



IORK 2025 Official Rules

(Ace Motorsport, Mount Smart / Go Media Stadium)

Section 1 – Off the Track

- 1. This is a friendly social event; NO aggression will be tolerated. While we aim to win, we are all here to have fun.*
 - 2. Both helmet and seatbelt must be securely fastened before exiting pit lane.*
 - 3. On Ace Motorsport premises, Mount Smart / Go Media Stadium, all Health and Safety guidelines set out in their Rules of Conduct must be obeyed.*
 - 4. You are allowed to bring and use your own crash helmet, but it must be safety checked at driver registration and have an approved sticker placed on it before racing.*
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Section 2 – On the Track

1. Flags & Lights

- **Green** = Race.
- **Yellow** = Crash ahead → remain in single file (1 kart behind another). No passing allowed.
 - Drivers must stay in single file until racing is back to green.
 - Failure to comply may result in a **2-point penalty**.
 - Always respect staff safety.
- **Red** = You must slow down and stop within 3–5 seconds (10–15 metres maximum). Do not stop immediately as this may cause another crash.
 - If you pass someone who stopped quicker, you must raise your hand and correct your position behind them before racing resumes.
 - Failure to correct may result in disqualification or Race Points Penalty.
- Chequered = End of race → slow down and return safely back to the pits.
- Drivers must familiarise themselves with all flag and light locations.

2. Keep both hands on the steering wheel at all times (except when signalling to pit).

3. Racing Room

- If the front bumper of a trailing kart is at least parallel with the middle of the seat line of the kart beside it, the leading driver must leave adequate racing room.
- This applies on the inside and outside of corners, as well as on straights.
- Late dives: If a trailing driver attempts a late dive into a corner without establishing overlap (front bumper parallel with the middle of the seat line) before the turn-in point, the leading driver is not required to leave room. Any contact or incident in this case will be deemed the responsibility of the trailing driver.
- Fair move example: Driver A leads, Driver B brakes later and establishes overlap before turn-in → Driver A must leave room.
- Unfair move example: Driver B dives late with no overlap before turn-in → Driver B at fault for any contact.

4. Barging and deliberate contact with any kart is not acceptable.

5. Continuous bumping to gain or disadvantage another driver will result in penalties.

6. Barriers / Track Limits

- No contact with barriers is permitted.
- Barriers are classed as track limits, and any contact with a barrier is a breach of track limits.

- *Drivers must always remain within the marked kerbing, and outer white lines always.*
- *Wheels crossing beyond the white line = exceeding track limits.*
- *Officials may use discretion if no advantage is gained.*
- *Maximum of three warnings allowed per event; further infringements = **Drive through stop/go pit stop penalty.***
- *Track limits are judged only by officials.*

7. Dangerous Driving includes:

- *Erratic movements, spinning out, deliberate contact.*
- *Forcing another driver wide into a barrier.*
- *Dive bombing, brake checking.*
- *Removing seatbelt or unfastening helmet strap before stationary.*
- *Forcing competitors out of the way.*

8. Blocking

- *One defensive move only.*
- *The move cannot be late or aggressive.*
- *No weaving or multiple direction changes.*
- *Must leave 1 kart-width if overlap exists.*
- *Dangerous blocking = penalties.*

9. Timed Race Procedures

- *Some races are timed (e.g., wet = 8 minutes, semi-finals, finals).*
- *Final Lap: once the race clock drops below 27 seconds, the next time the leader crosses the start/finish line = the final lap.*
- *Chequered flag shown at the end of that lap.*

10. Deliberate impeding = bad sportsmanship. May result in penalties or disqualification without refund.

Section 3 – Warm-Up Laps

1. *When a kart exits the pits for the warm-up lap and proceeds around to the grid, all drivers must maintain full control of their karts.*
2. *If a driver spins out on the warm-up lap, requires assistance, or cannot return to their grid position immediately, they will be required to start from the back of the grid.*
3. *There will be no waiting for drivers who spin or stop on the warm-up lap.*
4. *Drivers following behind should continue around to the grid without stopping if another kart has spun.*
5. *It is the responsibility of each driver to avoid spinning on the warm-up lap.*

6. *Tyre warming manoeuvres are not required — karts run all day, and tyres remain warm.*

Section 4 – Compulsory Timed Pit Stops

All races include compulsory timed pit stops with automatic red/green light timing systems.

Rules:

1. *Qualifying Heats = 2 compulsory timed pit stops.*
2. *Semi-Finals = 3 compulsory timed pit stops.*
3. *Grand Final = 4 compulsory timed pit stops.*

Section 5 – Pit Lane

1. Signalling Pit Entry

- *Raise one arm briefly before Turn #7.*
- *Raise and hold high for 3-4 seconds after between turns #5 and #7.*
- *After Turn #6, merge towards the left-hand outer side of the track between Turn 6 and Turn 7, positioning yourself ready to make your pit stop, without blocking or cutting off other drivers.*
- *If you cannot safely merge across to the outside of the track, then you must wait another lap to pit.*

2. Enter at controlled speed. Lock-ups or loss of traction = 2-point penalty.

3. Officials may signal speed adjustments.

4. Stop in the blue cone box, remain belted, wait for green light.

5. Only one driver per lane at a time (2 lanes available).

- *If both pit boxes are full, must you double stack until the box is free. Or use Drive Through Penalty Lane (walking pace) but the pit stop will not count.*

6. When leaving the pit lane, look right and give way to karts on the track, merge safely.

7. After the race, follow track staff guidance into pit lane. Do not exit your kart until all karts have stopped.

8. Failing to complete your pit stops results in a D.N.F. (Did Not Finish).

Section 6 – Pits and Officials

1.A The are out of bounds during qualifying heats to everyone other than Ace Motorsport staff and IORK officials. The only time anyone else can enter this area during an event is if you are getting in or out of your assigned kart.

1.B The Senior Official and/or Track Officials viewing stand/areas are out of bounds to drivers at all times.

*Breach of 1.A or 1.B will result in a maximum **6-point Championship penalty deduction.***

All complaints, concerns or questions — You must go and wait in the driver box, and an official will come to you in due time.

Section 7 – Incidents

- Incidents involving two or more karts that cause a stoppage and a yellow can be reviewed by video at the officials' discretion.*
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Section 8 – Broken Karts

Finals and Semi-Finals:

- If a kart breaks down on the track during a final or semi-final, the Red Flag will come out and the race will stop. Once the driver has been placed back into position in a new kart, we will go to a full-course yellow (caution) and the race will go back to green under a rolling start when the officials are happy to start. During a Red Flag, no pit stops can be made.*

Qualifying heats:

- If your kart breaks down during a qualifying heat, you will be given a replacement. Please continue to race hard, and we will do our very best to re-award your points after the race.*

If you have an issue with your kart during a qualifying race or final, please pull into the pits if you can and wave at the pit officials, then pull into your pit box to start your pit timing. Then jump out of your kart into the front spare kart and wait until we tell you your pit stop is complete, and you can re-enter the race.

Section 9 – Safety Rule

The safety of our staff is paramount, and all drivers must respect that. If a staff member is on the track, you must do whatever you can to avoid them. If that means slowing right down or whatever, you must slow down and avoid contact. If you put a staff member at risk, you could receive a 10 Championship Point penalty or be disqualified from the whole event.

Section 10 – Outside Help / Communication

1. *One person may signal pit clearance.*
 2. *One person may bring water during pit stops.*
 - *In the Final, no one is allowed to assist once there are 10 minutes remaining in the race.*
 3. *No outside comms (radio, phones, boards, etc).*
 4. *Breach of these rules = **6 penalty points**.*
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Section 11 – Penalties

- **Penalty points are separate from Championship Points and will only affect your race results if you get a black flag enforced.**
- **Conversion:**
 - **6 penalty points** = one extra compulsory timed pit stop (replaces the former drive-through).
 - **10 or more penalty points** = disqualification from the event.
 - *Penalties carry into finals: any penalty that would normally result in a drive-through = one extra compulsory timed pit stop.*
- **No outside comms is permitted at any time.**
- **Black Flag:**
 - *You must complete your Stop/Go before the end of the race, otherwise you will be disqualified from that race with a DNF and 0 points.*
 - *If fewer than 3 laps remain in a qualifying heat, your black flag might be issued at the end of the race and will have to be completed in the following race.*
 - *If it is your last qualifying race, the black flag can be issued up to the penultimate lap; if not served you will receive an **8 Championship Point deduction**.*

- **Pit infringement: 1 or 2 points depending on the severity of the infringement. If you get three 1-point infringements, you will get a 1-position relegation.**
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Section 12 – RaceFacer Driver Profiles

Name Requirements

- *Driver profiles must display the driver's full legal name in both the main profile name and the nickname field.*
- *This rule ensures all results transfer correctly into the official IORK scoring system.*
- *Nicknames, shortened names, or alternative spellings are not permitted.*

Photo Requirements

- *Driver profile photos must be an appropriate photo of yourself or a motorsport-related photo.*
- *Inappropriate photos are strictly prohibited.*

Penalties

- *Any driver with an inappropriate name or photo risks damaging the reputation of the IORK brand or Ace Motorsport.*
 - ***Penalty: Two (2) Championship Points*** will be deducted directly from the driver's tally for any breach.
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Section 13 – Categories

- *All drivers will be weighed in with their race kit on Day One, prior to racing. If you are under-weight, you will be moved to the appropriate category with available space. This may not be the next category down.*
- *If you are under-weight for your category at weigh-in, a weight vest can be worn be added to bring you up to the average weight of the entrants in that category.*
- *If you race in two or more finals in different categories and decide to choose a kart for each final, you cannot choose the same kart more than once over all your finals.*

Additional Weigh-In Rule

- *If you weigh in underweight for your category, you may be moved to a different category or be required to wear a weight vest. Weight vests are not provided by IORK — you must borrow one from another competitor or purchase one.*
- *If you are unsure about your weight, you have up to seven days prior to the event to inform us so we can move you to the correct category.*

- *We may have a spot in another category to move the odd driver that does not qualify for the correct weight. However, because the grids are already done, late moves may mean rear grid starts for all heats.*
- *Moves will be handled first-in, first-served at registration. If you feel nervous about your weight when you arrive, please weigh in and sign in early or contact us prior to the event to work it out.*

Artificial Weight Rule (Weight Vests)

- *Drivers may use an approved weight vest to artificially increase their race weight in order to compete in a heavier category.*
 - *Artificial weight may only be used to move up into a heavier category, never to qualify for a lighter one.*
 - *Weight vests must be securely fastened at all times during racing.*
 - *Weight vests must not contain loose materials, unsafe items, or designs that could cause injury in an accident.*
 - *All weight vests must be presented at driver registration for safety inspection and approval before being used.*
 - *IORK and Ace Motorsport reserve the right to refuse any vest that does not meet safety requirements.*
 - *If a driver fails to comply with these rules, they may be penalised up to and including disqualification from the event.*
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Section 14 – Race Event Format

This event spans 3 days, with practice days scheduled prior.

Qualifying Races

1. *Each driver participates in 6 × 8-minute qualifying races.*
 2. *Each heat, you must complete two compulsory timed pit stops.*
 3. *Qualifying points are awarded based on finishing positions (see Section 16).*
 4. *Ties in total points will be resolved by:*
 - 1) *Least number of penalties,*
 - 2) *Fastest overall lap time over the qualifying heats*
 - 3) *Average podium finish,*
 - 4) *Average race finish position,*
 - 5) *Positions gained during racing.*
- *Categories with fewer than 8 drivers may be cancelled with attempts to reassign drivers.*
 - *Categories with fewer than 9 drivers will have a trophy for 1st overall only.*
 - *Categories with fewer than 10 drivers may be combined (each still competes for its own results/trophies).*

Semi-Finals

- *25 minutes, 3 compulsory timed pit stops.*

- *Points no longer count; results are based on finishing positions only.*

Grand Final

- *45 minutes, 4 compulsory timed pit stops.*
 - *Results are based on finishing positions only.*
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Section 15 – Finals Qualification

Fewer than 30 drivers in a category

- *The top 16 drivers based on qualifying points advance directly to the Grand Final.*

30 to 40 drivers in a category

- *The top 10 drivers go directly to the Grand Final.*
- *The next 16 drivers race in one 25-minute Semi-Final.*
- *The top 6 finishers from that Semi-Final join the Grand Final, making a 16-driver field of finalist.*

41 or more drivers in a category

- *The top 32 drivers advance to the Semi-Finals.*
- *Two Semi-Finals will be held, each with 16 drivers and lasting 25 minutes.*
- *The top 8 finishers from each Semi-Final progress to the Grand Final, making a 16-driver field.*
- *Seeding into Semi-Finals A & B: 1st in points → A, 2nd → B, 3rd → A, 4th → B, and so on until complete.*
- *Grand Final qualifying ranking: Winner of A, the winner of B, Second place from A then second place from B and so on.*

Kart / Grid Selection Rule

- *In each Final, the top point scorer in the category chooses first: either their kart or their grid position.*
- *The next highest point scorer chooses next, and so on in descending order.*
- *If a driver chooses a kart, grid positions are drawn randomly after all drivers have had their first chose.*
- *If a driver chooses a grid position, the remaining karts are draw after all drivers have had their first chose.*
- *This ensures both choices exist, but not for the same driver.*
- *If you race in more than one final over the weekend, you cannot choose the same kart twice.*

Finals Format

- *Once racing reaches the Semi-Finals and Grand Final, qualifying points are no longer used.*
 - *Results are decided solely by finishing position on the track.*
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Section 16 – Points Table

Position Points

1st	64
2nd	60
3rd	56
4th	54
5th	52
6th	50
7th	48
8th	46
9th	44
10th	42
11th	40
12th	38
13th	36
14th	34
15th	32
16th	30

Final Notes

Rules may be amended anytime for safety or staff/customer well-being.

All decisions are final at the discretion of Ace Motorsport staff & IORK officials.

Remember, we are only human and call it how we see it.
