



## 2022 NASCC Endurance Racing Supplemental Regulations (2022-02-09)

### 1. DRIVER ELIGABILITY

#### 1.1 Licenses

Competitors must have one of the following Licenses.

- 1.1.1. WCMA One Day Endurance Racing License (Single Event). New drivers must attend an Endurance Racing Orientation session to qualify for a license that is usually held the evening before each Endurance event. Drivers who have previously held an Endurance Racing License and competed in a race do not need to attend an Endurance Racing Orientation session.
- 1.1.2. WCMA Annual Endurance Race License
- 1.1.3. WCMA Annual Basic Ice Racing License
- 1.1.4. WCMA Junior Racing License
- 1.1.5. WCMA Novice Racing License
- 1.1.6. WCMA Amateur Race License (or recognized equivalent)

If you have questions regarding licenses please contact [nascc.events@gmail.com](mailto:nascc.events@gmail.com) and we will help you through the license process.

### 2. VEHICLE ELIGABILITY

#### 2.1 Type of Vehicle

Closed wheel race cars, prepared to following standard:

- 2.1.1 WCMA Technical Regulations <http://www.wcma.ca/new/racing/racing-forms/>
- 2.1.2 CACC, ICSCC, CASC, other ASN Canada Affiliated sanctioning bodies for automobile road racing.
- 2.1.3 NASA, SCCA sanctioning bodies for automobile racing.
- 2.1.4 Non-affiliated Chumpcar, Lemons and Lucky Dog are eligible, subject to inspection of safety equipment demonstrating superior or equivalent safety guidelines to the WCMA safety preparation regulations and to specifications outlined elsewhere in these supplemental regulations

At discretion of the WCMA Chief Steward of the event the Event Organizers reserve the right to deny entry to any car if technical inspection determines the car to be unsafe or disruptive to the event.

### 3. CLASSING

#### 3.1 Endurance Races 7 Hours or greater

E1= approximately fastest 33% of cars entered – Lap times of 1:29 to 1:34.0 at RAD Torque Raceway

E2 = next fastest 33% of entered cars – Lap times of 1:34.01 to 1:37.0 at RAD Torque Raceway

E3 = approximately bottom 33% of entered cars – Lap times of 1:37.01 to 1:45 at RAD Torque Raceway

On-track performance will be monitored. Any car going faster than their registered class for more than four laps will be moved into the next highest class. Only four warnings will be given for the entire race. E1 teams will have any subsequent offending laps deleted if they exceed their time bracket.

The decisions made by the Race Director or delegate will be final with no appeal process.

Entered Class will be determined by the Team Captain. If a Team Captain needs help determining the entered class please contact [nascc.events@gmail.com](mailto:nascc.events@gmail.com)

Every effort will be made by the Race Director(s) to evenly balance the number of cars in each bracket class based on the lap time differences to provide as much competition as possible.

### **3.2 3 Hour Ironman Series**

The 3 hour Ironman is open to all classes and tire compounds. Please keep in mind that this runs along side the 7 hour or greater race. 3.Hour Ironman races are intended as an introduction to endurance racing for teams with a minimum of 2 drivers. Cars are classed the same as Endurance race 7 Hours or greater but trophies are only awarded to the top 3 teams.

## **4. RACE DURATION**

The race duration will be as listed in the event details. The duration of the full race will start when the green flag is dopped and not by the event scheduled start time. IE in a 8 hour race the green flag happens at 9:05 am. The race will end at 5:05 pm.

## **5. TIRES**

### **4.1 7 Hour Endurance Race or Greater**

All Classes must run 180 treadwear (TW) or higher tires. This will be listed on the side wall of the tire. Tires must be covered by the fenders when viewed from above.

### **4.2 3 Hour Ironman Series**

Tire choice is free.

## **5. VEHICLE PREPARTION**

### **Fire Suppression**

A fire suppression system following the WCMA technical regulation section B is highly recommended.

### **Fuel tanks/cells**

Fuel systems must meet the safety requirements of the WCMA Technical Regulations Section J. If a fuel cell is installed, the OEM tank, if applicable, must be removed. No vehicle may have more than two fuel OEM tanks or more than two fuel cells. No vehicle may be capable of carrying more than 24 US gallons (91L) of fuel at any given time.

A single external (to the fuel tank or fuel cell) container that fuel is stored in, or moves through, (e.g. swirl pots, vent cans, surge tanks, etc.) may be used with the following considerations:

1. The container shall not have a capacity greater than 1.9 liter (0.5 gallons).
2. The container must be constructed of aluminum or stainless steel, with threaded fittings to stainless steel braided fuel hoses.
3. It must be separated from the driver's compartment by a separate bulkhead.
4. Any container over 1.9 liters (0.5 gallons) is considered to be another fuel cell and subject to fuel cell requirements.

### **Required Transponder**

Each vehicle must have a MYLAPS Transponder system. A limited number of MYLAPS transponders will be available for rent from ARCA, contact Sue Wilson to reserve one. Vehicles with non-functioning transponders may not be scored.

### **Maximum Noise Level**

Race vehicles should not exceed 98 decibels (dB) measured at 50 feet from the marked surface of the race

track at any point on the track. Vehicles may receive an exemption, at the discretion of the Chief Steward.

### **Zero Tolerance for Leaks**

You will have only one chance to repair any fuel leak. If a second instance of leakage, regardless of cause, your car will be removed from the race.

## **6. PITS AND PADDOCK**

Pits & Paddock stalls will be assigned by the Event Organizer, Unloading and Loading must be done in an orderly fashion as instructed by the Paddock Marshals.

- No item can be stored in hot pit lane.
- No item can be stored on the wall between the hot and cold side of the pits
- Fuel containers should be stored on the cold side of the hot pit lane, at the west end of each Team's pit lane spot.
- 45 to 55-gallon drums may be used on the "cold" side of the pit wall to re-fill approved 25 liter (or less) plastic fuel containers
- All pumps used to transfer any fuel shall be mechanical pumps.
- All compressed air bottles/gas cylinders, with a pressure in excess of 200 psi, shall have a protective structure around their gauges and valves.
- All electrical generators and air compressors must be equipped with spark arrestors and must be located as far away from fuel containers as possible.
- Open toed footwear and shorts are not allowed in the pits.
- Smoking is not permitted at any time in the pits.
- Animals of any kind are not permitted in the pits or on the marked race track.

### **Required Equipment**

Each car entered in the event is REQUIRED to have ready in their pit stall a minimum of one each:

- Ten (10) pound dry chemical fire extinguisher having a minimum UL 60 BC or ABC rating.
- Ten (10) pound bag of grease-sweep, kitty litter or other absorbent for oil leaks and/or fuel spillage in their fuel Storage area. (having a broom is a good idea too!)
- A suitable gasoline and/or liquid catch pan. Gasoline catch pans must be manufactured of metal or sturdy, chemical-resistant plastic, with a minimum 3" depth, and hold a minimum of 1-gallon (4L of liquid). Catch pans hold be larger than 12" square or 12" in diameter and should not exceed 24" square or 24" in diameter.

There is no sharing of the aforementioned safety equipment between cars or teams. Any car not having the required equipment will not be allowed to start or continue racing until all safety equipment is present.

### **Working Beneath Any Vehicle**

Anytime and anywhere a vehicle is elevated, such that any tire is not touching the ground to allow work beneath the vehicle, the vehicle MUST be supported by an appropriate jack-stand. A wooden block or equivalent should be used to spread the weight of jack stands.

### **Golf carts and other utility carts**

Golf carts and other utility carts are allowed provided that: All drivers are 16 years or older and carts are clearly identified with their corresponding car number. Unsafe driving or use of a golf cart or 4-wheeler may result in a penalty or even disqualification of the team associated with the cart, at the discretion of the Chief Steward. Any fuel transported in carts must be safely secured.

### **Hazardous Materials Spills**

In the case of a spill of oil, gasoline or other "hazardous material" it must be cleaned-up and the area returned to its normal state. Fuel spills must be diluted with water before cleaning up. Any spill greater than one (1) liter requires a report be filed with the Chief Steward. Un-attended fuel or oil spills are punishable by a 30-minute penalty.

## 7. PIT PROCEDURES

- At the start of any race, the pit lane must be absolutely clear. All crew members working in the pit area must be clean and fully clothed at all times during any track session. Shirts, long pants and closed-toe footwear are mandatory. Crew members shall not sit on the pit walls during any track session.
- A maximum of two (2) people per car shall be permitted access to a designated location for the purpose of signaling during any track session.
- Should a pit lane bound driver overshoot the car's pit location, the car must stop and be pushed back to its pit by hand, or else continue for another lap. No car shall be driven backwards under its own power in pit lane at any time, for any reason.
- The maximum speed allowed in pit lane is 30 kph. Competitors that exceed a safe speed for the condition of the pit lane are subject to penalty and/or exclusion. This speed limit starts at the pylons placed roughly halfway down the pits.
- No tools which may by their use readily cause flame, sparks or a high temperature are permitted in the pit area.

### Entering and Exiting the Pits

Before entering the pits from the track, the driver should signal by raising an arm out the window to signal their intent to other drivers. Drivers entering the race track from the pit lane shall first receive permission to do so from the pit exit official and be prepared to slow significantly, or stop if requested. Having received permission to enter the track from the pits, drivers shall keep to the side of the track from which they are entering and must satisfy themselves that the track is clear of oncoming cars, yielding the right of way to oncoming race traffic

### Service in pit lane

- Work or service on the car is permitted in pit lane as follows:
  - Once re-fueling is complete and once the car has come to a complete stop, re-fueling after servicing will result in a penalty, the first offense will result in a stop-and-go penalty. Subsequent offenses will result in a minimum of a 1 minute stop-and-go penalty
- No work shall be performed under a car if jacked up unless jack stands are in position at all times.
- Repairs taking longer than 15 minutes must be done in the paddock.
- A maximum of 6 people are allowed over the wall at any given time.

### Pit stop and refueling

The minimum for a timed pit stop is five (5) minutes except for situations where due to COVID-19 precautions it is increased to 6 minutes. The timer starts when the vehicle has come to a complete stop in its pit stall.. It is up to your team to ensure they comply with this rule. Each pit stop where fuel is added shall be a timed pit stop. If you do not add fuel during the stop this rule does not apply.

Timing and scoring will also be monitoring lap times before and after pit stops for the required pit stop delta. Vehicles leaving early will receive a penalty, the first offense will result in a stop-and-go penalty, subsequent offenses will result in a minimum of a 1 minute stop- and-go penalty.

### Transferring fuel between containers

A team shall not transfer fuel between containers while their car is in pit lane

### Pit Lane

- Only one crew member is in pit lane (over the wall) until THE CAR HAS COME TO A FULL AND COMPLETE STOP.
- No crew members ON THE WALL UNTIL THE CAR HAS COME TO A FULL AND COMPLETE STOP
- NO FUEL JUGS, Tools, equipment wheels/tires ARE ALLOWED ON OR OVER THE WALL UNTIL THE CAR HAS COME TO A FULL AND COMPLETE STOP
- All Tools, equipment wheels/tires be placed back behind the pit wall immediately after the car's departure.
- Drums or other fuel carriers greater than 25 Liters are not allowed in the hot pit lane.
- Maximum of 4 (Four) people are allowed over the wall during fueling, including the driver(s).
- One person must be the fire extinguisher control person, and they must perform only that task while the vehicle is being fueled.

### Re-fueling equipment

All refueling shall be accomplished using a DOT and/or widely available FUEL rated, twenty five (25) litre or smaller plastic fuel jugs. Teams are responsible for the operation and condition of their refueling and safety equipment.

Jugs which do not seal properly, or do not vent properly, or are improperly maintained will be removed and banned from

Pit Lane. Funnels that hold a significant amount of fuel are prohibited.

### **Refueling Procedures**

- All refueling must be done in Pit lane once the race has started, Teams not refueling in the appropriate location will result in a penalty with the first offense resulting in a minimum of 5 minute stop-and-go penalty. Subsequent offenses will result in a minimum of a 10 minute stop-and-go penalty.
- Any car engaged in fueling MUST have their electrical kill-switch in the OFF position while the fuel cap is off and/or a fuel jug (full or empty) is present within 2 meters of the vehicle.
- Nomex protective clothing and a helmet WITH VISOR DOWN is REQUIRED for all team members over the wall while fueling is on-going. A single layer suit (without Nomex underwear) is allowed.
- Street shoes and socks are allowed; however, fireproof shoes and socks are HIGHLY recommended.
- A team is considered to be refueling anytime the fuel cap is open or removed from the car or fuel in is the pit lane.
- Only ONE (1) fuel jug is allowed over the wall at a time
- All fuel jugs are to be manually supported by the team members engaged in the refueling process. Overhead or elevated refueling rigs or electro-mechanical assist units to assist in lifting or supporting a fuel container are NOT allowed.
- Specialized nozzles (aircraft) or "Dry Break" systems are NOT allowed for refueling.
- Teams should be aware of and consider the placement of any possible ignition source in-line with the gravity fall-line of any possible fuel spillage, as well as the where fuel may spread to during any possible fuel spillage. This would include but not be limited to exhaust tubing, brake rotors and/or electrical wiring.
- Throughout the refueling procedures one (1) team member must manage an approved 10LB-ABC fire extinguisher and be stationed no less than 3 meters and no more than 5 meters from the point where fuel is being added to the vehicle. This team member is restricted from performing any other duty or function while managing the fire extinguisher; their entire focus is to be a safeguard in case of a fire. THIS CREW MEMBER IS NOT ALLOWED TO HANDLE FUEL JUGS.
- A team MAY NOT work on the car until fueling is complete, including: lie under the car, peer into any part of the car, touch any part of the car not associated with a driver exchange or fueling, attend to any mechanical condition of the vehicle, change, add, remove or drain any "cool suit" cooler.
- In the case of a driver change, a driver being replaced may assist the replacing driver to prepare for driving by helping with seat adjustments, belts, radios, cameras, data systems, driver cooling but exclude any changing, adding or draining of "cool suit" cooler or ice.
- Once the fuel cap has been re-applied to the car and all fuel jugs are secured on the cold side on the wall, service work may be performed on the car
- Fuel spills of greater than one (1) liter will result in a penalty. The first offense will result in a stop-and-go penalty, subsequent offenses will result in a minimum of a 1 minute stop-and-go penalty

### **Driving time**

- No driver shall drive for more than 2 hours consecutively and shall have at a minimum sixty (60) minutes rest between stints and no more than 4 hours of driving in a 6 hour period.
- Driver stint time starts at Official Race Start (green flag) time for 1st driver, or when drivers are released from pit lane after a driver change. Full course Yellow and Red Flag conditions count towards a Drivers Stint.

### **Qualifying and Grid Positions**

- Qualifying. There will be no qualifying session for this event.
- Grid Positions. Pole position will be based on first come first served at the end of pit road before the entrance to the track.

## **8. GENERAL**

### **Official notice**

- The official notice board will be situated at a location on the south wall of race control. The NASCC recommends monitoring lap times and positions during the race using the Race Monitor app.

### **Season Points**

Championship points will be awarded in decreasing order starting at 50 for 1st. Competitors will receive points based on their overall finishing position, not on their entered class. Accumulated points will only be compared against other teams in their entered classes for determining positions within the class. Points totals will transfer between classes when a competitor moves into a different class. Season trophies will be given out to the highest point scorers in the three endurance classes after the last event.

Example:

Position	Car	Class	Points
1	43	E3	50
2	15	E1	49
3	20	E2	48
4	51	E2	47
5	142	E1	46
6	30	E3	45
7	120	E1	44
8	42	E2	43
9	71	E3	42
10	23	E3	41

Result:		E1	E2	E3		
1st	15	49	20	48	43	50
2nd	142	46	51	47	30	45
3rd	120	44	42	43	71	42
4th					23	41

**Event Sponsor Decals**

All race vehicles must display event sponsor decals supplied by the organizer of the event and must be display prominently in the designated location.

-Failure to comply with display of sponsor decals by any entrant will result in a single warning, followed by a \$100 fine should the entrant remain non-compliant, followed by exclusion. Funds accumulated will go to the Worker Fund.

**On Track Conduct**

Drivers shall drive in a manner compatible with general safety respecting at all times the right of competitors to space on the marked race track. It is the responsibility of all drivers to avoid physical contact between cars on the race track. The repetition of serious mistakes or the appearance of a lack of control over the car (i.e., leaving the marked race track) may entail exclusion or other penalty of the driver involved. Any driver deemed to displaying rough, careless, and/or irresponsible driving may be penalized. Drivers are obligated to heed the flag signals displayed around the track. Failure to respond to a flag signal is serious violation of these regulations and is subject to penalty which is not subject to protest or appeal.