

2024 MCQMRA Local Club Racing Rules

(Club voted on the change on February 25, 2024)

To be eligible to accumulate points, the participant must be a member of MCQMRA and in good standing. If an individual becomes a member of MCQMRA after the season has begun, points will begin accumulating at the next club race.

The points championship will consist of ten (10) scheduled races including batch qualifying, heat races, and feature races. At the end of the race season, a driver must have raced seven (7) races in a single class to be qualified for a local championship. The lowest three (3) race day points will be dropped when calculating the final championship points total. Points do not transfer between classes if you change classes during the season. (ex: Junior Honda to Senior Honda, Blue Rookie to Junior Honda, etc.) NOTE: Some DQ's are ineligible to be dropped (see chart below). MCQMRA requires two (2) cars to constitute a class. Two (2) cars are not required to start the Heat race. One (1) car can run a heat and feature race. If only one car runs a division all year, they are not eligible for a championship in that class. Exception to this rule, if a class has more than one car and then one car stops coming, the remaining car would be eligible for the championship in that division. A weekly trophy will be awarded regardless of the car count.

MCQMRA Championship awards are awarded to drivers who compete in a minimum of seven (7) races in a class. Exception to this rule, if a driver moves from a rookie class to a competitive class or moves between competitive classes and have ran a minimum of 7 club races, the driver would be eligible for end of the season awards in the class where they ran the most competitive class races.

MCQMRA uses the MyLaps Scoring Software; therefore, all cars will be required to have a functioning transponder registered in the system and mounted to the car with an appropriate bracket and clip anytime they enter the track on race day during qualifying, unless otherwise directed by the Race Director or Chief Scorer.

Tire Rule

MCQMRA requires the same Hoosier A35NY1 right-side tires to remain on the car for the entire duration of Qualification, Heat, and A-Main Features. The tires will be marked immediately after qualifying. No right-side tires may be changed during the A-Main unless the tire is flat due to an incident on the track. If a car races a B-Main, or lower, then the right-side tire(s) can be changed; however, the marked Qual/Heat tire must remain with the car or on the pit-cart after the race and for possible tech inspection.

Work Rule

Five courtesy yellow flag caution laps will be given per caution once the on track lineup is set and cars are in race order. Your car must be on the ground and rolling to reenter

the track. The Race Director will have the final call as to whether a driver was on the ground rolling prior to the end of the work rule.

Race Day Schedule (Subject to change based on extenuating circumstances- Determined by the President)

You must complete online registration, give the secretary a text, or email the club by 10am on the Friday before race day to be registered for the race. On race day, you must complete your registration prior to one hour before the driver's meeting occurs. Failure to do either step will result in your driver starting at the rear of their heat race and becoming ineligible to receive passing points.

Standard Raceday Schedule

8:00 am to 10:00 am	Open practice.
10:00 am	Track Closes & Driver/Handler Meeting Starts
Approx 10:30 am	Rookie practice begins immediately after D/H meeting. A maximum of 4 rookie cars on the track in five (5) minute rounds.
11:00 am	Qualifying begins. Heats/ Features are immediately following Qualification.

Late Raceday Schedule

11:00 am to 1:00 pm	Open practice.
1:00 pm	Track Closes & Driver/Handler Meeting Starts
Approx 1:30pm	Rookie practice begins immediately after D/H meeting. A maximum of 4 rookie cars on the track in five (5) minute rounds.
2:00 pm	Qualifying begins. Heats/ Features are immediately following Qualification.

Night Raceday Schedule

2:00 pm to 4:00 pm	Open practice will begin at 2:00 pm.
4:00 pm	Track Closes & Driver/Handler Meeting Starts
Approx 4:30 pm	Rookie practice begins immediately after D/H meeting. A maximum of 4 rookie cars on the track in five (5) minute rounds.
5:00 pm	Qualifying begins. Heats/ Features are immediately following Qualification.

Lap Counts

The following lap counts will be used for all local MCQMRA point series races; however, the number of laps, race order, and time limits may be adjusted at the Race Director's discretion.

CLASS	DIVISION	HEATS	LOWER MAINS	A-MAIN
Rookie	Red & Blue	10	15	20
Honda	Junior	15	20	30
Honda	Senior	20	25	40
Honda	Heavy	20	25	40
Animal	Junior	15	20	30
Animal	Senior	20	25	40
Animal	Unrestricted	20	25	40
Modified	Light	20	25	40
Honda 160	Junior	15	20	30
Honda 160	Light & Heavy	20	25	40
World Formula	Light & Heavy	20	25	40

Qualifying

- Batch Qualifying will consist of a maximum of four (4) cars on the track at the same time for 1-1/2 minutes. Each lap is recorded, and the fastest lap time will be used as the qualifying time. In the event that a car causes a yellow flag, the timing clock will be stopped. Once all cars are pushed back off, the clock will resume timing for the remaining 1-1/2 qualification period.
- A car that goes out onto the track without a transponder during Qualifying will receive a "No-time" and will start the Heat in the back of the field.
- If there is a tie in qualifying times, the second fastest lap time for each driver will be used to break the tie.
- When creating feature line-ups from qualifying results, the car with the fastest qualifying time will start on the pole and the car with the slowest qualifying time will start last. Line-up will be straight up. If more than 8/12 (depending on class) cars are registered, the top (fastest) six (6) qualifiers go to the A Main. Line-ups for the lower mains will be straight up (not inverted), and all transfers from lower mains will be straight up.

Passing Points

The passing point system will be used to determine starting positions in feature events. The driver will receive points for passing as well as finishing position with the driver accumulating the most points from heat races starting in the pole position. In the event of a tie in total points, the driver who first earned the points shall be aligned in front of

any subsequent driver earning the same number of points. Passing points will be figures on the actual lineups. Charts found on page 25 and 26 of the 2024 NASCAR youth series national quarter midget rule book.

a. 1- 55	
b. 2- 52	1 car @ 1= 1 point
c. 3- 49	2 cars @ 1= 2 points
d. 4- 46	3 cars @ 1= 3 points
e. 5- 43	4 cars @ 1= 4 points
f. 6- 40	5 cars @ 1= 5 points
g. 7- 37	6 cars @ 1= 6 points
h. 8- 34	7 cars @ 1= 7 points
i. 9- 31	8 cars @ 1= 8 points
j. 10- 28	9 cars @ 1= 9 points

Heat & Feature Races

- In heat race line-ups, the car with the lowest number in the pill draw will start on the pole, and the car with the highest number in the pill draw will start last.
- When creating main event line-ups from heat race results, there will be no inversions. The cars will transfer directly to the A Main using the passing point system.
- In all competitive classes, if thirteen (13) or more cars sign in, heat races will be split. For the feature race, the top six cars will be locked in from the Heat, and six (6) cars will race their way in from a B-Main for a total of twelve (12) cars in the A-Main. Rookies (red and blue) have a maximum of 8 cars allowed to race. If nine (9) or more Red Rookie or Blue Rookie cars, respectively, are registered, then the heat races will be split. For the feature race, the faster cars will run A-main number one and the remaining cars will run A-main number two.

Points

Rookies will not be awarded points for finishing positions since the Rookie class is considered a noncompetitive, learning class.

The Dixie Shootout Series regional races will not be considered for local points.

Points will be awarded to MCQMRA drivers participating in competitive classes based upon feature finishing position as delineated in the table below:

Main (Feature) Race Points	
1 st	60 points
2 nd	57 points
3 rd	54 points
4 th	51 points
5 th	48 points
6 th	45 points
7 th	42 points
8 th	39 points
9 th	36 points
10 th	33 points
11 th	31 points
12 th	29 points

Code	Situation	Action
- - - -	Engine Change	Starts at tail of next race in order of engine change. Award points based upon finishing position. *
DNF	Did Not Finish, Including strikes	Award points based upon finishing position.
DNS	Did Not Start Attempted, but did not take green flag.	Award points based on finishing position.
DNA	Did Not Attempt	Award NO race points.
DQ	Mechanical (dropped part)	Award points based upon finishing position.
DQ	Safety (loss of safety item)	Award points based upon finishing position.
DQ	Flagrant Call	Award points based upon finishing position.
DQ	Illegal (engine/tech item)	Award NO race points. Subject to suspension rules. May NOT be used as a drop.
DNTA	Did Not Participate in Tech- Drop Allowed	Award No race points/ DQ. May be used as a drop. Decision will be at Tech Director's discretion.
DNTN	Did Not Participate in Tech- No Drop Allowed	Award NO race points/ DQ. May NOT be used as a drop. Decision will be at Tech Director's discretion.

*Original engine subject to inspection at discretion of the Tech Director.

Tie Breakers

Tie breakers will be determined by the following:

- 1st Tie Breaker: Number of A Main wins.
- 2nd Tie Breaker: Number of A Main 2nd place finishes.
- 3rd Tie Breaker: Number of A Main 3rd place finishes.

- 4th Tie Breaker: Average of the Batch Qualifying positions will be considered as a tie breaker.
- Drops will not be used for tie breakers.

Rain Out Policies

In the event of inclement weather, the MCQMRA BOD will send a mass email and/or utilize other social media (ex: WhatsApp or Facebook) indicating whether racing has been canceled or not. If the message does not state that racing has been canceled, assume that we will be attempting to race. If racing has not begun and inclement weather is actively still occurring at 2:00pm, thereby preventing preparation for racing, the race day will be called. The race will be moved to the next available rain date on the schedule, which is typically the following day (ex: Saturday race is rained out and will run on Sunday).

MCQMRA will follow the following procedures for events shortened by rain.

If an entire event is rained out and no qualifying or heat races have occurred, the event will be cancelled and an attempt to reschedule on the following day will be made, weather permitting. If the following day is not feasible, the race will be run on the next rain day on the club schedule.

If all qualifying or heat races have not been completed, the remainder of the event will be cancelled. An attempt to reschedule on the following day will be made, weather permitting. If the following day is not feasible, the race will be run on the next rain day on the club schedule. The race day will start with the first heat race or qualifying driver from the original schedule.

If all qualifying or heat races have been completed, drivers will be awarded 45 points.

All drivers that completed their events (qualifying/ heat race and feature race) will receive the appropriate points as they finish.

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