

CHAPTER TWENTY – Oval Track Racing Rules (Off Road)

- 20.1 CLUB SPEEDWAY - SOLO/SIDECAR
- 20.2 The following conditions shall apply when clubs affiliated to MNZ wish to conduct Club Speedway Meetings, on oval, dirt and grass tracks.
- 20.3 Club Speedway Meetings may be licensed only for Speedway Solo Motorcycles, Flat Track Stockbikes and Speedway Sidecars and ATV.
- 20.3.1 MNZ Club Speedways cannot contract competitors.
- 20.3.2 Club Speedway tracks must have a minimum length of 375 yards (343 metres) measured one metre from the pole line and a maximum length of 500 yards (457 metres). Shorter loose surfaced oval tracks operate under short circuit flat track rules.
- 20.3.3 Applications for a permit to conduct meetings must be made to the MNZ Office.
- 20.3.4 No permit to promote such a meeting will be granted until the track to be used has been inspected and passed by a Steward of MNZ.
- 20.4 Applications for permits must be made to and will only be issued by the Regional Coordinator who will endorse on the permit such conditions as are considered necessary.
- 20.4.1 All applications to conduct such Speedway shall also be endorsed by the MNZ Regional Coordinator.
- 20.4.2 Every club shall pay the current permit fee required by MNZ. Such fee must accompany the application form.
- 20.5 All club Speedway meetings shall be under the complete control of the MNZ Steward and referee who shall be responsible for the safe conduct of the meeting.
- 20.5.1 The promoting Club must satisfy the Steward that all precautions have been taken as to the safety of both spectators and competitors.
- 20.6 New competitors shall ride at three (3) compulsory practices prior to taking part in Open Competition. Each licensed competitor must hold a log book for the appropriate class of vehicle. The log book must be produced before machine examining takes place.
- 20.6a Junior riders are required to wear high visibility vests, to be supplied by the host club. Any rider wearing a high visibility vest can only be overtaken on the outside.

- 20.7 **Punctuality in Starting:** Starting times published in the programme shall be adhered to as closely as possible, but no competition may be started before the published time except with the consent of all the competitors in such competition. Competitors shall always be prepared to start in accordance with the programme and when called on to do so. Any competitor not prepared to start within a reasonable time after being called upon may be excluded from the race. A competitor shall be excluded from the race if he/she delays the start by more than two (2) minutes in total in any one race. The two (2) minutes shall be calculated from the times or estimated by the Referee until his/her vehicle is again running under its own power.
- 20.7.1 **Starting Position:** Starting position: In scratch races starting positions will be balloted for in two (2) men match races of three (3) heats, the competitor winning the ballot in the first heat takes outside position in the second heat and the positions are again decided for ballot for the third heat. In three (3) men match races a ballot shall be taken for the first heat only and the competitors shall take alternate positions there-after.
- 20.7.2 **Heats:** Starts may be arranged in heats. The arrangement and constitution of heats will be determined by the club and shall be published in the programme, if any. A competitor shall start in the heat which has been allotted to him/her unless by permission of the Clerk of the Course of the meeting. Only those competitors qualified in their heats shall take part in the semi-finals and only those competitors qualified in the semi-finals shall take part in the final.
- 20.7.3 **Consolidation of Heats:** The Clerk of the Course of the meeting shall be empowered to consolidate or other wise modify the arrangements and constitution of heats if the number of entrants at the start or other conditions warrant his/her doing so.
- 20.7.4 **Starts:** Three (3) lines shall be indicated across the track, namely the starting line, the forward foul line, thirty (30) metres in front of the starting line, and the back foul line, four (4) metres behind the starting line. There shall be two (2) recognised methods of starting: The flying start and the standing start with engine running.
In the case of a standing start the starter may allow two (2) pushers-off to assist a competitor whose machine stalls in moving up to the forward foul line.
In the case of a flying start the speed preparatory to the start shall be set by the inside competitor and may be limited. The starting signal may only be given when both wheels of each competing motorcycle are within the four (4) metres space between the starting line and the back foul line. If two false starts have occurred the starter may, at his/her own discretion, waive this last requirement.
A competitor may change his/her vehicle in subsequent heats, semi-finals or finals provided the Clerk of the Course is notified.
- 20.7.5 **Standing Start:** On the order of the Clerk of the Course, drivers must together leave the pit area and proceed by the shortest practical route to the starting tapes where they shall stop under the control of the Starting Marshall with front wheels close to the tapes. The Referee or Starting Marshall once satisfied that the drivers are correctly positioned and stationary, shall switch on the

green light indicating to the Starting Marshall that the start is imminent and that he/she must leave the course.

After a pause sufficient to enable the drivers to open up their engines and fix their attention on the tapes, the Referee or Starting Marshall shall release the gate.

A driver taking up the wrong position or not complying with the instructions of the Starting Marshall or for any other reason impeding the gate to rise, or the race to start, shall be either fined or excluded.

A driver who breaks one tape or tapes or crosses the starting line with both wheels of his/her motor-cycle shall be excluded. In a Teams Meeting he/she shall be replaced by his/her own Teams Reserve, provided that the Reserve is kitted up and able to be at the starting gate within two minutes.

In individual events he/she shall be replaced by a track reserve. A driver who has been excluded for breaking the tapes shall not be entitled to start money. If, because of faulty operation of the gate or for any other reason, the Referee or Starting Marshall considers the start to be incorrect, he/she shall immediately stop the race with the 'stop' signal and order a re-start in which the drivers shall occupy their original starting positions. After the green light has been switched on, no time allowance can be given and no outside assistance can be rendered to drivers except to a driver who has fallen or if the engine has stopped after the signal, then, after the gate is up, he/she may be assisted by two pushers for a distance of thirty metres in the direction of the race, if, at that point, the engine does not start, the driver in question shall be excluded from the race.

In the case when the starting gate does not operate, the Referee or the Starting Marshall can use the green light or any other approved starting method to indicate to the drivers that they shall come up to their starting positions. The start being controlled by the switching off of the green light.

- 20.7.6 **Starting Tapes:** For all New Zealand, North and South Island Speedway Championships only a starting gate approved by the Steward may be used and definitely not to be a rubber band stretched across the track. Approved starting tapes must rise vertically and evenly with no sagging in the middle gates. Tapes are to be divided into four equal parts or six equal parts where applicable. Only four competitors will be permitted in a Scratch Race but subject to approval being given by the Steward during Track Inspections six competitors may compete in a Handicap Race or a Scratch Race provided the track in use has adequate width at the start line.
- 20.7.7 **Crowding or Foul Riding:** The Referee may immediately exclude any competitor who in his/her opinion, crowds or bores, whether intentionally or not or otherwise indulges in any foul or unfair practise during a race.
- 20.7.8 **Driving in Wrong Direction:** Under no circumstances shall a competitor, at any time during a meeting or during a practice, be permitted to ride a vehicle in the wrong direction on the track.

- 20.7.9 **Looking Back:** Looking back is forbidden and competitors doing so render themselves liable to a fine or exclusion with exception of sidecar passenger, or during Team Racing.
- 20.7.10 **Outside Assistance:** If during a race any competitor receives assistance whether after an accident, spin or any other reason he/she shall retire.
- 20.7.11 **Defective Machines:** In the event of any defect developing in a machine during a race which may endanger other competitors, the Starter on instructions from the Referee, may give the competitor the black flag when the competitor concerned must immediately retire from the event.
- 20.7.12 **Overtaking:** All races excepting sidecars shall be run left hand inwards and the Referee shall exclude immediately a competitor who in his/her opinion indulges in foul, unfair or dangerous conduct including any competitor who steers or drifts from his/her course in such a manner as to impede any competitor who may be attempting to pass, or in the case of a non-team event, jeopardising the fair chance of one or more of the other competitors.
- 20.7.13 **Leaving the Course:** Any competitor who, through his/her own action or otherwise, rides off the course with one or more wheels during a race, may thereby be liable to exclusion, reversal of position, or fine.
- 20.7.14 **Re-run Races:** If an accident has occurred, and in the opinion of the Referee it would be dangerous for the race to continue he/she shall cause the race to be stopped by giving the "Stop" signal and the race shall then be re-run. The Referee or Steward only are empowered to stop a race and no other official shall initiate the 'stop' signal during the course of a race. Any race so stopped shall be re-run or re-started. The Referee shall permit any competitor who has fallen or spun up as a result of being fouled or in the interests of safety to take part in the re-run or re-start. Any competitor who fails to start in, has retired from or has been excluded during the course of the race, which is ordered to be re-run shall be ineligible to take part in the re-run or re-start. Any competitor who is not proceeding under power at the time of the incident which results in the display of the "Stop" signal shall be deemed to have retired. Any competitor who is primarily the cause of a race being stopped shall be ineligible to take part in the re-run or re-start and shall be excluded and a reserve competitor, if any is not permitted to take the excluded competitor's place in the re-run or re-start.
If in the interests of safety the Referee has stopped a race after one or more competitors have crossed the finishing line, the race shall not be re-run or re-started.
- 20.7.15 **Dead Heats:** In the case of a dead heat, the entrants tying for a place shall divide amongst themselves any prize or prizes attributable to their placing, provided that upon the request of all entrants tying for a place, the Referee and Steward/s of the meeting may authorise a fresh start and may, with the consent of the said entrants, impose modified conditions for the re-run.

- 20.7.16 **False Finish:** When a race has been stopped by the display of the black and white chequered flag before the required number of laps have been completed by the leading driver, the Referee shall declare the race void and it must be re-run. If however, the Chequered Flag has not been shown after the completion of the requisite number of laps, it shall be considered to have been properly shown.
- 20.8 **ADDITIONAL SIDECAR RACING RULES:**
- 20.8.1 All side-car races shall be run in a clockwise direction and the chair must be fitted to the left-hand side of the machine.
- 20.8.2 In order to qualify for a place both Competitor and Passenger must be on board the machine when crossing the finishing line.
- 20.8.3 A competitor must withdraw from the race as soon as he/she has lost his/her passenger.
- 20.8.4 In Sidecar Scratch Races, no competitor shall alter his/her course until after the 30 yard foul line, which shall be clearly defined.
- 20.8.5 Any competitor who, through his/her own action or otherwise, rides off the course with one or more wheels during a race, may be liable to exclusion, reversal of position or fine.
- 20.8.6 Up to eight (8) Sidecars be allowed to compete in a handicap race on a track sufficient size and width as determined by the Track Steward on the night/day, and up to six (6) Sidecars be allowed to compete in a Scratch Race on a track of sufficient size and width as determined by the Track Steward on the night/day.
- 20.8.7 For sidecar handicap races, the starters up to 60 metres handicap shall be staggered i.e. competitor on scratch-grid one competitor on 10 metres grid two, competitor on 21 metres grid three etc.
- 20.8.8 In the event of a race stoppage during a sidecar race, red flags shall be displayed at the entrance to each bend in addition to the red lights.
- 20.8.9 **Motorcycle and Sidecar Combination:** Riders may change up to their driving gear only and then not be permitted to change gear thereafter (i.e. change down).
- 20.9 **ELIGIBLE MACHINES FOR CLUB SPEEDWAY:**
- a. Speedway Solo
 - b. Speedway Sidecar
 - c. Flat Track Stockbike
 - d. ATV
- 20.9a Should the track be loose surface; ATV's must use Off Road Tyres. Should the track be Clay based ATV's must use Speedway tyres. The permit application and entry form (should there be one) must state the type of tyres to be used.

- 20.10 No Grass Track Sidecars, or Longtrack permitted.
- 20.11 **GRASS TRACK RACING RULES:**
- 20.12 The following additional special by-laws shall apply to competitions on grass tracks:
- 20.13 MNZ competition licences are required respectively for riders or passengers.
- 20.14 On tracks up to 460 metres, only four (4) riders will be permitted in a scratch race but subject to the approval of the steward, up to six riders may compete in a handicap race.
- 20.15 There shall be two classes in solo grass track races, i.e. Speedway machines and all other types.
- 20.16 In case of scratch races starting position will be balloted for immediately before the race.
- 20.17 In two man match races of three heats, the rider winning the ballot in the first heat takes the outside position in the second heat.
- 20.17.1 In match races a ballot shall be taken for the first heat only and riders shall take alternative positions thereafter.
- 20.17.2 In case of handicap races, the limit man shall have the inside position and the scratch man the outside position.
- 20.17.3 Starts may be arranged in heats or each rider may be started singly.
- 20.17.4 A rider shall start in the heat in the order which has been allocated to him, unless by permission of the clerk of the course of the meeting, he/she shall start otherwise.
- 20.17.5 Only those riders qualified in their heats shall take part in the semi-finals and only those riders qualified in the semi-finals shall take part in the final.
- 20.18 The clerk of the course of the meeting shall be empowered to consolidate or otherwise modify arrangements and constitution of heats if the number of entrants at the start or other conditions warrant doing so.
- 20.19 In the case of a dead heat, the entrants tying for a place shall divide amongst themselves any prize or prize attributable to their placings, provided that upon the request of all entrants tying for a place the Clerk of the Course and MNZ Steward of the meeting may authorise a fresh start and may with the consent of the said entrant impose modified conditions for the re-run.
- 20.20 All solo races shall be run left-hand inwards and the leading riders in any race must ride on the inside as nearly as many be practicable.

- 20.21 A rider overtaking and passing another must pass on the outside unless the leading rider is so far from the inside to render it safe to pass on the inside, but in all such cases the rider passing on the inside shall be held responsible if any foul should result. After having passed on the outside, a rider shall not cross in front of the rider passed unless a safe lead has been established.
- 20.22 Any rider driving off the course with both wheels at any time during a race will be liable to exclusion.
- 20.23 The Referee may immediately exclude any rider who, in his/her opinion, crowds or bores, whether intentionally or not, or otherwise indulges in any foul or unfair practices during a race.
- 20.23.1 Under no circumstances shall any rider at any time during a meeting or during a practice be permitted to ride a motorcycle in the wrong direction on the track.
- 20.24 In the event of any defect developing in a machine during a race which may endanger other competitors, the Referee may give the rider the black flag, then the rider concerned must immediately retire from the event. Should a tyre become loose during a race the competitor concerned must immediately retire from the race.
- 20.25 If a rider falls so as to cause the red flag to be exhibited he/she shall not start if the race is re-run. Any competitor falling must endeavour to get himself and his/her machine clear of the track so as not to endanger other competitors.
- 20.26 Any competitor who looks behind during a race may be deemed guilty of careless riding and subject to penalty.
- 20.27 Unless otherwise laid down in the Supplementary Regulations no motorcycle having an engine capacity greater than 500cc solo and 1100cc for sidecars, shall take part in any race under these regulations.
- 20.28 Brakes are prohibited for races or practice on a grass track.
- 20.29 Competitors once started in a race may not change to a lower gear unless coming to a stop.
- 20.30 Juniors may compete.
- 20.31 **GRASS TRACK SIDECARS:**
- 20.31.1 The direction of racing shall be clockwise.
- 20.31.2 All sidecar combinations competing in open competition must carry a passenger. In order to qualify for a place, both rider and passenger must be on board the machine when crossing the finish line.
- 20.31.3 No change of motorcycle and sidecar combination will be permitted during a competition unless such a change is authorised in the Supplementary Regulations.

20.31.4 A maximum of four (4) starters will be permitted in scratch races and a maximum of six (6) starters in handicap races.

20.32 LONG TRACK RULES

20.32.1 Track Layout:

General Principles: The track must be on a level ground and formed by two straights joined by two semi-circles of identical radius.

Dimensions: Minimum 500m - Maximum 1300m.

- a. Width of Track: Measurements indicate the minimum width:
- b. Straights - 12m (tracks up to 800m); 14m (tracks 800m and over)
- c. Banking: If banking is provided it must in no case exceed 5% on the straights and 10% on the bends, and must remain constant from the inner edge to the safety fence. Any variation from a, b, c or d may be made only at the discretion of a senior or Regional Coordinator.

20.32.2 Protective Barriers:

If there is an outer fence, a barrier of hay bales or bales of a similar nature must be erected to protect competitors and machines from the permanent barrier.

If there is no outer fence the track shall be marked by small flags, cones or bales. There shall then be a 21 metre run off zone between the outer edge of the track and the spectator barrier rope.

Where there is an inside fence, adequate clearance should be maintained from it by flags, cones or bales. The steward of the meeting shall increase this clearance zone in the case of sidecars.

All decisions regarding protection from inside and outside fences shall be made by a Senior Steward or Regional Coordinator.

20.32.3 Starting Line:

A continuous, straight line must be marked across the full width of the track. The starting line should be positioned in the middle of the straight or not less than 75m after a bend.

20.32.4 Limit for receiving assistance from pushers: At a distance of 30m after the starting line a marker disc at a height of 0.5m on the infield 1m from the inner edge of the track must indicate the limit for drivers receiving assistance from pushers.

20.32.5 Type of Classes:

- a. Non speedway solo (fitted with effective rear brake).
- b. Speedway solo (no gearbox).
- c. Speedway sidecar.
- d. ATV Open 0-750cc.
- e. Super Quads.
- f. Long Track Solo.

- 20.32.6 **Engine Capacity:**
Non speedway up to 1300cc maximum.
Speedway up to 500cc maximum.
Speedway sidecars up to 1050cc maximum.
- 20.32.7 All non speedway solos must have at least two (2) forward gears that they may use to change up and down during racing.
- 20.32.8 All races are to be run anti-clockwise direction with exception of sidecars which will run in a clockwise direction.
- 20.32.9 All solo races shall be run left-hand inwards and the leading riders in any race must ride on the inside as nearly as may be practicable.
- 20.32.10 A rider overtaking and passing another must pass on the outside unless the leading rider is so far from the inside to render it safe to pass on the inside, but in all such cases the rider passing on the inside shall be held responsible if any foul should result. After having passed on the outside, a rider shall not cross in front of the rider passed unless safe lead has been established.
- 20.32.11 The Referee may immediately exclude any rider who, in his/her opinion, crowds or bores, whether intentionally or not, or otherwise indulges in any foul or unfair practices during a race.
- 20.32.12 If a rider falls so as to cause the red flag to be exhibited he/she shall not start if the race is re-run. Any competitor falling must endeavour to get themselves and his/her machine clear of the track so as not to endanger other competitors.
- 20.32.13 Any competitor who looks behind during a race may be deemed guilty of careless riding and subject to penalty.
- 20.32.14 There shall be a recommended maximum of 12 solos or 6 sidecars per race. Numbers exceeding this are at the steward's discretion.
- 20.32.15 The steward or his/her appointee shall ballot start positions. Non speedway machines may use the gearbox during a race to change into a higher or lower gear.
- 20.32.16 The race programme shall be at the discretion of the organisers but it is recommended that it is finalised before riders' briefing.
- 20.32.17 Should an international long track championship be run these rules shall be superseded by the F.I.M. C.C.P. Rules. Appendix 24:STRC.
- 20.32.18 Where MNZ recognised 3 and 4 wheeled motorcycle classes are being run according to long track rules, they shall have at least one braking system capable of stopping the two rear wheels in unison.
- 20.32.19 Juniors are not permitted to compete in long track events.

- 20.33 **SHORT CIRCUIT FLAT TRACKS**
- 20.34 Oval tracks under 500 metres in length (measured one metre from the pole line) are termed short circuit flat tracks and operate under MNZ permits. Longer oval tracks come under Club Speedway and Long Track Rules.
- 20.35 Except as modified by these rules and/or the SCB of MNZ. `Racing Rules for Solo and Sidecar', the Manual of Motorcycle Sport of MNZ apply.
- 20.36 Unless otherwise laid down in the Supplementary Regulations no motorcycle having an engine capacity greater than 500cc solo, 1100cc sidecar, 750cc Stockbike, shall take part in any race under these regulations.
- 20.37 Except where modified by these rules Speedway Solos and Speedway Sidecars shall conform to the SCB of MNZ regulations in all respects.
- 20.38 **Stock Bike Racing Rules:**
SCB of MNZ racing rules for solo motorcycles apply except as follows:
- 20.39 **Number of Riders Per Race:** No more than 12 riders per race, and no more riders than 5 per line. Scratch starts are to be in Loose surfaced oval tracks under 343 metres in length (measured one metre from the pole line) are termed short circuit flat tracks and operate under MNZ permits. Longer loose surfaced oval tracks come under Club Speedway Rules.
Maximum of 3 lines, each line is to be 10 metres apart.
- 20.39.1 **Gear Changing:** Riders may change up to their driving gear only then not be permitted to change gear thereafter, i.e. no change down.
- 20.39.2 **Stalled Engine:** If a rider stalls his/her engine during a race, he/she is out of the race and must move themselves and his/her machine to the infield as soon as possible, thus clearing the track.
- 20.39.3 **Championship Races:** Where 6 or more competitors are competing in one race, there shall be no fewer than 6 laps in that race. Spaced down to a maximum of 10 placings, a graduated system of points to each competitor's results is awarded per race.
- 20.39.4 **Speedway Solo and Speedway Sidecar Racing Rules:** No more than four machines are allowed in a scratch race, no more than six in a handicap race.
- 20.40 **Foul Line:** The forward foul line shall be 21m for all classes.