

PLACE: Worldkarts - Kortrijk - Belgium DATE: Sunday July 23rd 2023 ENTRY FEE: Eur 650,00.

To guarantee your place on the starting grid, we kindly ask you to transfer a 650€ to the bank account of Worldkarts Kortrijk:

### IBAN: BE29 7386 1118 1864

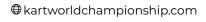
**BIC/Swift: KREDBEBB** 

Message: teamname + NC 2023

# Once we receive your entry, we will officially announce your team online!

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I - TEAMS: Up to 22 teams with 5 drivers each.

**II – TEAM DRIVERS:** At least two drivers must be from the represented country. At least three drivers must be signed up for the KWC individual. Drivers can only drive in one team. Every team must have a captain. It is not mandatory that the team captain is a driver.

**III – TEAM NAME:** Always the country and one name after the country containing not more than 15 digits.

IV - RACE DURATION: Six hours.

V - CHRONOGRAM: Sunday July 23rd 2023

- a) 09:30 Briefing
- b) 10:15 Kart draw
- c) 10:45 Qualifying 3x 5' sessions
- d) 11:15 Race start
- e) 17:15 Race ends
- f) 17:45 Podium

**VI - PRIZE:** Podium + Trophies for all teams, and the drivers from the winning team will be exempt from paying next year 's NATIONS CUP. These are untransferable.

**VII - SAFETY:** Every driver must wear a helmet, race suit, racing shoes, and gloves. Karting Helmets only. Motorcycle helmets are not allowed. If a driver is found to be driving constantly 7% higher than the leader he will be removed from the track for safety reasons.



VIII - KART DRAW: According to the chronogram.

### **IX - QUALIFYING:**

After the briefings each team will draw their first Qualifying Kart!
 10h45 Qualifying 1 (Q1) – 5' session with your 'drawn first Qualifying Kart'
 10h55 Qualifying 2 (Q2) – 5' session with you 'drawn first Qualifying Kart -1'
 11h05 Qualifying 3 (Q3) – 5' session with your 'drawn first Qualifying Kart-2'

#### Two examples:

**F.ex.** Team that drew kart #7 at the briefing, does the qualifying in karts nr. 7, 6 and 5.

**F.ex.** Team that drew kart #1 at the briefing, does the qualifying in karts nr. 1, 22 and 21.

- 3 different drivers from your team have to drive 1 session each (complete).No driver changes during a session.
- 3. Q3 driver starts the race
- 4. Best combined laptime starts on pole, etc.
- 5. If you hit the barriers when doing a "hot lap", we will remove that laptime. Two times and we will deduct 1 second from your Qualifying total.

#### **Team Letters – Based on Qualifying result**

After Qualifying the last team on the grid will be Team A, second last team B, etc... Until we reach the polesitter who will be team V.

Your team letter remains the same throughout the entire race.





**X - RACE START:** Single file rolling start. Karts must stay bumper to bumper until they cross the start finish line.

#### XI - KART SELECTION:

We will test and equalize the field of karts using extra ballast weights.

The principle is as follows:

- 1. We test all karts and rank them by laptime.
- 2. Slowest karts are not used during the event.
- **3.** Fastest karts get extra -permanent- weight on the chassis, to slow them down.
- **4.** End result: a fleet of karts that are very close together.
- 5. We will communicate before the kart draw:
  - What karts we don't use for the endurance race
  - What karts have what weights attached to them

The crew will try hard to equalize the karts, adding **2.5kg, 5kg, 7.5kg or 10kg** ballast blocks to faster karts to bring them closer to the 'average pace' of the field.

These ballast blocks will get a special colored tape on them, they cannot be removed throughout the entire event! They are fixed with a tie wrap *(see image 1)*.

Obviously, this weight does not count as your personal weight!

\_ \_ \_



These karts will get a marking around the kart number as well, to clearly identify the karts as a kart with extra mandatory weight. (see image 2)





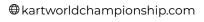


image 2

This rule means that you may draw a kart that only has room for **20kg**, **22,5kg**, **25kg or 27,5kg** of weight blocks for you. Be prepared to bring extra weight yourself!

It is forbidden to remove the special colored ballast blocks before or after your race. Heavy penalties will be implied if these weights are touched.

If you have a kart that should have permanent weight, and it is not there, it is your responsibility to call a marshall before the start of your qualifying stint!







#### XII - BALLAST:

The minimum weight is 90 kg for all drivers. This will be measured after each stint.

Drivers can put up to 30kg (\*) of ballast in the weight boxes in the karts.

They can also put weight in the kart seat, as long as this is done in a safe and non-harmful way, for themselves and the karts.

Insert seats (with or without extra weight) are allowed, as long as they pass the organization's inspection. These seats may not damage the original seats.

Weight is the driver's responsibility. Organization will always check the weight of all drivers who exit their kart after a stint. For this we use the balance between pitlanes 1 and 2. If a driver doesn't reach the required minimum of 90kg, we will go the scale in pitlane number 3 for an additional check. If it's ok on that balance, obviously the driver escapes the penalty.

It is not allowed to keep weight inserts that belong to the track for yourself if you are not racing. After every stint you have to return the weights to the designated area in the pitlane.

Failing to reach the minimum weight after the race will lead to penalties. Underweight?



<1 kg = 1 lap penalty
>1kg = all laps by that driver lost
2nd offense for the same team = DQ

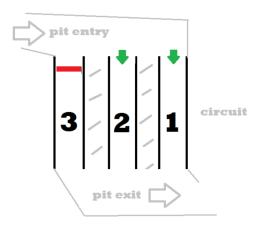
#### XIII - PIT LANES:

We will use two pitlanes for different purposes. It is very important that teams chose the **correct pitlane** every time they enter.

Pitlane number 1 (closest to the circuit) = lane for mandatory additional driver changes (4)

Pitlane number 2 (middle lane) = lane for kart & driver changes.

**Pitlane number 3** = for drivers who are getting ready for their next stint.



If for some reason a driver chooses the wrong lane, we will push the kart backwards, so that you can still access the correct lane. All the time lost in this process will be **your own responsibility.** 

Kart World Championship - Rules and Regulations - Final Version d.d. July 25th 2023



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#### XIV - KART & DRIVER CHANGES:

#### 1. General

All teams will drive 6 different karts in the race.

Changing drivers is mandatory when changing karts! It is not allowed to do double stints.

Once the kart change procedure has started, it is not allowed to come into pintlane 1 to perform an additional mandatory driver change. Driver changes in pitlane 1 during the kartchange window, will not count as one of the 4 mandatory extra driver changes.

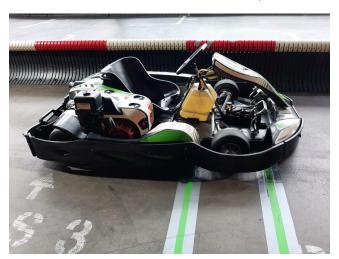
When you do a kart & driver change, you have to spend 90 seconds in the pits (1min30sec).

When you enter the pit, your entry will be detected automatically, and your time will start to count.

The Worldkarts crew will fuel up your next kart, and your teammate will be allowed to sit down in the kart if the crew is ready with it. The driver will then place his/her kart in between the green pit 'waiting lines'. That driver can see the team's pit time on the screen in the pits, and when that is approaching the required 90 seconds, you are allowed to accelerate towards the exit of the pitlane. Be aware that you don't leave the pits too soon, because penalties are applied if you do so. Make sure



you know where the detection line is for pit exit!



Leaving the pits too soon, < 1 second = 30 sec penalty, Leaving the pits too soon, > 1 second = 1 lap penalty!

### 2. Kart Change Procedure

#### A) On Track

As stated above, we will always call in the team that qualified 22nd (A) first, then 21st (B)... until we get to the polesitter (V).

Once the kart change procedure starts, we will turn on a big light at the pit entrance, to notify drivers that we will start calling in teams for kartchanges + to inform them they can not do driver changes anymore in pitlane 1.

We will use a pitboard or similar with your teamnumber, to call you into the pits.

When we call you into the box, you have to pit immediately!





If you fail to pit immediately, you will receive a warning (& multiple warnings = penalties)

You should **always** (!) raise your hand to the marshall, to acknowledge that you have seen your Team number, and that you will come into the pits **immediately**.

#### B) Once into the box

You will drive into the box at a safe and reduced speed.

You always choose kart lane number 2 to change karts & drivers.

There is no need to drive fast past the detection line, your clock has started and there is plenty of time to perform your kart change. You approach the pit crew at a reduced speed. Failing to do so will result in an immediate warning or penalty.

Your teammate that replaces you can already sit down in the kart that sits in front of your kart in pitlane 2. Your replacement driver sits down in the kart pointed out by the organization.

(Of course, teams & drivers are aware of the kart rotation system as well, so they also know in advance what kart(number) to go to.)

Nobody can be in the pitlane for assisting this kart & driver change, except for 1 assistant for drivers that are <18 years old (help with weights etc.)



### C) Exit

Once the time in the pits comes close to the required 90 seconds minimum, the driver is allowed to start accelerating towards the pit exit line.

Anyone who drives out of the pits too soon, will be penalized.

Don't try to win 0,5 seconds here, because the penalty will prove costly if you exit the pits too soon!!

Rejoining the track means giving advantage to the drivers approaching turn 1.

#### 3. Kart change because of a mechanical failure

If a driver suffers a mechanical failure, he will try to stop somewhere on track close to a marshall, where he/she will explain what the problem is.

The marshall shall either directly confirm the need for a replacement kart (f.ex. flat tire), or he will test the kart. If no problem is found, a driver must continue with the kart and he will not recover any time lost. If the problem is confirmed, the driver will get a replacement kart and he will recover the full (!) laps lost in this process.

If f.ex. you lose 3 laps and 25 seconds, only the 3 laps can be added to your time.

The organization will try to repair the broken kart as soon as possible, so that it can return in the original kart rotation plan for the other teams. If we fail to repair the kart, we will update the kart rotation plan and publish what kart has been replaced by which number.





If the organization can determine that a mechanical failure is the direct result of a driver error (crash with another kart, or the wall/flexi track boarding), than the team will not recover any of the time lost because of this.

In the rare event of kart that gets slower gradually with no real malfunction, we hold the right to test this kart if we fear it might not get within 104% of the current best laptimes. If it has become too slow, we will take it out for repairs (if possible), and a replacement kart will be used for as long as necessary. Time lost will be recovered.

If a team requests this kind of test of a kart, and we can set laptimes within 104% of the current laptimes, then we will change karts, give you the original one back, and all lost time will be on your account.

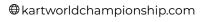
#### 4. Extra driver changes

As stated above, driver changes are mandatory during the kart change procedure.

However, all teams also have to do a minimum of **four extra driver changes** during the 6 hour race.

This is only allowed in pitlane number 1! And it has to be done outside the kart change windows.

When a team wants to do one of these driver changes, he shall notify the marshall in the pitlane that they are about to change drivers. This way we make sure that we certainly register this driver change! Also,







the driver that leaves the track will have his/her weight checked.

For these changes you also have to spend 90 seconds in the pitlane, and the same principles as for kart change apply.

The same driver that has entered the pitlane does NOT have the right to continue him/herself.

Nobody can be in the pitlane for assisting this driver change, except for 1 assistant for drivers that are <18 years old (help with weights etc.)

### XV - MINIMUM / MAXIMUM DRIVING TIME:

Every driver can do a maximum of 2 stints.

Every time we check your weight after a stint, we will check a box next to your name.

Doing more than 2 stints will result in a penalty.

No minimum driving time.

#### XVI - FAIR PLAY:

Fair play is one of the key parts of a successful endurance race, so we urge all teams and drivers to take this very seriously. Only when all teams show mutual respect, we can enjoy the racing no matter what level we have.

We want to stress that supporters, fans, parents or friends of the drivers from all teams, also need to show this minimum of mutual respect.

Failing to do so, may result in penalties for the teams!





#### **XVII - FLAGS:**



#### Finish flag

The finish flag will be shown at the end of the qualifying session and at the end of the race. The driver should reduce speed after having seen the flag and be alert to any people of the organization on the track.



#### **Green flag**

The green flag is shown to indicate the start of the qualifying session or the race.



#### Yellow flag

The yellow flag is shown and used to indicate that there is danger on the track. The driver must reduce speed and overtaking competitors is prohibited until the first bend after the accident. Ignoring a yellow flag or overtaking under yellow will be punished with a time penalty.







#### **Blue flag**

There will be NO systematic blue flags in the opening 5 hours of the race. It is up to the teams to go through traffic smoothly. Of course, it is NOT allowed to block a team that is about to lap you. We can show the blue flag to somebody who looks to be holding up a team that is in front. Not respecting the blue will result in a straight Time Penalty. In the last hour of the race (after last kart change) drivers can defend their position, and we will start waving blue flags.



#### **Orange flag**

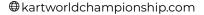
The orange flag is shown when a driver makes a wrong or unsportsmanlike overtake. The driver who gets the flag must give the other driver a possibility to pass as quickly as possible. Ignoring the orange flag results in a time penalty.



### Warning flag

This flag will be shown when:

- Repeatedly hitting other karts in braking zones.
- Aggressive/complaint gestures towards other drivers or crewmembers
- Overtake the Kart in front of you on an illegal or over aggressive maneuver and return the position gained









#### **Time Penalty flag**

You have a time penalty, We will add 30" or 1 lap to your race result.



### **Black flag**

The black flag is used to inform the driver to stop racing and come into the pit (pitlane number 1!) The organization will either make him/her service a time penalty, or the team/driver will be excluded from the race.



#### **Red flag**

The red flag is shown by the organization when there is danger on the track and that it is not possible to continue the race. All drivers must come to a complete stop as soon as possible and overtaking is not allowed anymore.



#### **XVIII - PENALTIES:**

### **Warnings**

Teams will get an official warning for the following situations:

- Repeatedly hitting other karts in braking zones
- Aggressive gestures
- Not entering the pitlane when your letter is shown for a kart change
- Choosing the wrong pitlane for kart or driver change

All warnings for all teams will be published online during the race.

If a team gets 4 warnings in the race, he will get a 30 second Time Penalty

### 30" penalty

- Will be added to your 90" minimum in your next kart&driver change stop.
- Hit, intentionally or not behind the mid part of a Kart spinning or pulling away from the track line the kart right in front and overtaking it for a position or overlapping.
- Hit, intentionally or not behind the mid part of a Kart spinning or pulling away from the track the kart right in front and prejudicing the front driver towards other drivers coming from behind, independently from returning the position
- Deviate karts normal trajectory with the intention of pressing a driver off the track not leaving space for the passed driver.
- Not respecting the half kart on the inside lane of a curve when being overtaken and pressing the opponent out of the track.
- Hit one driver ahead of you with the intention of helping him overtake, and/or crediting himself with an accident.





- Not respecting a blue flag after 4 corners in the last hour of the race
- 4 warnings
- Leaving the pits too soon (<1 sec)
- < 1kg underweight after a stint

If you pick up a penalty in the last stint, we can't add 30" to your "next stop", so we will call you into the box to spend 30" in the pitlane there.

### 90" penalty (extra pitstop)

- 8 warnings
- Aggression by drivers or members from the team, supporters included, that is totally unacceptable.
- If the same team gets involved in such a situation again, they will be excluded from the race (!)
- Leaving the pits too soon (>1sec)
- More than 1kg underweight after a stint
- If a driver does more than 2 stints
- For every mandatory driver change that was not completed

### 300" penalty (5 minutes)

- Allowing a driver to race in your team that is not on the original team driver list.
- If one of your original drivers steps into the kart of another team.

### **Disqualification**

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 Any kind of manipulation on the kart or anything which can be labeled as "cheating".

### **Full Course Yellow Flag**

Raise your right hand and slow down. Pitting is not allowed. The pace Kart will enter the track and rejoin the Karts. Race will restart on single file rolling, respecting the positions on track when the yellow flag was first waived. The pace Kart will leave the track a few moments before the race restarts. The race leader will be allowed to race when the green flag is waived by the race director. If the race director feels that the Karts are not close enough he may give another lap without the pace Kart. Teams will not regain lost laps.

#### **Red Flag**

If for some reason we have to red flag the race, all drivers will have to come to a complete stop as soon as possible. Overtaking is not allowed anymore. Restarting the race will be done in the order of the last race result screenshot.







The perfect race is a race with no penalties and the desire of all involved. The perfect storm is a race full of penalties and interventions. Keep in mind that nobody gains with this second option. Drivers, race directors, organizers and the public in general want to see a clean race. Race director has the right to interpret any maneuver, to aggravate punishment or to allow a certain maneuver according to race situations. Keep in mind that arguing at an educated level and respectability is the first issue in order to study a call change. These rules may be slightly changed in order to adapt to Kart Track conditions. Any changes will be communicated in the briefing.

MAY THE BEST TEAM WIN!

