

# Cedar Mills Karting Association

## 2010 Rules and Regulations



Racing Saturdays at 6:30 p.m.  
May 15<sup>th</sup> – September 25<sup>th</sup>

Cedar Mills, Minnesota  
9 Miles West of Hutchinson  
Just Off of Hwy. 7 and Hwy. 22

Rev. 2010  
CEDAR MILLS KARTING ASSOCIATION  
RULES AND REGULATIONS

The purpose of this tech manual is to provide a uniform set of standards and procedures to establish the legality of engines and karts used in CMKA sponsored events. While it is intended to be a guide for tech inspectors and board members, we hope it will also provide assistance to the general member in preparing legal engines and karts. Included in these pages are the rules and regulations going into effect for the 2010 season. These rules will remain in force with such modifications or additions as the Board may determine necessary. Unless the class requirement or safety regulations SPECIFICALLY STATE that a modification or optional equipment is permitted, it will not be allowed.

No pretense is made of having designed a foolproof set of rules and regulations. Karting is a sport designed for the fun and enjoyment of the whole family. There have been attempts to test the rules by deviating from this purpose for which the basic sport is intended. THE SPIRIT AND INTENT of these rules is going to be the standard by which karting will be guided. Event officials are authorized to decide if an equipment change or design is an attempt to beat the rules. They can and will disqualify any entity in violation of the SPIRIT AND INTENT of these rules. Any official or representative shall have the right to initiate action correcting a hazardous condition or a condition not in compliance with the SPIRIT AND INTENT OF THESE REGULATIONS.

The rules are in effect from January 1st through December 31st, 2010.

.C.M.K.A. BOARD OF DIRECTORS

Steve Benjamin	320-864-6448
Jim Koenig	763-497-3293
Randy Stanoch	320-260-0256
Buddy Reimer	952-201-6424
Scott Borst	952-201-3750
Steve Daly	952-474-1273
Aaron Johnson	320-583-0186

Membership and Official Scorer  
Steve and Colleen Benjamin

For up to date information and announcements check out our website:  
[www.cedarmillspeedway.com](http://www.cedarmillspeedway.com)

## **MEMBERSHIP**

- Annual Membership Fees are \$60.00 for the 1st kart/driver, \$20.00 for each additional kart/driver, with a FAMILY maximum of \$100.00 per year. A discount is available if paid by May 1st.
- Individuals joining after July 31st may join for half-price, however, they will not be eligible to vote at the membership meetings.
- Each registered member is entitled to one vote per paid membership at association meetings

## **RACING EQUIPMENT**

- All equipment will be approved by the safety inspector/committee.
- Full coverage helmet with full-face shield (non-snowmobile style) that is properly fitted. **REQUIRED Snell 2000 or newer approved (change to Snell 2005 for 2011 rules)**
- This rule may be subject to change after the rules are posted by on Insurance Regulations
- Long sleeve coat, long pants, gloves, socks and fastened (no slip on) shoes are required.
- A neck brace is required.
- Wrist restraints are required for C.M.K.A. Rookies and Sportsman caged classes.
- All caged karts must have leg restraints.
- Racers 11 years of age or younger racing in an IKF (non-caged) class must wear an IKF approved chest protector.

## **REQUIRED EQUIPMENT on all karts will be:**

- Chain Guard (Safety Inspection item)
- Chain splatter shield extending to rear bumper (Safety Inspection item)
- Wolf plate (metal plate that is mounted between the driver's seat and the brake rotor) (Safety Inspection item)
- Engine Clutch (Safety Inspection item)
- Hydraulic Disc Brakes (Safety Inspection item)
- Full Floor Boards (Safety Inspection item)
- The belly pan must extend from the front of frame to front edge of seat.
- Approved Catch Tank (Tech Inspection item)
- Permanently attached number panels on front, both sides and rear of kart with easy to read 6" minimum size numbers. All numbers must be highly contrasting to the color of the kart (for instance, white on dark background or dark color on light background). No metallic or reflective numbers are allowed, as these are difficult to read when it is dark. If the scorer cannot read the numbers, you may not get scored and you will be asked to change your numbers. All karts numbers must be between 00 and 99, no letters. No duplicate numbers in a class. Number will go to the racer who has membership seniority, then class seniority.
- Nose cone that covers front tires.
- The maximum tire exposure for all 4 tires on the kart is 2". Tire exposure for front tires will be measured from the nose cone. Rear tires will be measured from the side panel/body works.
- NERF BARS (left and right) per I.K.F. Speedway Rules and bumpers (front and rear) are required.
- Full rear bumpers are required. The bumpers must reach mid-tire, but not extend beyond the line of the bodywork. Example: WKA/IKF Monster Bumper.
- All weights must be securely fastened. Duct tape and cable ties are not acceptable. Weights must be double nutted and/or safety clipped and weights must be painted white with the kart #.

- All steering brake parts and axle nuts will be cotter pinned or safety wired. – NO EXCEPTIONS.
- Fiberglass, plastic, and aluminum wings ARE NOT allowed on karts. No exposed metal parts.
- Any rule deemed necessary by the CMKA Board of Directors may be added at any time.

### **GENERAL PIT RULES**

- No smoking in the pit staging area during the races.
- No alcoholic beverages in the pit area before and/or during the races. No one who has consumed any alcoholic beverages will be allowed to drive in any races. No one under the influence of drugs or alcohol will be allowed in the pit area.
- Driving in the pit area is a privilege, if abused it will be taken away. Repeated abuse may result in a penalty to the driver (Loss of points for the night).
- Season points will go with driver and the driver's kart number.
- No coaching to drivers on the track from anywhere in the track and/or pit area.
- Any unsportsmanlike conduct (swearing, arguing, or obscene gestures) by any driver, pitman, or person representing a particular kart (on or off the track) will be penalized.
  - 1st Offense – One (1) week suspension
  - 2nd Offense – Three (3) week suspension
  - 3rd Offense – Out for the Season. All points will be forfeited for the season. No recognition will be received at the banquet
- Do not approach the infield workers or scorekeeper for an explanation, all clarifications will be provided by the Board Members and Flagman. Anyone who crosses the track without permission may be subject to immediate disqualification and one week suspension.
- All drivers are responsible for having their karts in the staging area before the end of the previous race. If you are not in your line up when the karts enter the track (you have 30 seconds to do so); if you don't enter the track within 30 seconds, you will not race and will not be moved to the next heat. Check your equipment before you line up (loose chains, air filters, carbs, etc.).
- If a driver causes more than one restart other than being hit or bumped, they must leave the track.
- No complete restarts after one complete lap. A complete lap on the start is defined as all karts passing the start/finish line.
- Track repairs are at the discretion of the flagman. Length of repair is two (2) minutes. If the driver leaves the track for repair, the kart is out of the race.
- A board member will lock the gates 30 minutes after the last race has completed.

### **THE FLAGMAN'S DECISION IS FINAL**

- Black Flag Ruling - If you receive a black flag, this means you MUST leave the track immediately.
- Black Flag Explanation – the flagman or Board Member will provide the explanation for the black flag ejection after the feature. No crossing the track, do not approach the flagman during racing.
- All karts must cross the scale when exiting the track. Failure to do so will result in a D.Q. Karts that do not make weight will be D.Q. for that heat. Each night a driver receives a DQ, that night must be included in their top ten points nights for season points

### **THE FLAGMAN'S DECISION IS FINAL (Cont.)**

- In case of an accident, ONLY THE TRACK FIRST AID PERSONNEL, TRACK OFFICIALS, AND A DRIVER'S PARENT ARE ALLOWED ON THE TRACK. No one shall be moved or may return to racing until the track officials give the okay.
- No karts will be on the track during technical inspection. After inspection, if time allows and with the board's permission, drivers may enter the track. No more than two karts on the track at one time. A parent must be present. Drivers must have purchased a pit pass for the night and must wear ALL SAFETY EQUIPMENT.
- No bicycles or motorized vehicles other than registered karts are allowed in the pits or on C.M.K.A. grounds.
- All trailers must have a fire extinguisher.
- Pit parking is on first come first serve basis with the exception of the two spots next to the tech area. These two spots are reserved. Please note: proper track etiquette is to allow racers who have been at the track for many years to park in their established spots.

### **REGISTRATION**

- Karts will be registered and safety teched from 3:00 p.m. to 5:45 p.m. Any one coming after 5:45 p.m. will not draw a number and will start in the back for the heat races. No karts may register once the 1st race has started.
- All persons in the pit area must display a valid CMKA pit pass regardless of age. Pits are open during intermission and before and after the races. It is the responsibility of the driver to insure that all individuals in his/her pit have a pass. Drivers who allow people without passes in their pits will be penalized. One verbal warning will be issued. If the individuals fail to purchase a pass after the warning, the driver in that pit will be disqualified for the night. Each event a driver receives a disqualification must be used as one of the top ten nights for season points.
- All drivers, pit crew and track officials must sign a waiver before participating in any event. Waivers must be signed by parent or legal guardian, no exceptions. All minors must have a parent's signature.
- One number will be drawn for each driver per class.
- Registration fees for members during regular season racing are \$16.00 kart/driver for the 1st class entered (this includes the pit pass) and \$10.00 for each additional class entered.
- Registration fees for non-members are \$28.00 per kart/driver for the 1st class entered (this includes a pit pass) and \$12.00 for each additional class entered.
- A non-driver pit pass may be purchased for \$8.00.
- The Board of Directors will determine the cost of racing for specialty events.

## CLASSES, LINE UP AND POINTS

Class	Age	Minimum Weight	Restrictor
CMKA Rookies	6-7	225 lbs.	Blue .425/Purple .425
CMKA Sportsman	7-9	235 lbs.	Blue .425/Purple .425
CMKA Jr. I	8-11	265 lbs.	Gold .575
IKF Jr. I	8-11	235 lbs.	Blue .425
CMKA Jr. II	12-15	300 lbs.	
IKF Jr. II Combined	12-15	300 lbs.	Red .500
IKF Jr. II Light*	12-15	285 lbs.	Red .500
IKF Jr. II Heavy*	12-15	320 lbs.	Red .500
CMKA Adult*	16 – Up	360 lbs.	
IKF Stock Light	16 – Up	320 lbs.	
IKF Stock Medium	16 – Up	345 lbs.	
IKF Stock Heavy	16 – Up	370 lbs.	
IKF Super Stock	16 – Up	345 lbs.	
IKF Stock Animal	16 – Up	340 lbs.	
Open Modified	16 – Up	350 lbs.	
CMKA Stock Appearing	21 – Up	365 lbs.	
Outlaw*	16 – Up	350 lbs.	
CMKA Senior Stock	35 – Up	365 lbs	
Clone	TBD by class for 2010 season		

Other Jr. and Adult  
Animal caged and  
uncaged classes\*  
Ages and weights will be determined by karts that show up to run this class. Rules will be determined by IKF or CMKA rules.

*\* Enough karts must be registered by the start of the season for these classes to be run during this season. IKF Jr. II Light and Heavy, a minimum of 6 karts per class must be registered; otherwise we will run IKF Junior II Combined. In the adult classes, a minimum of 3 karts must be registered.*

Racers competing in the Rookies Class must be 6 or 7 years old during the racing season (May 15<sup>th</sup> – September 25<sup>th</sup>). This is a beginner's class. A place to learn, have fun, develop driving skills and experience the thrill of open wheel competition. The Board of Directors may move any racer who is dominating this class to Sportsman's class. This is a non-points class.

The Sportsman class is for first year racers or Rookie racers advancing, between the ages of 7 - 9 years of age as of January 1st. If a racer competes in 50% of the point's races from the previous year at any track, they will be considered a second year racer. This is a learning class and the focus is developing good driving skills. Any racer who is dominating this class may be moved to the Junior I class by the Board of Directors. This will be determined by 10 heat or feature wins. This will be a non-points class for the months of May and June; points will begin accruing following the Fourth of July Break.

Age for all classes with the exception of the Rookies Class will be determined by the driver's age on January 1<sup>st</sup> of the racing year. A copy of the driver's birth certificate may be requested to verify the driver's age. Any driver who has a birthday during the racing season (May 15<sup>th</sup> – Sept. 25<sup>th</sup>) may move up to the next class. Once a driver has moved into the next class, he/she may not move back down.

Drivers participating in the Super Stock and Open Classes must have a minimum of two complete seasons of driving experience if the driver is under the age of 16 years.

Any driver, under the age of 16, wishing to jump a class or have age limits waived, must submit request in writing and must have approval by a majority of the Board.

### **LINE UP**

- A number draw is used to determine your line up position for the heat race in the line-ups.
- Each driver for each class entered will draw one number.
- The total points earned from the heat races determine the feature race line-up. In the event of a tie, the feature line-up will be determined by low draw at check-in. The driver with the most accumulated points for the day will start on the pole position and the driver with the least number of points will start in the rear. The top two finishers in the B Feature may advance to the A Feature if they choose.
- All B Features will be run immediately before to the A Features.
- First time ever drivers, regardless of age or class, will start at the rear of all heats and feature races for one race day. This is for safety as well as providing training and experience.

### **POINTS**

Points for heat races will be awarded as follows:

<b>Place</b>	<b>Points</b>	
1 <sup>st</sup>	100	
2 <sup>nd</sup>	95	
3 <sup>rd</sup>	90	
4 <sup>th</sup>	85	
5 <sup>th</sup>	80	and so on

Points for features will be awarded as follows:

200 plus the number of karts for 1st place  
175 plus the number of karts for 2nd place  
155 plus the number of karts for 3rd place  
140 plus the number of karts for 4th place  
130 plus the number of karts for 5th place and so on.

- For a complete copy of the point scale, please contact the official scorer.
- The Track scorekeeper keeps Official Points.
- Any driver taking the green flag but not finishing the race will receive points for last place at the time he/she pulls out of the race.
- Any kart asked to leave the track for equipment reasons that pose a safety hazard after the green flag will receive the points for last place at the time he/she pulls out of the race.
- The official scorer must be notified if someone other than the driver at check-in is driving the kart. This must be done prior to the start of the race. Failure to do so will result in loss of points for the night.
- Any driver who receives a black flag will not receive points or a trophy for that race. Each event a driver receives a disqualification must be used as one of the top ten nights for season points.

- Total points for the night will be accumulated for season points. Season points will be based on the driver's top 10 race nights. Each event a driver receives a disqualification must be used as one of the top ten nights for season points.
- Season Points go with the driver and his kart number.
- Trophies will be awarded for 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place in all junior classes.
- Classes with less than 3 registered karts may or may not be run. This decision is at the discretion of the C.M.K.A. Board of Directors.
- All racers in the Rookies through Junior II classes who have participated in 50% of the point races will receive recognition at the C.M.K.A. Banquet.

## **RACING RULES**

- In the Rookies through Junior II classes, if 10 or more karts are registered, there will be A and B heat races/features.
- A maximum of 12 karts will run any race. If 13 or more karts are registered, then they are broken into groups under 12; A & B heats and features will be run.
- Any driver jumping the start of the race once will go to the rear of the pack on his/her second jump at the flagman's discretion. The inside pole kart is the pacesetter. The pole kart must set a reasonable pace.
- A single kart spinout will be allowed to restart at the rear of the field. Any kart causes two yellows in a race, with the exception of the Rookies class, must leave the track. The kart will be scored in the position it left the track.
- No racing or passing on the yellow flag. Slow down and get into position for the restart. **ALL KARTS MUST STOP IMMEDIATELY ON THE RED FLAG.**
- In the event of an accident on the last lap after the checkered flag is given, all karts involved in the accident will be scored in the order they crossed the finish line of the last completed lap, with the exception of the kart charged with causing the accident. The kart charged with causing the accident receives last place as long as the driver has not been disqualified.
- All karts must weigh after each race. Failure to cross the scale and make weight will result in loss of points for the race. Do not leave the scale area if your weight is in question.

## **TECHNICAL RULES**

### **All Classes**

- Fuel - Clear methanol, no additives. (Clone class is only exception)
- Clutch - Any dry centrifugal shoe type engine clutch or disk clutch.
- Karts must have vertical plug wire disconnect.
- All karts must conform to IKF rules, unless otherwise noted in these rules.
- Modification of Restrictors will result in a disqualification for the remainder of the season.

### **C.M.K.A. Caged Classes**

- Engine - Briggs & Stratton 5 H.P. Motor as listed in the I.K.F. Tech manual with the exception of options listed below.
- The kart must have a 3 or 4-point roll bar extending at least 3 inches above the driver's helmet. Roll bar must be mounted to the frame or substantial mounting area. Roll bar must be built with at least 1" O.D. tubing. Three point roll bars must have a minimum wall thickness of

.103". Four point roll bars must have a minimum wall thickness of .082". All roll bars will have a 3/16-inch inspection hole. All roll bars must pass tech.

- Seat Belts - One 2" lap seatbelt and two 2" shoulder harnesses are mandatory. They must be substantially mounted and pass tech.
- Leg Restraints are mandatory for all caged classes.
- Wrist Restraints are required for Rookies and Sportsman classes.

#### **I.K.F. Classes**

- I.K.F. Engine Specs per I.K.F. Rule Book.
- Carburetor Option: Tillotson carburetors are allowed in Super Stock and Modified classes only.

#### **Animal Class**

- Follow stock IKF rules.

#### **Open Modified**

- 5 h.p. Briggs or Blockzilla Blocks only.
- Karts that weigh 350 – 400 pounds have a maximum cc limit of 15 cubic inches; karts that are over 400 pounds have a no cubic inch limit.

#### **Stock Appearing**

- 5 hp Briggs stock appearing motor.
- Billet carburetor will be considered stock appearing.
- The only tech item is weight and Fuel.
- Racers must be 21 years or older.

#### **Shifters**

- Must conform to the SUCSA Rules.
- Any size tire.
- Up to .030 over bore.
- OEM type piston.

#### **TECHNICAL INSPECTION**

- The top 3 karts in each feature race must report to impound at the finish of the race. Failure to report immediately to impound will result in a disqualification. No drivers/owners allowed in impound once the driver has exited the kart.
- Teardowns will be at the discretion of the Board and carried out by the Head Technician and inspectors.

#### **Illegal Motor**

- First offense will result in a loss of points for the event.
- Second offense will result in balance of year suspension.
- Illegal motors must be repaired and inspected prior to returning to racing.

### **Illegal Kart**

- Must be changed before race or kart will not be allowed to race.

### **Illegal Fuel**

- First offense will result in loss of points for the event.
- Second offense will result in balance of year suspension.
- Fuel must be clear and pass a visual test as well as the water test. The track may choose to use other fuel tests at their discretion. If any one test fails, the kart is disqualified for the night. Track test results are final and are not subject to review by outside agencies. Remember, each member is responsible for your own fuel. If you have questions, don't hesitate to ask one of our technical inspectors.

### **Illegal Weight**

- It is the responsibility of each racer to check their weight within that class. A track official will assist with the weighing upon request. The track scale is the official scale.
- Offenses will result in loss of points for the race run.
- Failure to cross the scale after a race will result in loss of points for that race.

✘ Other technical inspection items can be performed at the discretion of the Head Technician and inspectors.

### **MOTOR PROTEST RULE**

- An engine may be protested upon deposit of \$50.00 cash. The protester must be a driver or crewmember of a kart in the class and have raced the event. The protestor must contact a board member or the Tech Inspector. If no discrepancies are found, the deposit is forfeited; \$20 will go as a tech inspection fee and \$30.00 to the contested kart owner. If the protest is upheld, the \$50.00 will be returned minus a \$20 tech inspection fee. Only the tech personnel and one member of the protesting team may enter the tech area during the tear down process. The kart owner that posted the deposit must be present during the technical inspection.

### **RAINOUT INFORMATION**

- If rain begins after the first race and two complete heat races have not run, the entire race will be rescheduled. If two complete heat races have been run, it will be considered a complete night of racing and feature points will be awarded based on the feature line-up.

### **GENERAL INFORMATION**

#### **Flags**

- Green Flag - Start: Course is clear.
- Yellow Flag - Caution: Reduce speed immediately and maintain your position.
- Red Flag – Stop: Race is halted.
- Rolled Black Flag - will serve as a warning for rough or illegal driving or unsportsmanlike conduct.
- Black Flag - D.Q., driver must leave the track immediately.
- White Flag - The lead racer has commenced his last lap.
- Checkered Flag – You have completed the race