

## Winter Leagues

Leagues are going to run on in two sections each week. Monday – Thursday is qualifying days. Sunday is championship day.

Leagues run for 6 weeks and a 7th championship night.

1. Monday – Thursday each racer will run their 4 qualifier races. These can be done in the same day, or split up amongst any of the days. The track will be available from 2pm – 9pm Monday – Thursday (this can change based on track rentals and parties). Extreme will do its best to notify league members of changes to available times and dates for racing. Extreme will set aside 4 karts for these races. Each racer will race each kart once during the qualifier races.

2. Sundays starting at 4pm we will run the championship portion of the weekly leagues. The top 6 racers will be invited back for the championship race. We will have one wild card spot each week. This will be determined by a wild card race at 3pm on Sundays. Any of the racers not in the top six can show up and race this race. Winner will take the wild card spot.

Leagues will start the week of December 4, 2017.

Then they will meet on the following weeks:

- Week of December 11th
- Week of January 1st
- Week of January 8th
- Week of January 15th
- Week of January 22nd
- Championship Night – Date to be determined

### League Cost

- Leagues will be \$275 for the entire season. A discount of \$25 will be offered for racers who sign up and pay before 11/26/17.

Extreme will take the 5 fastest laps from each racer's qualifying races and average them together. On Fridays the times will be posted on Extreme's website. The top 6 league participants will be invited to Sunday's race.

We will have one wild card spot each week. This will be determined by a wild card race at 3pm on Sundays. Any of the racers not in the top six can show up and race this race. Winner will take the wild card spot.

Sunday's racing will follow this layout.

- Each of the top 6 and the wild card will race the 4 karts, one time each. We will then average the top five laps from each race to determine the standings for that week.

These points will be used for entry into the 7th Championship night.

- 1st place = 100 points
- 2nd place = 90 points

- 3rd place = 80 points
- 4th place = 70 points
- 5th place = 60 points
- 6th place = 50 points
- 7th place = 40 points
- 8th place = 30 points
- 9th place = 20 points
- 10th place = 10 points

#### League Rules\*

1. EGP will have 4 karts that are designated to only League use. EGP will have 1 backup kart available in the event of a catastrophic failure. These karts will be maintained to be as close to identical in performance as possible. In the event another karts performance decreases, the manager on duty will either add a replacement kart with similar performance.
2. Racers must announce before they sit in their assigned kart that they are officially running a qualifier race. Failure to announce a qualifier race or not racing all qualifiers will result in an automatic 30-second lap time added into your average.
3. In case of an incident during a point race, the on-duty manager will talk with all racers involved and make a decision on how points should be distributed. No races will be restarted or rerun for any reason and decisions are final.
4. Only karts with catastrophic failure or that give an undue advantage to a racer will be allowed to be removed from use in heats. This decision is made by the General Manager or Assistant Manager – whichever is on duty.
5. All drivers are subject to the EGP Code of Conduct and Track Rules. This means your definition of aggressive driving or disorderly conduct are not the judgment point, but rather the manager on duty at the time of league.
6. Under no circumstances will any retaliation be allowed. If retaliation occurs, the driver will be asked to leave that night, will forfeit any points earned that night, and will not have a refund of any kind. The driver will have to talk to the Manager over the leagues before returning for another league night.
7. The positions of a race are determined by the single best lap time.
8. Each race is timed. The numbers of laps are going to vary, depending on experience and incidents that might arise. Because kart racing relies solely on the single best lap, issues that arise that shorten laps or cause a kart to not receive as many laps as the others in the heat, there will be no argument as to fairness of the race as long as your kart received at least 50% as many laps as the highest number of laps in the race.
9. Only in the event of a major mechanical failure will a racer be able to switch karts during the race or be moved to another heat if it is available. Time lost will not dictate extra attempts as major mechanical failures are considered an “Act of God” and cannot be predicted.
10. Kart selections are random. No one is able to select a kart or group of karts to be in a heat.
11. All racers are going to be random start up semi grid style race. There will be a gap placed between each racer to allow for a better flow.

12. Extreme Grand Prix runs electric karts. Positions will not be altered if a Kart loses power in the race and there will be no restart or rerun of the race.

13. Any person failing to show sportsmanship at any time is subject to disciplinary measures up to and including, point deductions, black flagging in race, removal from the race, removal from the building, expulsion from the league, or banning from Extreme Grand Prix.

14. There will be no refunds for any violations of rules, terms and conditions, or code of conduct that result in lost race time.

15. Each racer will drop their lowest scored week. We will only count the 5 HIGHEST scoring weeks for each racer.

16. Racers can have a substitute racer drive for them. The original league racer must race at least 4 of the 6 weeks. If the racer is present for their races they must race that week. The only exception is if the original league racer is injured.

\*Note: All rules are subject to change by Extreme Grand Prix and elected League Officers to maintain a competitive and safe racing environment. Changes to the above rules require a unanimous vote by the league, its officers and the management team at EGP.