



2025 NASCC Endurance Racing Supplemental Regulations

Version 2 – issued 7/17/2025

(Clarifications on timing and scoring between race days, and Paddock versus Hot Pit lane usage, clauses 3.2, 7.1 and 8.9)

1. DRIVER ELIGIBILITY

1.1 Licenses

Competitors must have one of the following Licenses. **NOTE - we run a school the evening before races as required for new competitors - sign up for the school at motorsportreg as required.**

- 1.1.1. New WCMA Annual Endurance Racing License. New drivers must attend an Endurance Racing Orientation session to qualify for a license that is usually held the evening before each Endurance event. Drivers who have previously held an Endurance Racing License and competed in a race do not need to attend an Endurance Racing Orientation session.
- 1.1.2. WCMA Annual Endurance Race License
- 1.1.3. WCMA Annual Basic Ice Racing License
- 1.1.4. WCMA Junior Racing License
- 1.1.5. WCMA Novice Racing License
- 1.1.6. WCMA Amateur Race License (or recognized equivalent)

If you have questions regarding licenses please contact nascc.events@gmail.com or racelicense@wcma.ca and we will help you through the license process.

2. VEHICLE ELIGIBILITY

2.1 Type of Vehicle

Closed wheel race cars, prepared to following standard:

- 2.1.1 WCMA Technical Regulations <http://www.wcma.ca/new/racing/racing-forms/>
- 2.1.2 CACC, ICSCC, CASC, other ASN Canada Affiliated sanctioning bodies for automobile road racing.
- 2.1.3 NASA, SCCA sanctioning bodies for automobile racing.
- 2.1.4 Non-affiliated Champcar, Lemons and Lucky Dog are eligible, subject to inspection of safety equipment demonstrating superior or equivalent safety guidelines to the WCMA safety preparation regulations and to specifications outlined elsewhere in these supplemental regulations

At discretion of the WCMA Chief Steward of the event the Event Organizers reserve the right to deny entry to any car if technical inspection determines the car to be unsafe or disruptive to the event.



3. RACE GROUPS and CLASSING

3.1 Car Class Brackets

The 4 endurance classes available are defined in the below table. These classes apply across the full-length and Iron Man races. King of the road has only one class - winner takes all.

Class	Lap time bracket
EU - “Endurance Unlimited”	Lap times of 1:28.99 or less at RAD Torque Raceway.
E1 - “Endurance 1”	Approximately the fastest 33% of cars entered – Lap times of 1:29.0 to 1:34.0 at RAD Torque Raceway.
E2 - “Endurance 2”	Next fastest 33% of entered cars – Lap times of 1:34.01 to 1:37.0 at RAD Torque Raceway.
E3 - “Endurance 3”	Approximately bottom 33% of entered cars – Lap times of 1:37.01 or more at RAD Torque Raceway.

Important things to note about classing:

- On-track performance will be monitored. Any car going faster than their registered class for more than four laps will be moved into the next highest class.
- Move-up or break-out warnings **may be** provided via Race Control, but **teams are responsible to self monitor through measuring their lap times**, or use of Race Monitor and similar resources.
- E1 teams will have any subsequent offending laps deleted if they exceed their time bracket, or the option of switching to EU.
- The classing decisions made by the Race Director or delegate will be final with no appeal process.
- Entered Class will be determined by the Team Captain. If a Team Captain needs help determining the entered class please contact nascc.events@gmail.com
- Every effort will be made by the Race Director(s) to evenly balance the number of cars in each bracket class based on the lap time differences to provide as much competition as possible.

3.2 - 7 - 12 Hour Endurance Race & 4+4

The 7 hour, or longer, Endurance Race is open to all classes as described in 2.1 & 3.1, with cars required to use greater than 180 treadwear compounds. The race runs simultaneously with the Ironman and King of the Road Race described below.

4+4 races describe a single 8 hour race run 4 hours on Saturday and 4 hours on Sunday. For these types of races, split overnight, race cars will be regarded to be in “*parc ouvert*” conditions as opposed to *parc ferme*, that is to say, between the close of the first session and the opening of the second, work is allowed on the car, including fueling.



- Clarification: At the end of the first segment of a two day Enduro, timing and scoring will capture the positions of each car relative to the lead car, when the lead car crosses the finish line and takes the intermediate 4 hour checker flag. On restarting the session, cars must grid in the order they were in at the checker, and will be released at track entrance at timed intervals based upon their time delta to the lead car at the intermediate checker flag.

3.3 - 3 Hour Ironman Series

- The 3 hour Ironman is open to all classes and tire compounds. Please keep in mind that this runs simultaneously with the 7 hour or greater race. 3.Hour Ironman races are intended as an introduction to endurance racing for teams with a minimum of 2 drivers. Cars are classed the same Brackets described in 3.1 above.
- Trophies are only awarded to the top 3 teams overall in this run group. Tire tread wear is open in the Ironman Series
- Tag team entries in the 3 hour Ironman are allowed, that is, two different car and driver entries. The faster of the two cars defines the run group for the tag team, with the same breakout rules applying as for all other Ironman participants.
- When one car comes into the hot pits to be replaced by the other car in the team, a total time of 5

minutes between one car coming to a stop and the other leaving the hot pit must be observed. (This allows fair competition with teams that must do at least one fueling stop.)

3.4 - 1.5 Hour King of the Road Race

- A 1.5 hour race will take place, simultaneously with the 8 hour and 3 hour races, starting with the same green flag as all other entries to the various race groups, called the King of the Road Race.
- A checkered flag will be thrown for the King of the Road Race 1.5 hours after the Green flag is thrown to start the race.
- Tires are open in the King of the Road Series.
- There are no specific classes within this run group, all entries race each other for the win.

4. RACE DURATION

The race duration will be as listed in the event details. The duration of the full race will start when the green flag is dropped and not by the event scheduled start time. i.e. if in an 8 hour race the green flag happens at 9:05 am, then the race would end at 5:05 pm, while the Ironman would end at 12:05, and the King of the Road at 10:35.

Should the race start be substantially delayed, the end of the 7 to 12 h endurance race will be extended no longer than 30 minutes from the scheduled end time.



5. TIRES

5.1 - 7 Hour Endurance Race or Greater

All Classes must run 180 treadwear (UTQG) or higher tires. This will be listed on the side wall of the tire. The upper edge of the tires must be covered by the fenders when viewed from above.

5.2 - 3 Hour Ironman Series and 1.5 Hour King of the Road Race

Tire choice is free. The upper edge of the tires must be covered by the fenders when viewed from above.

6. VEHICLE PREPARATION

6.1 Fire Suppression

A fire suppression system following the WCMA technical regulation section B is highly recommended. Please note, the WCMA will require fire suppression systems from the 2026 season onward - they are highly recommended but not required for the 2025 season.

6.2 Fuel tanks/cells

Fuel systems must meet the safety requirements of the 2025 WCMA Technical Regulations Section J, page 70, available at www.wcma.ca in the racing regulation section. There will be absolutely no exceptions granted for fuel tanks, cells, or capacities. Please consult and ensure your car is WCMA fuel tank/cell legal.

6.3 Required Transponder

Each vehicle must have a MYLAPS Transponder system. A limited number of MYLAPS transponders will be available for rent from ARCA, contact Sue Wilson to reserve one (sue@somedaysoon.ca). Vehicles with non-functioning transponders may not be scored.

6.4 Maximum Noise Level

Race vehicles should not exceed 98 decibels (dB) measured at 50 feet from the marked surface of the race track at any point on the track. Vehicles may receive an exemption, at the discretion of the Chief Steward.

6.5 Zero Tolerance for Leaks

You will have only one chance to repair any fuel leak. If a second instance of leakage, regardless of cause, your car will be removed from the race.

6.6 HEADLIGHTS

All cars must be equipped with suitable headlights from sunset to sunrise.

- Headlights may be OEM or aftermarket. There shall be no more than four (4) headlight sources.
- All headlights must be installed with the base of the lens not higher than six inches (6") above the highest point of the stock front fender, and not further back than 2 inches behind the centerline of the front axle.
- Headlights must be aimed properly, such that all light is directed at track level.
- Cars not meeting these requirements, or with improperly aimed, or blinding lights shall be black flagged to add, repair, or adjust lights.

Conventional Bulbs:

- No single light bulb or light source shall exceed 60W for H3 or H4 bulbs, or 35W for HID bulbs.
- Bulbs must match the housing and lens that the housing was originally designed for.



- No vehicle shall have mounted less than two (2) or more than four (4) headlights. A headlight is defined by the number of illuminating bulbs or sources – not by the housing.

Led Fixtures:

- Cars equipped with LED head- or driving- lights shall be restricted to a maximum of 8,000 Lumens. Teams using LED lights must have documentation to prove Lumen data.

Combined Lighting Sources:

- When using a combination of conventional bulbs and LED lights, the LED's shall be limited to a maximum of 4,000 Lumens and no more than two lighting sources using conventional bulbs.

6.7 BRAKE, RAIN and TAIL LIGHTS:

- All cars must have a minimum of two (2) operational tail lights.
- Tail lights shall be on whenever headlights are on, and on during rain or fog.
- Tail lights may be OEM or aftermarket. Tail light illumination shall be as bright as 1034 or 1157 bulbs. Multi-filament and combination brake/ tail light assemblies are allowed.
- Brake Lights: Each car must have at least two (2) working brake lights that are easily seen.
- All damaged glass and/or plastic tail and brake light lenses are to be taped over with clear packaging or other strong clear tape. Do not use Scotch tape.

6.8 NUMBER PANEL LIGHTS:

- All cars must be equipped with lights to illuminate the numbers on the doors, for the period between an hour after sunset to an hour before sunrise.

6.9 ACCESSORY (decorative) LIGHTS:

- Accessory lights are not allowed on or inside any wheel assembly, they may not blink, and shall not appear to be like those on an emergency vehicle.
- Accessory lights inside the cockpit and driver compartment should be kept to a minimum.
- If the lighting is determined to be a nuisance to other drivers or race officials, the lights may be required to be removed or turned off.

7. PITS AND PADDOCK

7.1 Pit assignment & usage

- Pits & Paddock stalls will be assigned by the Event Organizer, Unloading and Loading must be done in an orderly fashion as instructed by the Paddock Marshals.
- The following rules apply to all competitors, no exceptions:
 - No item can be stored in the hot pit lane.
 - No item can be stored on the wall between the hot and cold side of the pits
 - Fuel containers must be stored on the cold side of the hot pit lane, at the west end of each Team's pit lane spot.
 - 45 to 55-gallon drums may be used on the "cold" side of the pit wall to refill approved 25 liter (or less) plastic fuel containers
 - Open toed footwear is not allowed in the hot pits.
 - Nomex protective clothing or SFI / FIA rated driving suit must be worn when transferring fuel between containers.
 - All pumps used to transfer any fuel shall be mechanical pumps. A team shall not transfer fuel between containers while their car is in pit lane



- All compressed air bottles/gas cylinders, with a pressure in excess of 200 psi, shall have a protective structure around their gauges and valves.
- All electrical generators and air compressors must be equipped with spark arrestors and must be located as far away from fuel containers as possible.
- Smoking is not permitted at any time in the hot or cold pits - smoking must be done at designated smoking locations.
- Animals of any kind are not permitted in the hot pits or on the marked race track.
- At Trackfest weekends Endurance teams that have participated in Sprint or Time Attack racing during the day may choose to remain in the paddock for their pit stall during the endurance racing. Speed in the paddock is dead slow. Refueling in the paddock during Endurance racing must follow all the same regulations as apply to refueling in the hot pit lane, including spending 5 minutes stationary. (Teams that have used the paddock noted their overall track exit to next time past start/finish seemed to be a minute longer.

7.2 Required Equipment

Each team entered in the event is REQUIRED to have ready in their pit stall a minimum of one each:

- Ten (10) pound dry chemical fire extinguisher having a minimum UL 60 BC or ABC rating.
- Ten (10) pound bag of grease-sweep, kitty litter or other absorbent for oil leaks and/or fuel spillage in their fuel Storage area. (having a broom is a good idea too!)
- A suitable gasoline and/or liquid catch pan. Gasoline catch pans must be manufactured of metal or sturdy, chemical-resistant plastic, with a minimum 3" depth, and hold a minimum of 1-gallon (4L of liquid). Catch pans hold be larger than 12" square or 12" in diameter and should not exceed 24" square or 24" in diameter. (Oil catch pans work well.)
- DOT and/or widely available FUEL rated, twenty five (25) litre or smaller plastic fuel jugs.
- "Dry Break" systems ARE allowed for refueling.
- Funnels are NOT permitted delivery must be by some form of tube or nozzle into the fuel tank.
- There is no sharing of the aforementioned safety equipment between cars or teams. Any car not having the required equipment will not be allowed to start or continue racing until all safety equipment is present.

7.3 Working Beneath Any Vehicle

- Anytime and anywhere a vehicle is elevated, such that any tire is not touching the ground to allow work beneath the vehicle, the vehicle MUST be supported by an appropriate jack-stand.

7.4 Golf carts and other utility carts

- Golf carts and other utility carts are allowed provided that: All drivers are 16 years or older and carts are clearly identified with their corresponding car number.
- Unsafe driving or use of a golf cart or 4-wheeler may result in a penalty or even disqualification of the team associated with the cart, at the discretion of the Chief Steward. Any fuel transported in carts must be safely secured. - **NOTE** - use of scooters, bicycles, or other transport devices (non-motorized) in the pits require helmets per Rad Torque Raceway requirements.

7.5 Hazardous Materials Spills

- In the case of a spill of oil, gasoline or other "hazardous material" it must be cleaned-up and the area returned to its normal state.
- Fuel spills must be diluted with water before cleaning up.
- Any spill greater than one (1) liter requires a report to be filed with the Chief Steward. Unattended fuel or oil spills are punishable by a 30-minute penalty or event removal.



8. PIT PROCEDURES

8.1 General pit procedures

- At the start of any race, the pit lane must be absolutely clear. No crew are permitted unless a vehicle is broken down and an official has given clearance.
- All crew members working in the pit area must be fully clothed at all times during any track session.
- Shirts are mandatory on the cold side of the pit lane
- Long pants or overalls of some form are required on the hot pit side - crew members involved in fueling require Nomex or FIA/SFI driver compliant fire gear.
- Crew members shall not sit on the pit walls during any track session.
- No tools which may by their use readily cause flame, sparks or a high temperature are permitted in the pit area. This includes barbecues, or any source of flame.

8.2 Pit signaling

- A maximum of two (2) people per car shall be permitted access to a designated location for the purpose of signaling during any track session.

8.3 Entering and Exiting the Pits

- Should a pit lane bound driver overshoot the car's pit location, the car must stop and be pushed back to its pit by hand, or else continue for another lap. **No car shall be driven backwards under its own power in the pit lane at any time, for any reason.**
- The maximum speed allowed in pit lane is 30 KM/H. Competitors that exceed a safe speed for the condition of the pit lane are subject to penalty and/or exclusion. This speed limit starts as soon as you enter the pit lane.
- Before entering the pits from the track, the driver should signal by raising an arm out the window to signal their intent to other drivers.
- Drivers entering the race track from the pit lane shall first receive permission to do so from the pit exit official and be prepared to slow significantly, or stop if requested. Having received permission to enter the track from the pits, drivers shall keep to the side of the track from which they are entering and must satisfy themselves that the track is clear of oncoming cars, yielding the right of way to oncoming race traffic

8.4 Pit Stops

- Only one crew member is in pit lane (over the wall) until THE CAR HAS COME TO A FULL AND COMPLETE STOP.
- No crew members ON THE WALL UNTIL THE CAR HAS COME TO A FULL AND COMPLETE STOP
- NO FUEL JUGS, Tools, equipment wheels/tires ARE ALLOWED ON OR OVER THE WALL UNTIL THE CAR HAS COME TO A FULL AND COMPLETE STOP
- All Tools, equipment wheels/tires be placed back behind the pit wall immediately after the car's departure.
- Drums or other fuel carriers greater than 25 Liters are not allowed in the hot pit lane.

8.5 Service in pit lane

Work or service on the car is permitted in pit lane as follows:

- Once the car has come to a complete stop within the designated hot pit stall for the team.
- NO WORK OR OTHER SERVICE IS PERMITTED ON THE CAR WHILE FUELING IS IN PROGRESS, except for driver exchange.
- Working on the car includes such actions as laying under the car, peering into any part of the car, touching any part of the car not associated with a driver exchange or fueling, attending to any mechanical condition of the vehicle, change, adding, removing or draining any "cool suit" cooler. NO EXCEPTIONS.
- If a combined fueling and minor service stop, fueling should be undertaken first.



-
- No work shall be performed under a jacked up car unless jack stands are in position at all times.
- Repairs taking longer than 15 minutes must be done in the paddock.
- A maximum of 4 (Four) people are allowed over the wall during fuelling, including the driver(s).
- A maximum of 6 (Six) people are allowed over the wall when NOT FUELING.
- Shorts and opened toed shoes shall not be worn in the hot pit lane.

8.6 Refueling and Timed Pit Stops

- Each pit stop where fuel is added shall be a timed pit stop. If no fuel is added then timed-stop rules do not apply.
- The minimum for a timed pit stop is five (5) minutes. The time count starts when the vehicle has come to a complete stop in its pit stall.. It is up to your team to ensure they comply with this rule.
- Timing and scoring will also be monitoring lap times before and after pit stops for the required pit stop timing. Vehicles leaving early will receive a penalty, the first offense will result in a stop-and-go penalty, subsequent offenses will result in a minimum of a 1 minute stop- and-go penalty.

8.7 Transferring fuel between containers

- A team shall not transfer fuel between containers while their car is in pit lane

8.8 Re-fueling equipment

- Teams are responsible for the operation and condition of their refueling and safety equipment. Re-Fueling equipment shall be presented at Technical Inspection for approval.
- Jugs which do not seal properly, or do not vent properly, or are improperly maintained will be removed and banned from Pit Lane.
- Funnels are not permitted for use refueling.
- All refueling shall be accomplished using a DOT and/or widely available FUEL rated, twenty five (25) litre or smaller plastic fuel jugs.
- "Dry Break" systems ARE allowed for refueling.
- All fuel jugs are to be manually supported by the team members engaged in the refueling process. Overhead or elevated refueling rigs or electro-mechanical assist units to assist in lifting or supporting a fuel container are NOT allowed.
- Teams should be aware of and consider the placement of any possible ignition source in-line with the gravity fall-line of any possible fuel spillage, as well as the where fuel may spread to during any possible fuel spillage.
- This would include but not be limited to exhaust tubing, brake rotors and/or electrical wiring.
- Teams shall utilize a drip pan, of at least 10L in capacity, to be placed under the fueling area.

8.9 Refueling Procedures

- All refueling must be done in Pit lane once the race has started, with the exceptions below. Teams not refueling in the appropriate location will receive a penalty with the first offense resulting in a minimum of 5 minute stop-and-go penalty. Subsequent offenses will result in a minimum of a 10 minute stop-and-go penalty.

Cars that have returned to the paddock for repairs, and have been in the paddock for more than 15 minutes may refuel in the paddock before returning to the track. Refueling must follow the same safety procedures as in the hot pit lane.

During Trackfest weekends teams which choose to operate from the paddock may refuel in the paddock but MUST follow all hot pit lane fueling regulations.

Maximum of 4 (Four) people are allowed over the wall during fueling, including the driver(s).

- One person must be the fire extinguisher control person, and they must perform only that task while the vehicle is being fueled.
- Nomex protective clothing and a helmet WITH VISOR DOWN is REQUIRED for all team members over the hot pit wall while fueling is on-going. A single layer suit (without Nomex underwear) is allowed.



-
- Street shoes (close-toed) and socks are allowed; however, fireproof shoes and socks are HIGHLY recommended.
- A team is considered to be refueling anytime the fuel cap is open or removed from the car or fuel in is the pit lane. - Only ONE (1) fuel jug is allowed over the wall at a time
- Any car engaged in fueling MUST have their electrical kill-switch in the OFF position while the fuel cap is off and/or a fuel jug (full or empty) is present within 2 meters of the vehicle.
- Throughout the refueling procedures one (1) team member must manage an approved 10LB-ABC fire extinguisher and be stationed no less than 3 meters and no more than 5 meters from the point where fuel is being added to the vehicle. This team member is restricted from performing any other duty or function while managing the fire extinguisher; their entire focus is to be a safeguard in case of a fire. This CREW MEMBER IS NOT ALLOWED TO HANDLE FUEL JUGS.
- A team MAY NOT work on the car while fueling, including: lie under the car, peer into any part of the car, touch any part of the car not associated with a driver exchange or fueling, attend to any mechanical condition of the vehicle, change, add, remove or drain any "cool suit" cooler.
- In the case of a driver change, a driver being replaced may assist the replacing driver to prepare for driving by helping with seat adjustments, belts, radios, cameras, data systems, driver cooling but exclude any changing, adding or draining of "cool suit" cooler or ice.
- Once the fuel cap has been re-applied to the car and all fuel jugs are secured on the cold side on the wall, other service work may be performed on the car
- Fuel spills of greater than one (1) liter will result in a penalty. The first offense will result in a stop-and-go penalty, subsequent offenses will result in a minimum of a 1 minute stop-and-go penalty

9. GENERAL

9.1 Driving time

- No driver shall drive for more than 2 hours consecutively and shall have at a minimum sixty (60) minutes rest between stints and no more than 4 hours of driving in a 6 hour period.
- A drive through penalty will be assessed for the first of any of these restrictions on driving time, followed by a one minute stop and go penalty for any subsequent offences. Should the penalty be applied after the car stops running (say, at end of race), the penalty will be 30 seconds for the first offence, and 1 minute 30 seconds for subsequent offences.
- Driver stint time starts at Official Race Start (green flag) time for 1st driver, or when drivers are released from their hot pit stall after a driver change, or when starting to move if entering the track after repairs in the paddock.
- Full course Yellow and Red Flag conditions count towards a Drivers Stint.

9.2 Qualifying and Grid Positions

- Qualifying. There will be no qualifying session for endurance events.
- Grid Positions. Pole position will be based on first come first served at the end of pit road before the entrance to the track.

9.3 Official notice board

The official notice board will be situated at a location on the south wall of race control. The NASCC recommends monitoring lap times and positions during the race using the Race Monitor or equivalent app.

9.4 Season Points & Scoring

- Championship points will be awarded in decreasing order starting at 50 for 1st, using the WCMA points scheme for placing.
- Competitors will receive points based on their overall finishing position, not on their entered class.



NASCC - Endurance Racing Supplemental Regulations 2025 - Version 1

-
- Accumulated points will only be compared against other teams in their entered classes for determining positions within the class.
- Points totals will transfer between classes when a competitor moves into a different class.
- Season trophies will be given out to the highest point scorers in the three endurance classes after the last event.
- To earn points a team must complete a minimum of 30 laps during the Endurance race, or 10 % of the laps of the lead car in the Ironman or King of the Road Race.

Example:

Race Finish				Class Positions Results					
Position	Car	Class	Points	Pt					
				E1 Car #	s	E2 Car #	Pts	E3 Car #	Pts
1	43	E3	50	15	45	20	41	43	50
2	15	E1	45	142	36	51	38	30	35
3	20	E2	41	120	34	42	33	71	32
4	51	E2	38					23	31
5	142	E1	36						
6	30	E3	35						
7	120	E1	34						
8	42	E2	33						
9	71	E3	32						
10	23	E3	31						

9.5 Event Sponsor Decals

- All race vehicles must display event sponsor decals supplied by the organizer of the event and must be displayed prominently in the designated location.
- Failure to comply with display of sponsor decals by any entrant will result in a single warning, followed by a \$100 fine should the entrant remain non-compliant, followed by exclusion. Funds accumulated will go to the Worker Fund.

9.6 On Track Conduct

- Drivers shall drive in a manner compatible with general safety respecting at all times the right of competitors to space on the marked race track.
- It is the responsibility of all drivers to avoid physical contact between cars on the race track.
- The repetition of serious mistakes or the appearance of a lack of control over the car (i.e., leaving the marked race track) may entail exclusion or other penalty of the driver involved.
- Any driver deemed to display rough, careless, and/or irresponsible driving may be penalized.
- Drivers are obligated to heed the flag signals displayed around the track. Failure to respond to a flag signal is a serious violation of these regulations and is subject to penalty which is not subject to protest or appeal.



-

9.7 Black flags

Per WCMA regulations, any time a black flag is displayed, driver and car must immediately report to the steward's station (by race control) for review.

9.8 Procedures in Event of Contact

- Contact procedures will follow the 2025 WCMA Contact Policy, as outlined in the Contact Bulletin on the WCMA website <https://www.wcma.ca/wp-content/uploads/WCMA-Bulletin-2025-01.pdf>
- In short, the policy states contact is not allowed in WCMA endurance racing. "For Endurance events, all parties involved in significant contact must report to the steward in the designated pit area immediately (within 2 laps of the contact), penalties will be applied based on the severity of the incident."
- Black flags will be issued for competitors in instances that are clearly not "incidental racing contact", in these cases, self-reporting prior to receiving a black-flag for contact is considered good sportspersonship, is highly encouraged and may impact the severity of penalty applied.
- Penalties applied may include time spent reporting, time penalties, position penalties or monetary penalties. Additional penalties will be issued for repeat incidents.
- The decision to levy a penalty is at the sole discretion of WCMA stewards.

9.9 Penalties not explicitly defined

- Penalties for infractions described in the Supplemental Regulations for which a specific penalty is not identified are a drive through penalty, or a one minute stop and go for multiple of the same offence.
- If the penalty is applied after the car has stopped racing the first offence will earn a 30 s time penalty, or 1 min 30 s for multiple of the same offence. ALL penalties are at the discretion of the Steward in the final assessment.



Revision history

Version	Date	Author	Comments
1	5/28/25	Matt Sinfield	Released for 2025
2	5/29/25	Matt Sinfield	Updated wording for 4+4 races and parc ouvert conditions.
3	7/17/25	Linda Sakaluk, Jed Harrison, Matt Sinfield	Include timing & scoring procedures for 4+4 races, and Paddock vs Hot Pit use for Trackfest weekends

