



Section 1. League Explanation:

Leagues are divided into 5 categories. A Summer, Fall, Winter, Spring, and Company League. Summer/Fall/Winter/Spring leagues all have multiple series within those leagues if needed. For example, the summer league will have a Novice, club, semi-pro, pro category. The Company league does not have these additional breakdowns and based on however the company would like to group the racers.

If necessary, you are grouped into one of these categories based on the fastest lap time you have on record at High Voltage Indoor Karting's facility. Breakdown of league lap time requirements are:

- Novice (Lap Times 25.500 seconds and up)
- Club (Lap Times 24.500 – 25.499)
- Semi-Pro (Lap Times 23.26 – 24.499)
- Pro (Lap Times 23.25 and below)

All participants of the leagues must have at least 2 complete races on record with our facility to be eligible to participant in any league. This is achieved simply by visiting the facility and racing a minimum of 2 times to post lap times that can then be used to determine what category you would be placed in. All lap times that are used to determine eligibility in a given category start after **May 3, 2016**.

In the event of a complete track change at High Voltage Indoor Karting whereas the track is changed in the High Voltage computer application, ALL participants will need to post new lap times to be eligible for the following league. No previous lap times will be used to determine placement in group categories.

Section 2. League Category Breakdown:

Each of the 3-4 categories will be a 7 round series. For example, the Summer League Novice group will have 7 separate rounds to complete that series. Round days and times will be only on weekdays Monday – Thursday in the evening from 7:00 PM -9:00 PM. The weekly start time will be posted on the website calendar the week prior to each round. The company league day and time is determined by those within the company to suit their availability so long as it does not interfere with the other leagues. NO leagues are to be run on weekends, Saturday – Sunday, or Friday after 5:00 PM.

In each of the 7 rounds there are total of 3 point scoring opportunities. The 3 races will consist of the following in this order:

- 8 Minute Practice Race
- 8 minute Qualifier
- **(2)** 5 minute Main Event Races



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The 8 minute practice race allows all participants to warm up and get feel for the karts and understanding of the track conditions.

The 8 minute qualifier allows all participants to set a fast lap to determine kart selection in the 1st 5 minute main event race.

The first 5 minute main event race will be set by qualifier finishing position, which allows participant to select what LANE they wish to race in, if utilizing two lanes. With the fastest qualifier getting first blind draw of kart selection. Heat finals will be divided (if two lanes) by Qualifying position – Odd qualifiers together (1,3,5, etc), Even qualifiers together (2,4,6 etc). In the event of three lanes being needed, the field will be divided by 3, with the slowest group being in one lane, then first and second groups being split by the odd/even as noted above.

The Second 5 minute main event race will be set by kart inversion. For example if Kart #15 is fastest by lap time in the first main event and kart #5 is slowest in the first main event, the racer in kart # 15 and # 5 must switch karts. In the event of a tie the two participants second fastest lap time will be used to determine kart selection.

Section 3. Rules and Regulations:

Each participant agrees to the following rules and regulations:

In the event of a kart malfunction, IE tire blowout, overheating, etc. 2 Karts from the non-league lane will be selected by random draw by a select representative of that specific league. These 2 karts will be on standby in the event of a kart malfunction to swap in place of malfunctioning kart.

THIS DOES NOT ALLOW PARTICPANTS TO SWITCH KARTS SIMPLE BECAUSE THE KART “FEELS” SLOW.

It is only in the event of a malfunction as deemed mechanical by the High Voltage staff that a kart will be swapped with the standby.

Protests and appeals for ANY reason are **NOT ALLOWED. REMEMEBER YOU ARE HERE TO HAVE FUN!!**

Aggressive driving during the league events is **NOT ALLOWED, PERIOD.** All participants must adhere to all track rules at all times. It is at the discretion of the High Voltage staff to determine if a participant is breaking any rules and may at any time remove them from the race.

As with all regular racing at High Voltage the time remaining in the race does not stop based on driver related track incidents. Only if there is a kart malfunction will the time be extended.



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Section 4. Points and Standings:

Points are awarded based on the fastest time of the combined main event heats. Points are accumulated over the series to determine a league champion and podium. The points are awarded in the following manner:

Final Position	Points	Heat Points
1 st	11	5
2 nd	9	4
3 rd	8	3
4 th	7	2
5 th	6	1
6 th	5	
7 th	4	
8 th	3	
9 th	2	
10 th	1	

If more than 10 people in night's activities, Final Points are awarded based on total number, with last place being 1pt, 1st place being 2 points more than 2nd place.

Fastest Qualifier 1 additional point

Section 5. Awards

League championship will be determined by the best 6 of the 7 rounds for each driver.

- Winner of each round receives one free race at High Voltage
- League Podium (1st/2nd/3rd) receive championship trophies
- League Champion receives a \$50.00 gift card of their choice



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Section 6. Company League

Company Leagues will run exactly the same away as above for points and standings, rules and regulations, and Awards.

Company Leagues may also use the event room to gather and congregate. No outside food or beverages are permitted at this time, as well as no alcoholic beverages. High Voltage can see to it that beverages of the companies choosing and catering that High Voltage offers be available if requested.

The time and date of the league starting and ending is to be determined by the company and what works best for them. There must be a minimum of 8 participants to start a company specific league.

Company banners and logos during the event are welcome and videography and images are welcome as well.

High Voltage karting has the option to revise these rules at any time.