



## Pro Dirt NZ RULE BOOK 2018-19

The rules and/or regulations set forth herein do not express or imply warranty of safety, from publication of, or, compliance with these rules and/or regulations. They are intended as a guide for the conduct of the Pro Dirt Series and are in no way a guarantee against injury to participants. These rules and/or regulations will apply to all Pro Dirt Series sanctioned racing events. Pro Dirt Series officials have full authority over said sanctioned racing events. In the event of any dispute, the Series Director's decision will be final.

The Pro Dirt Series reserves the right to alter or amend these rules and/or regulations in the interest of safety and/or fair competition.

Please remember that we are here because of the Fans, Promoters and the Sponsors. If they don't benefit, neither will we. While we understand that this Competition involves substantial financial stakes, there is no excuse for bad or unruly behaviour, which would tend to bring the Series into disrepute.

The Pro Dirt Series is a professional organization and will conduct itself so in its Dealings with everyone, including fans, drivers, team members, series sponsors, team sponsors, tracks, and the Press. The Series therefore expects the same from its Drivers, Team Members and Team sponsors. The Series organizers and officials therefore reserve the right to take disciplinary action against anyone who brings the Series into disrepute by their actions, either on or off the track.

Disciplinary action may also include, but is not limited to, the right of the Series organizers and officials to suspend either temporarily or permanently, any driver, team member or team sponsor whose actions, in the sole opinion and discretion of the Series organizers and officials, may have resulted in, or may result in, harm or detriment to the Pro Dirt Series Events.

***Any driver entering and competing in a Pro Dirt NZ event acknowledges and accepts the following: The Pro Dirt NZ Series and its assigns may use the driver's names, pictures, likeness, and performances in any way, medium, or material. Including without limitations by and through, television, radio air-wave: cable and satellite broadcasts, film productions, videotape reproductions, audio-tape reproductions, transmissions over the Internet and public and private on-line service authorized by Pro Dirt and the like, before, during and after the event for promoting, advertising, recording or reporting in the event or any other Pro Dirt sanctioned event, and do hereby relinquish all rights there to for these purposes, provided however that the car owner and driver shall retain the exclusive use of its or his name; picture and likeness in connection with product endorsements and the sale of products, services, concessions and merchandise.***



## **1.0 Unsportsmanlike Conduct**

Any driver/crew member/participant found by Pro Dirt Series officials to be engaging in unsportsmanlike behaviour or any inappropriate behaviour that affects the orderly conduct of an event, the interests of Super Saloon racing, or Pro Dirt Series will receive a penalty.

This includes any aggressive action toward a Pro Dirt Series official by a driver/crew member/participant including arguing, yelling or raising your voice when talking to an official, touching the official in any physical way, and any social media posts, public or private statements that are offensive or detrimental to the Pro Dirt Series or a Pro Dirt Series official.

Driver/crew member/participants are solely responsible for the actions of all team members at all times. In the event that a team member shows unsportsmanlike conduct, Pro Dirt Series officials may penalize the driver/crew member/participant for the actions of the team member in addition to any penalty to the team member for his/her actions.

## **2.0 Racing Event Procedures**

### **3.0 Sign In**

A.) Contracted Pro Dirt Series Drivers/Teams receive automatic entry & registration to Rounds 1-8  
i.) Only the Top 20 Drivers/Teams and International competitors will compete at the Final Round 9.

B.) It is the responsibility of all non-Series contracted drivers/teams to enter online [www.bkprodirtseries.nz](http://www.bkprodirtseries.nz) and pay the entry fee before 12pm on the Monday prior to their scheduled event. Pro Dirt Series officials may marble draw for drivers/teams not present at the track under exceptional circumstances beyond the control of the Pro Dirt Series officials or the effected drivers/teams. The marble draw will be closed once the drivers' meeting begins.

### **4.0 Entry Fees**

A.) All drivers/teams will pay a \$150.00 entry fee for each event.  
i.) Entry Fee must be paid before 12pm on the Monday prior to each event.

### **5.0 Marble Draw**

This will take place at the Pro Dirt Series Trailer before drivers meeting.  
Time Trial groups will be posted at the Pro Dirt Series trailer.



## 6.0 Drivers Meetings

- A.) It is the responsibility of ALL Drivers to attend the Pro Dirt drivers meeting.
- B.) Any rule, format or schedule changes will be discussed at the drivers meeting.
- C.) ALL DRIVERS will be responsible for information discussed at the drivers meeting. The drivers Meeting is not a social gathering. Driver and/or team representative attendance and attention are Mandatory.

## 7.0 Wheel Pack / Hot Laps

- A.) All Drivers are required to wheel pack.  
All Drivers will be allowed one (1) Hot Lap session. Hot Laps will be conducted in groups (minimum eight (8) cars) in order, as per the time trial groups.  
Drivers/teams are responsible for knowing what group the driver/team they are in.  
Drivers must Hot Lap in their assigned groups. If a Driver does not make it to the staging area in time for his assigned session, that driver will not be allowed to Hot Lap.  
**No exceptions.**

## 8.0 Time Trials

- A.) Drivers must time trial in the order that they drew. If the driver misses their time trial qualification spot for whatever reason, the driver will only receive one (1) qualification lap at the end of the time trial line. If the driver uses this option the driver cannot start better than the first non-transfer spot in a heat race.
- B.) If four (4) cars are transferring, the highest starting position will be fifth (5th).
- C.) It is the drivers/teams responsibility to be in their qualifying spot on time, in most instances, Qualifications will be immediately after hot laps. If you are one of the drivers/teams that draw an early number, you need to be ready to be in line first. Be ready to be in line as soon as the last hot lap group finishes on the track.
- D.) The fastest Time Trial lap will decide any tie on points throughout the event.



## 9.0 Heat Races

A.) Quick time starts Heat 1 Grid 1, 2<sup>nd</sup> fastest Heat 2 Grid 1, 3<sup>rd</sup> fastest Heat 3 Grid 1 4<sup>th</sup> Fastest Heat 1 Grid 2, 5<sup>th</sup> fastest Heat 2 Grid 2, 6<sup>th</sup> Fastest Heat 3 Grid 2 and so forth.

## 10.0 B Main

A.) Heat Race Points determine starting grids. In the event of a points tie, the fastest time trial lap has the advantage.

## 11.0 Starts

A.) All original starts will be double file and start at the chalk line placed between turn four and the starter's stand. Front row should approach the start line at a moderate pace, keeping nose pieces as even as possible. Once the front row reaches the start line they may accelerate and the race will be underway. Any driver jumping the original start will be warned for the first offense, second offense - the driver will be moved back a row.

B.) If any driver is penalized to the rear of the field before one (1) complete lap is scored, the remainder of the field should move straight up for double file start. No crossover of the field for re-line ups, unless there are three (3) or more cars missing from a row, then field will be crossed.

## 12.0 Restarts

A.) Delaware style double-file restarts – defined as leader alone on the front row with remainder of the field double filed behind the leader.

Second place will have the choice of inside or outside lane.

Fourth place always starts inside of row 3, Fifth place on the outside of row 3 and so forth.

- i) Delaware style double-file restarts will be used until three (3) remaining laps of any Heat & Feature race.
- ii) Single-File restarts will be used within three (3) remaining laps of any Heat and Feature race.

B.) All restarts must be nose to tail. Leader may accelerate exiting turn four at a moderate pace approaching the start line. If leader accelerates early, defined as accelerating anywhere other than the exit of turn four, the leader will be warned for first offense – second offense they will be moved back a row. Drivers, other than the leader, may not pass until they have passed the start line. Doing so will be considered a jump-start.



### 13.0 On Track Penalties

A.) at all times, we must abide by and operate within **SNZ** rules.

We will be using rule R11-14-7 (b) the prime cause of the incident (not the prime cause of the yellow lights coming on) shall go to rear of field.

B.) The following penalties will be applied after normal caution procedures have been followed, unless special circumstances apply:

i.) Under green flag or caution flag conditions, the Pro Dirt Series Race Director's reserve the right to invoke penalties or suspensions of any driver whose actions are deemed to be overly aggressive, or fall into the category of "rough driving." Drivers will be notified of any penalties that have been levied by the Series Director's. All decisions shall be final.

***\*Note: This rule is not intended to eliminate competition or accidental contact; however, it is intended that deliberate contact and/or over-driving, will be penalized.***

C.) Everyone to display sensible driving behaviour with clean tidy racing. No dirty tactic's on passing manoeuvres. Ensure clean racing lines with no inside/outside chopping and changing lanes. **No mucking around on yellow lights or restarts.**

D.) If you get a flat LF tyre you may continue, No other Flat tyres allowed.

E.) No Lane swapping, No Diamond racing, if you enter the corner down low on the bottom you must remain on the bottom whilst exiting the corner. This allows multiple racing lines, allowing the spectators to witness close, clean passing manoeuvres.

F.) There will be no protests to Pro Dirt NZ or SNZ officials.

### 14.0 Off Track Penalties

A.) Any driver who enters another driver's pit area will be deemed the aggressor. Away from the driver's pit area, both drivers may be considered aggressors.

ii.) Any physical confrontation, either on the race track or in the pits, will result in the aggressor or aggressors being suspended for the next three events or payment of a \$1,000 fine PLUS the loss of 300 points. A second offense will result in suspension for the rest of the Pro Dirt Series.

Drivers should be aware that they will be held responsible for any members of their race team, and the above penalties will apply even if the driver concerned is not directly involved.

iii.) Any incidents that are judged to be "deliberate acts of aggression", whether on or off the track, under green or caution, will result in disqualification.

iv.) The Pro Dirt Series Race Director's reserve the right to increase the above penalties, depending on the severity of the incident.



## 15.0 Autograph Sessions

A.) At select events during the 2018-19 season, there will be autograph sessions. The time for the autograph session will be announced. It is mandatory for all selected drivers to attend.

i.) It is not the intention of this Series to deter drivers from their work. This rule is intended to provide a service to the Promoters and fans that make our sport possible.

## 16.0 Sponsor Requirements

It is a Series requirement for you and your race car to:

- i.) Attend at least one (1) Static Display during the Series, as per the Drivers Agreement.
- ii.) Display series sponsorship signage on your race car, as per the Drivers Agreement.

## 17.0 Track and Drivers Contract:

Pro Dirt NZ has a contract with all Race Tracks and to fulfil our obligations we must provide a minimum of 16 cars and drivers at each track. Therefore:

If a competitor is unable to fulfil their driver's agreement and are unable to attend a series round, you must notify Pro Dirt NZ as early as possible.

Points and prize money will be allocated to the car and the driver.

If a reserve driver is brought into the series by Pro Dirt NZ.

The Pro Dirt NZ contracted driver keeps their points and they still get paid for their final finishing position in the series.

Prize money will be paid using direct credit to your nominated bank account prior to the next round of the series.

If the Pro Dirt Race Directors, deem any competitor to be driving un-sportsmanlike or over driving then you may be penalised and start from the rear, until you can drive with enough respect for both our competitors & our show.

Race Cars and crew to be kept to a high standard before each round and also between races.

Definitely no hot laps under yellow on any track.



## 2018-19 BK Pro Dirt Series Format A:

- Marble Draw (Time Trial Position)
- Hot Laps (Check Transmitters)
- Time Trial Qualifying, Two (2) laps back to back
- Heat 1 10 Laps, First Four (4) Transfer to the Feature
- Heat 2 10 Laps, First Four (4) Transfer to the Feature
- Heat 3 10 Laps, First Four (4) Transfer to the Feature
- Pole Shuffle 12 Laps, First Two (2) cars from each Heat to Pole Shuffle for Feature Race grid positions. Qualifying lap time to decide any point ties
- 3<sup>rd</sup> & 4<sup>th</sup> place in each Heat Automatically transfer to start in the Feature from Grids 7<sup>th</sup> – 12<sup>th</sup>
- B Main 10 Laps, 5<sup>th</sup> Place down from each Heat will compete in the B Main, First Eight (8) cars Transfer to start the feature from Grids 13<sup>th</sup> - 20<sup>th</sup>
- **BURGER KING PRO DIRT SERIES** Feature Race 20 cars **30 laps**.

**Restarts:** Delaware style double-file restarts – defined as leader alone on the front row with remainder of the field double filed behind the leader. Second place will have the choice of inside or outside lane. 4<sup>th</sup> place always to the inside of row 3

i) Delaware style double-file restarts will be used until three (3) remaining laps of any Heat and Feature race.

ii) Single-File restarts will be used within three (3) remaining laps of any Heat and Feature race.

**Pole Shuffle:** Top six (6) cars to Pole Shuffle for the Feature Race positions, 2 laps, 6<sup>th</sup> vs 5<sup>th</sup>, the 5<sup>th</sup> place car has lane choice, the winner stays on track, 4<sup>th</sup> vs winner. The challenger 4<sup>th</sup> place car has lane choice.

After Feature race conclusion 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> pull infield for feature race presentation

All drivers will run SNZ approved one-way radio communication receivers which will assist in the fluent running of the race program, minimizing time on race starts and restarts and getting cars in order after cautions.



## 2018-19 BK Pro Dirt Series Format B:

- Grand Parade (Check Transmitters)
- Heat Races, Marble draw grid. Heat 2 reverse from Heat 1 Starting Position.
- Heat 1 10 Laps Group 1
- Heat 2 10 Laps Group 2
- Heat 3 10 Laps Group 1
- Heat 4 10 Laps Group 2
- Pole Shuffle 12 Laps Top six (6) highest points to Pole Shuffle for Feature Grids. 7<sup>th</sup> -12<sup>th</sup> highest points Automatically transfer to **Burger King** Feature
- B Main 12 Laps, 13<sup>th</sup> highest points down after the Heats will compete in the B Main. The First Eight (8) cars Transfer to start the feature from Grids 13<sup>th</sup> - 20<sup>th</sup>
- **BURGER KING PRO DIRT SERIES** Feature Race 20 cars **30 laps**.

**Restarts:** Delaware style double-file restarts – defined as leader alone on the front row with remainder of the field double filed behind the leader. Second place will have the choice of inside or outside lane. 4<sup>th</sup> place always to the inside of row 3

- i) Delaware style double-file restarts will be used until three (3) remaining laps of any Heat and Feature race.
- ii) Single-File restarts will be used within three (3) remaining laps of any Heat and Feature race.

**Pole Shuffle:** Top six (6) cars to Pole Shuffle for the Feature Race positions, 2 laps, 6<sup>th</sup> vs 5<sup>th</sup>, the 5<sup>th</sup> place car has lane choice, the winner stays on track, 4<sup>th</sup> vs winner. The challenger 4<sup>th</sup> place car has lane choice, & so forth down to the winner.

After Feature race conclusion 1<sup>st</sup> 2<sup>nd</sup> & 3<sup>rd</sup> pull infield for feature race presentation

All drivers will run SNZ approved one-way radio communication receivers which will assist in the fluent running of the race program, minimizing time on race starts and restarts and getting cars in order after cautions.





## Points Structure

FINISH PLACE	HEAT RACE	B MAIN	FEATURE
1	90	0	180
2	84	0	168
3	78	0	156
4	72	0	144
5	67	0	134
6	62	0	124
7	57	0	114
8	52	0	104
9	48	36	96
10	44	34	88
11	40	33	80
12	36	32	72
13	33	31	66
14	30	30	60
15	27	29	54
16	25	28	50
17	23	27	46
18	21	26	42
19	20	25	40
20	19	24	38
21	18	23	36
22	17	22	34
23	16	21	33
24	15	20	32
25	14	19	
26	13	18	
27	12	17	
28	11	16	

Passing Points in the Heats and Feature Races only - 2 points per car passed.

B Main Points, only awarded to the competitors who fail to transfer to the Feature.

The Competitor with the fastest Time Trial lap will decide any tie on points.



# PRO DIRT

## SUPER SALOON SERIES

9 SERIES ROUNDS  
NATIONAL PRINT MEDIA COVERAGE  
NATIONAL RADIO COVERAGE  
GLOBAL SOCIAL MEDIA COVERAGE  
FAN MERCHANDISE  
VIP CORPORATE HOSPITALITY

