



DriftCup General rules and guidelines

General rules.

Site access

This will be stated in the driver group, drivers must adhere to these times. This will be very important with 2 day events due to some limitations at certain venues.

Trailer parking

Trailer must be parked as directed at each event. No trailers, tents, caravans or motorhomes that are not support vehicles are allowed in the paddock area. If a motorhome or caravan is used as a support vehicle, no other vehicle will be permitted to be parked in paddock area.

Time keeping

Details of when your briefing will be announced in the drivers group. You MUST be on time for your briefings. If you are late for the briefing you will have to attend an additional briefing meaning you may lose valuable practice time. Drivers will not be allowed on track until you have attended a briefing.

During qualifying and the finals, you must be on the start line when your run is due to start. During qualifying, If you are not on the start line when required, you will miss that run and be scored zero points. If you are not on the line for a battle, you will forfeit that run or battle and be knocked out of the competition.

Every car must set off under its own power from the start line. Push/pull starts are not permitted, the car will be deemed as unusable and the run will be aborted, the driver scoring zero points.

Car sharing

Car sharing between drivers on the same day is not permitted under any circumstances. Once you have started your first qualifying run, you must complete the event in the same car.

Protective clothing and helmet

These must be worn on circuit at all times, a driver will be disqualified if any protective clothing or helmet is not worn during practice, qualifying or finals.

**** NB. A HANS device will be mandatory in 2020 ****



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Passengers

Passengers will be allowed during practice days only. During the day of competition, passengers are not permitted.

One more time

During battles, if the judges cannot decide who is the better drivers over the 2 runs of a battle, they may call a 'One more time'. Drivers must compete 2 more runs with each driver taking it in turn to lead. A 2nd 'One more time' may be called if the judges cannot decide on a winner. There will be a maximum of 3 battles, the judges will then decide who has been the batter driver over the 3 battle.

Damage due to contact.

If drivers make contact and a driver is deemed at fault, that driver will be penalized accordingly.

The driver responsible will be granted a 5-minute rule if required.

The driver not at fault will be granted a 'competition time out'.

The driver will be granted additional time to repair his/her car ready to complete the next run of the battle, or the next battle they are due to compete in

The time allocated will be until the end of the current bracket of the finals. IE top 16, top 8.

If the incident occurs toward the end of the current bracket, the clerk of the course and judges will decide on the time allowed.

If the damaged car is unable to continue and is deemed not to have been at fault, if after 1 run. His/her opponent will be granted the win by default.

If the damaged car had been judged to have won a battle and is unable to continue, that drivers next opponent will get a bye in to the following round of competition.

Should both cars be unable to run due to mechanical failure in the finals, the next opponent with be given a bye in to the next round. If this happens in the 3rd 4th run off or final, the highest qualifier would be given the win.

5-minute rule

A 5 minute maybe called by a driver or team member should they required to work on the car (other than tyre changing).

A 5 minute starts when the driver or team member start to work on the car. This can be as soon as the bonnet or boot is lifted. That or once the car is back in the paddock area, whichever comes first.

A 5-minute rule may be called by a driver during battles. A driver may call one 5-minute rule battle with another driver.

5-minute rules are not permitted during qualifying.



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During battles, 1 x 5 minute called during a battle between 2 cars. These cannot be called between 2 runs of a battle.

Time will be allocated to those who need to change tyres between battles should the battle go to a 'One more time'.

Behaviour

Officials, drivers, crews and anyone at the event must be respected and acknowledged at all times. No abusive behaviour towards and one will be tolerated at any time.

Drink and drugs.

No driver or team member should drink any alcohol during an event, not even 1 sip.

No driver must use any form of drug that is not prescribed by a doctor.

Any driver or team member caught drinking or taking drugs, the car and driver will be excluded from the event with immediate effect. Any points scored up to that point during the competition will be removed from the driver in question.

Summary

The organisers of HEL DriftCup, retain the right to amend, change or introduce new rules if required.

If you have any questions regarding any rules, please email info@driftcup.co.uk