into 2 heat races.
- 4.2. Top 4 qualifiers in each heat inverted, all others straight up
- 4.3. Top 3 finishers Transfer to A lining up based on finishing position. Remainder to line up B-Main based on finishing Position.
- 4.4. Top 4 in B transfer to the rear of A main.