



## AUSTRALIAN SPRINTCAR ALL STARS

### SUPPLEMENTARY REGULATIONS – 2023 - 2024

1. The All Star Series is a competition for Sprintcars with 360ci engines meeting the SCCA Rulebook. Sprintcars with LS engines or variations will not be allowed.
2. All cars must be SCCA Registered.
3. All Drivers, Cars & Crews **MUST** be in the pits before **4.30pm**. Compulsory drivers meeting at **4.50pm**.
4. All drivers **MUST** attend Drivers Meeting at **4.50pm** promptly. Drivers must sign the Official Nomination Form and pay the required \$100 fee prior to the Drivers Meeting in order to be included in the draw for the night. If this NOM fee is not paid the Driver **WILL NOT** go into the night's draw.
5. Engine starts and wheel packing at **5.30pm**, unless advised otherwise by an All Stars Official. Drivers must be on the infield or lined up in the queue for engine starts, seated and ready for push off by 5.30pm.
6. Cars are to assemble on infield in their correct Hot Lap Group order. Hot Lap session will be from 5.45pm. Cars not ready will forfeit the right to hot lap. Cars **MUST** compete in the correct Hot Lap group.
7. All cars **MUST** run a Hoosier WAV, RD20 or D25. Tires must be purchased from Hoosier Tire Australia. Failure to use the correct control tire will mean that you cannot compete until you have the correct tire fitted. If you are seen by an All Star Official to have used a tire that is not a control tire after you have run in either Hot Laps / Heats/ Shoot Out/ Main you will lose any points and prize money you were allocated.
8. The first 5 cars after the A-Main are to go directly to the scales. Failure to do so will result in being placed last place in the A-Main. I.e. – 20<sup>th</sup> place or dependant on how many cars started. Prize money & points will be paid accordingly.
9. All feature races will start with a 20 car field unless otherwise advised.
10. Starts will be at the Start Zone. The Start zone is defined as the area of the race track between the entry of turn four and the start line. Cars must be side by side in their race order when the green light/flag is shown to indicate the start of the race.
11. Feature Presentation laps will be either 3 or 4 cars wide as directed by All Star officials on the night. The presentation laps are deemed to have commenced when the 3-4 wide has been signalled by the Race Director and completed when the 1 lap signal is shown by the Race Director. If a car stops due to an accident during the presentation laps they will be allowed to restart in their original position.
- 14 Reserves are not required for the A Main
- 15 Lapped cars are to go to the rear of the field in running order as per last fully recorded lap.



- 16 It will be at the discretion of the Chief Steward whether the pit gate is to be opened or closed at any stoppage.
17. All cars **MUST** display the official decals of major All Star sponsors, or any other designated sponsors to be eligible for contingency prizes or point fund money. Contingency stickers are to be placed as below on the left hand side panel of the Top Wing. Please consult an All Star official if this position is currently taken on your car to arrange another placement.



18. Prize money will be paid to the Owner of the car. NO prize money will be paid to cars that qualify but fail to take the track for the event and are classified as nonstarters in the A / B Main. If under half race distance is run in the A Main prize money will be divided evenly.
19. All feature events will be 30 laps except for the All Star Challenge which is 35. (Unless declared for weather, time or other uncontrollable circumstances)
- 20 The All Stars have the right to change the Sup-Regs
- 21 The All Stars have the right to refuse nominations to their events

### **NIGHTLY FORMAT & REGULATIONS**

1. If Drivers do not make the Drivers meeting they will not be placed in the Draw, and will be placed at the rear of each heat.
2. Fields of less than 24 cars will have 2 groups. Fields of 24 cars and over will have 3 groups of Heats and Fields of 34 and over will have 4 groups of Heats. All Star Officials have the right to alter this on the night.
3. Drivers will be seeded into Hot Lap groups of 4 or 5 dependent on car numbers from the All Star Series Championship Points or by skill based whichever is more relevant. All Star Officials will seed new competitors that have not competed in the series. Points will be awarded in each group with the quickest driver of the group receiving 12 points. The scale per position is 12,10,8,6,& 4. If you fail to establish a time you will not receive qualifying points.
4. Drivers must time in their correct Hot Lap group. If they do not record a time in Hot Laps they go to the rear of their heats. A Driver is allowed to return to the pits if they have mechanical problems in engine starts or wheel packing and compete in Hot Laps but if they miss their designated hot lap group will only be given 1 (one) lap at the very



end. The lap must commence within 2 minutes of the final group completing their laps. If a driver does not qualify in his Hot Lap group and had one lap at the end he cannot qualify higher than one position less than 50% of the field. Any car that causes a yellow or red light in Hot Laps, the designated primary cause will be sent to the infield. If any laps have been recorded for that car, the quickest lap time will be used for heat seeding. If no laps have been recorded the car will be given 1 (one) lap to record a time but cannot qualify higher than one position less than 50% of the field. If a driver does miss his time trial group and is given one (1) lap at the end he will be awarded with last place points in his original group.

5. Heats will be seeded by the combined times recorded in Hot Laps. Quickest time to the front of the first round of heats etc. i.e. –quickest time will start off pole in Heat 1, 2nd quick starts 1st in Heat 2, 3rd quick starts 1st in Heat 3 etc. (if cars are put into 3 groups of Heats etc.), fourth quick to position 2 in Heat 1, etc. If there are 4 groups of Heats Quick time will start of pole in Heat 1, 2nd quick starts 1st in Heat 2, 3rd quick starts 1st in Heat 3, 4th quick starts 1st in Heat 4, 5th quick starts P2 in Heat 1 etc.

2nd round of heats inverted and rows crossed. No changing of lanes between heats.

6. If the track is not in a suitable condition (i.e. too wet or too dusty) to use recorded times to seed the heats the following method will be used. .
  - a. If cancelled **BEFORE** the Hot Lap draw has taken place, heats will be seeded as per Championship points. Championship leader to Heat 1, second to Heat 2, third to Heat 3, fourth to Heat 1 etc. Once seeded into these groups a marble draw for each Heat will decide the starting line-up of each heat. All Star Officials will seed new drivers to the Series.
  - b. If cancelled **AFTER** the Hot Lap group draw has taken place, heats will be seeded as per the Hot Lap Peg Number on the Pit Board. Peg 1 to Heat 1, Peg 2 to Heat 2, Peg 3 to Heat 3, Peg 4 to Heat 1, Peg 5 to Heat 2, Peg 6 to Heat 3 etc. Once seeded into these groups a marble draw for each Heat will decide the starting line-up of each heat
  - c. If timing is abandoned **DURING** Hot Laps then seeding for the Heats will be the same as ‘b’ – **AFTER** the Hot Lap Draw.

7. If points are tied after the 2<sup>nd</sup> round of heats on the night
  - (a) The Driver with the quickest time in Hot Laps will be high points.
  - (b) If times are still tied it will be the driver that records that time first will be the highest in points.

8. Car and Driver qualify as a Team
  - a. Each driver can qualify only one car.
  - b. If a driver has qualified their nominated car for the heat races but cannot start the heat races in this same car, then they can substitute cars **BUT** must start rear and will lose all qualifying points.



9. Drop out points are not awarded in heats.
10. Top 6 in points qualify into All Star Shoot Out. All 6 cars hot lap together for 2 or 3 laps depending on track conditions. P1 and P2 pull infield after Hot Lap session. P3, P4, P5 and P 6 remain on track and complete 2 Time Trial laps. The 2 slowest cars pull to the infield. P1 and P2 join the remaining cars on track and when the 4 car field is ready complete another 2 Time Trial laps.
11. The Top 6 in the A Main are lined up by Time Trial results in the Shoot Out. The winner of the Pole Shoot has the option to start in P1 or P2. If the Shoot Out is cancelled cars will start as per total points with highpoints having the choice of P1 or P2.
12. Position 7 – 14 in points qualifies directly into the A Main.
13. Position 15 back qualifies into the B Main. Top 6 finishers qualify into the A Main
14. If 20 cars or less there will be no B Main
15. Anyone who qualifies for the A Main at the conclusion of heat racing or if run, the B Main, or is involved in an incident in the Pole Shoot Out and cannot compete due to mechanical problems will be awarded last place points.
16. Half race distance in the A Main must be run for points from the A Main to be allocated. If washed out before half race distance then only points accumulated from Heats will be counted. Any car or cars that have bought on the red flag on the final lap will be put to the rear of the line-up of official finish in order of fault as designated by the Chief Stewart.
17. Rain Outs –
  - (a) In the event that no Heat races have been run and the event is not rescheduled entry fees will be refunded.
  - (b) In the event of no races being run and the event is rescheduled to the next day. Entry fees will be returned to drivers that cannot attend. A complete redraw of Heats will be done.
  - (c) Points will be allocated as per below:
    - Two complete rounds of heats must be run for Heat points to be allocated. Total points accumulated will be awarded
    - The A & B Main must both be declared as completed for feature points to be awarded.



## **END OF SEASON REGULATIONS**

18. Series Championship is based on the total Nightly points.
19. To be eligible for the Driver Championship you **MUST** attend and compete in **ALL** completed rounds.
20. The winner of the Championship will be the Driver that accumulates the most points for the Series.
21. The Championship End of Season point fund of \$22,000 paid to the top 10 drivers.
22. After all completed rounds of the series if one or more drivers are equal the following process will be used to determine the winner and subsequent placing's.
  - (a) The driver that accumulates the most A Feature Series wins will be the winner.  
  
If still equal: (b) the driver that accumulates the most Heat wins during the season will be the winner.  
  
If still equal: (c) driver that accumulates the most 2nd places in the A Main.
  - (d) If tied on points going into the last round and the night is washed out during the night, 2 rounds of Heats must be completed for ANY points for be awarded. Less than 2 groups of Heats completed and NO points will be counted. Points will stay as they were after the previous round.
23. A Rookie is defined as a driver who has not completed more than one full season in Sprintcars prior to the current series. They must complete in 80% or more series rounds to be eligible for series awards



**24. POINTS**

HOT LAP/TT	
1	12
2	10
3	8
4	6
5	4

**EACH GROUP**

HEAT POINTS	
1	100
2	97
3	94
4	91
5	88
6	85
7	82
8	79
9	76
10	73
11	70
12	67
13	64
14	61

A MAIN	B MAIN	C MAIN	POINTS
1			275
2			270
3			268
4			266
5			264
6			262
7			260
8			258
9			256
10			254
11			252
12			250
13			248
14			246
15			244
16			242
17			240
18			238
19			236
20			234
	7		232
	8		230
	9		228
	10		226
	11		224
	12		222
	13		220
	14		218
	15		216
	16		214
	17		212
	18		210
	19		208
	20		206
		3	204
		4	202
		5	200
		6	198
		7	196
		8	194
		9	192
		10	190



## 24. NIGHTLY PAYOUT

A MAIN	\$	B MAIN	\$
1	2000	1	0
2	900	2	0
3	800	3	0
4	650	4	0
5	550	5	0
6	450	6	0
7	350	7	150
8	350	8	100
9	350	9	100
10	300	10	100
11	300		
12	300		
13	300	<b>Total</b>	<b>450</b>
14	300		
15	300		
16	300		
17	300		
18	300		
19	300		
20	300		
<b>Total</b>	<b>\$ 9,700</b>		

## 26. END OF SEASON PAYOUT

Driver Championship	
1st	\$ 10,000
2nd	\$ 3,000
3rd	\$ 1,650
4th	\$ 1,200
5th	\$ 1,100
6th	\$ 1,050
7th	\$ 1,000
8th	\$ 1,000
9th	\$ 1,000
10th	\$ 1,000
<b>Total</b>	<b>\$ 22,000</b>