



**Syracuse-Geddes Microd & Quarter Midget Club Inc.**  
**Quarter Midget Rules**  
**Revised January 2010**

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**A) CLASSES:**

1. 1/4 Midget classes will be per current Q.M.A. Rule Book.
2. All classes will be approved by the Board of Directors in advance for the regularly scheduled shows. Exception: Special shows will be arranged by the Race Director based on sign ins.(i.e. States Race or Non-point specials)
3. To constitute a class, 4 cars must be registered at the beginning of the year. If the car count falls below 4 on a given race, the Race Director has the option of shortening the race or canceling the class, I.e. combining Light with Heavy.

**B) RACING RULES:**

1. Practice will be allowed as scheduled by the Race Director. Time may be adjusted based on the race schedule, class arrangement and sign-ins.
2. Sign-ins: Drivers will be signed in at least 30 minutes before Race time. Drivers not signed in on time will start scratch and this will be enforced. No refunds. You must sign in, in order to do control practice. you must show you're QMA ID at sign-ins, sign the QMA waiver form and wear your QMA ID with appropriate color sticker for the week or wristbands for the week, whichever the club requires at all times during a QMA event.
3. The designated time when a race can be canceled because of inclement weather is 1 hour after the scheduled start of controlled practice for that event. The majority of the Board (2/3) at the track will determine a cancelled race. If there is a tie between the BOD vote, the Race Director will break the tie. Once the racing program has begun and inclement weather has set in, the balance of the racing night is at the discretion of the Race Director.
4. There will be 3 or 5 (odd number) official judges for all races. Races will not start until judges are in position. Cars cannot enter the track until the judges are in position.
5. Drivers will not be allowed to change cars per QMA Rule
6. Any features that are incomplete will be run on the following race night. These races will be run first. If 50% of the race is completed race will be final.
7. You cannot race on a scheduled rain date if you have not signed in by the cancellation of the original race date. Unless, no racing of any class has begun. Sign-in's will then be open on the scheduled rain date. Excluding guests. Rain Dates, see F #10.
8. Drivers moving up a class must be lined up at the rear of the line-up for their first two (2) complete race dates. At the discretion of the Race Director, this could be extended.
9. At the completion of that dates races, members may practice for one hour or longer, if approved by the Race Director.

10. A race is officially over and will not be restarted once the checkered flag has been displayed to the lead car, per QMA rules. Cars must take the checkered flag under their own power to better their final position.

11. There will be a total of two minutes warm-up laps. After all cars have entered the racing surface, they have one minute to properly line up. If cars are not in proper line and ready to go racing at the end of one minute, the flagger has the right to send the offending car to the rear or blacked flagged. At the completion of this time period the clock will be set to 10 minutes for heats and 20 minutes for features to complete the event. When the time expires, we will finish the race with a white/checkered or if under yellow, restart them and finish with a green/white/checkered.

12. There will be no operation of motors in the hot chute area. A designated area will be assigned for this purpose and marked.

13. Handlers must stay in the designated area for that night's racing outside of the track. The first four handlers will act as corner workers (outside of the track).

14. No signaling by handlers once the green flag is displayed, reason for immediate DQ.

15. All cars will pit on the outside of the track and the middle pit area will be not used for Quarter Midgets.

### **C) SAFETY: (PIT AREA, TRACK, IN-FIELD)**

1. Drivers on the track racing or practicing must remain in their cars including in the in-field (unless the car is unsafe).

2. All cars must be pushed to and from the unloading point to the race area. No push trucks in the pit area.

3. No consumption of alcoholic beverages allowed on the premises.

4. No drugs allowed on premises at any time.

5. Any infraction of the above rules will be brought to the attention of the Safety Committee and/or the Board of Directors, appropriate penalty will be assessed.

6. Children will not be permitted to ride bikes, skateboards, play games etc. in the pit area. Also, bikes and skateboards will not be permitted on the track, in-field area or Fair property.

### **D) CARS AND EQUIPMENT (TECH RULES, TEAR DOWN PROCEDURE)**

1. Technical inspection will be pulled by the tower each week. All classes that run that night will go into a hat. The head scorer will pull or have someone in the tower pull a class at the beginning of the features and no one will leave the tower, therefore no one will know which class is being tech-ed that evening. The head scorer will notify the scale

person as the class being tech-ed enters the track. The top three finishers of that class will go to the tech shed for inspection. The Tech Director and/or the Tech Committee will determine what they will tech and which positions/all if needed will be tech-ed.

2. The Technical Director and /or the Tech Committee have the right to Tech any one car or any other class for any reason, if needed per QMA rulebook.
3. All Tech specs and Racing Rules will be per Q.M.A. rulebook.
4. The Tech Committee will check items as needed on tech sheet as per each Engine or car.
5. Only the designated (one (1) handler per car) will be allowed in the tech shed during tech inspections.
6. Anyone refusing to be teched will be considered illegal per QMA rules.
7. Throw away points cannot be used if found illegal when teched.
8. Any car found illegal would lose all awards and points for that night, along with QMA penalties per QMA Rulebook.

**E) WORK RULE:**

1. The work area will be the paved area outside the fence between turns 1 and 2 unless otherwise indicated by the race director due to safety issues. Any work performed on car outside of designated area will result in disqualification.
2. You cannot return to the track if you did not take the initial double file green flag. You will be “black flagged”.
3. The only tools allowed in the pit area are what can be carried in a tote tray (Normal size). No toolboxes or carts are allowed.
4. Penalty for any infraction will be disqualification for that heat, lose their points and start scratch for the feature. For the feature, will be disqualification and lose their points for that night.

**F) POINTS RULES:**

1. Points accumulated for the racing season will go to the driver.
2. Points accumulated stay in the same class/division.
3. All drivers will have their two (2) lowest point races of the season disregarded.
4. If a car does not attempt to race the heat he will line up in the feature scratch.

5. In case of dead heat or feature, the points for the two positions will be added and split equal for those two positions.
6. All car numbers will be legible to scorers or paper numbers will be issued.
7. Any penalty points will be deducted from the driver's net cumulative total at year-end.
8. Junior class age cut-off is per Q.M.A.
9. No regular season points races will be run after September.
10. In the event of a rain out, the races will be scheduled for the first available day approved by the Board of Directors. No complete double shows will be run.
11. All cars taking the green flag lap will be scored in the position they finished. (Heat & Feature)
12. All eligible drivers (including novice) must participate in at least 6 of the same class weekly point races to receive a trophy at the annual banquet.
13. Traveling trophies are awarded at the banquet to all track champions in each division. All traveling trophies must be returned the following season to the tower or President by the second point race. If they are not returned, you will be responsible for replacing them.
14. If a class has more than 9 cars for Juniors and 11 cars for other classes, we will have transfers as follows. Line up the heat races by handicap. 3 will transfer into the A Main out of the Junior classes and 4 for all of the other classes. The B Main Feature will line up straight in from their finish in their heats. 4th/5th place finishers in the first heat, start on the pole for the B Main. 4th/5th place finishers of the second heat will start outside pole for the B Main etc. These cars will be followed by the DNF, BF, DQ, DNS cars. The first two positions of the B Main will go straight up into the A Main starting 7/8 for Juniors and 9/10 for all others. (Controlled Practice will be allowed for the two transfer cars).
15. Per BOD for approval, but out on the schedule prior to opening day., optional, bring out the timing clock and time for the Heats. Heat points will be your finishing order of timing. Line up for Feature will be QMA Grands format.

HEAT	CLASS	FEATURE
10 Laps	Novice, Jr. Classes	15 Laps
12 Laps	Stock, Honda, Mod.	20 Laps
12 Laps	B, A, & Jr. Half	25 laps

**G) POINTS SYSTEM FOR ¼ AND ½ MIDGETS**

FINISH	HEAT	FEATURE
1	30	92
2	29	87
3	28	84
4	27	81
5	26	78
6	25	75
7	24	72
8	23	69
9	22	66
10	21	63
11	20	60
12	19	57
13	18	54
14	17	51
15	16	48
16	15	45
17	14	42
18	13	39
19	12	36
20	11	33
21	10	30
22	9	27
23	8	24
24	7	21
25	6	18
26	5	15
27	4	12
28	3	9
29	2	6
30	1	3

1. Novice does not run for points. But follow the same procedure as the other classes. They must complete 6 point races to receive a trophy at the banquet. Line-up will be by handicap.
2. Novice must graduate and move up before the first Grands begins or they will have to wait till the point races are completed.
3. First Week of Racing, Kids draws for position.
4. Second & Third week the drivers will go by handicap. If a driver is there for the first time, he/she will start scratch . If two drivers are there for the first time they will draw for position.

5. Handicap will add up the last three races. High point driver in handicap points will start in back and lowest in front. In case of tie in handicap points they will go by your attendance for the year to determine who will start first. If there is still a tie then they will draw for position.

6. Every week after the Fourth race the same applies as above, they just drop the first week and add up the last three races.

7. Handicap points will be the same as that weeks points unless someone misses a race and they will get maximum handicap and again the high point driver iii back and lowest in front.

8. Every driver that takes the green flag is eligible for place of finish points. The driver is awarded points for his/her place of finish in the heat and feature race.

9. Points (the combined total of Heat and Feature points you earn each "Points" night) go to the driver, and they stay in the class/division that they were earned in.

10. If after your heat race your car is not weighed, but after your feature race you are weighed and you are found illegal, you lose all of your points for that night of racing. This cannot be used as a throw out and you will receive high handicap for the night.

11. If after your heat race you are weighed and found illegal but are weighed after your feature (In other words you have corrected your problem before your feature race) and found legal, you only lose your heat points but keep your feature points for that racing night. This cannot be used as a throw out and you will receive high handicap for the heat.

12. If after your heat race you are weighed in and found legal but then after the feature race you are not legal you will receive only heat points not feature point. This cannot be used as a throw out and you will receive high handicap for the feature.

13. Failed Tech, under weight, Did not Scale: (Reminder: 3 tries to make weight) Zero points for that night, cannot be used as a drop, high handicap for the night, unless you scaled for the Heat.

13A. In the event a racer is injured during the A Main and is unable to finish, he or she is exempt from reporting to the scales and this will not be a DQ. Points will be given based on the finishing position in the A-Main.

14. Again, tech will determine what classes for the heat races will be weighed and all feature races must be weighed. If you fail to come directly across the scales after a feature, you will lose your points for the night. This cannot be used as a throw out and you will receive high handicap for the night.

15. If you are black-flagged during a Heat or Feature Race for 3 DOT's, you will receive a DNF per QMA Rule and receive last place position for that race.

16. If you are black-flagged for any reason, 2 calls/fragrant call , safety items, Bicycling, etc. no points will be awarded for that race, you will receive high handicap for that race and this can be used as a throw out. Cannot BF for loss of parts under green.

17. If you are teched and found illegal, you lose all points for that night and the DQ or “0” cannot be used as a throw out. (“0” will be added to your season for this night towards your season total). You will also start scratch for the next TWO point races. You will receive high handicap for the night.

18. Muffler Rule. Muffler must be attached at time of crossing scales, all classes. If DQ'd by Tech, zero points for that race, can be used as a drop, high handicap for that race.

#### **H) BUILDING:**

No one other than the lap counter, scorers and announcer are to be upstairs in the booth after the race program has started. No Children allowed in the tower during a racing event.

#### **D) CONCESSION STAND / TOWER / CLEAN-UP:**

1. All families are obligated to work there scheduled nights.
2. Families not showing up to work will find an approved replacement or will be fined \$50.00 and will miss that week plus the following week of racing. This cannot be used as a throw-out. You will also receive High Handicap for both weeks. A phone call must be made to Head of the Concession Stand or Head Scorer (which ever applies) of any change and approval of your replacement person . Must be 16 years of age to work.
3. All returning Full Club Families and new Full Club Families must work the mandatory spring clean-up, if you do not send a member to the clean-up you will be assessed a \$50.00 fine and this must be paid before you will be able to race. (See J-6)

#### **J) MEMBERSHIP:**

1. QMA Full Club Membership -\$185.00— QMA is through the Syracuse Club you are entitled to e-mails, a key to practice anytime, except on scheduled Microd Days and Novice Day! You must work the mandatory spring clean-up, concession stand and/or tower or other weekly track duty and you have voting rights.
2. Full Club Membership - \$110.00 — QMA is through another Club, you are entitled to e-mails, a key to practice anytime, except on scheduled Microd Days and Novice Day! You must work the mandatory spring clean up, concession stand and/or tower or other weekly track duty and you have voting rights.
3. Racing Associate Member fee is \$60.00 — QMA is through another Club, you are entitled to e-mails and Club rate at sign-in's, does not include open practice, except controlled practice on Race Day. No obligation to work and no voting rights.

4. Non-Club members — Sign-in's will be an additional \$5.00 per car, if more than two point races are raced you must join the Club.
5. Association Member fee is \$25.00 — entitled to e-mails only. This is for families or out of town members that would like to receive our newsletters. You have no voting rights. This is also for an alternate handler who is required to join a club as well as QMA-Alternate Handler fee of \$25.00 . (Total Price for Alternate Handler - \$50.00).
6. No Racing Team will race while a fine is outstanding.
7. Novice Night to be announced.
8. QMA and Club Dues will be due by 10/31 of that year, after 12/31 an additional late club late fee of \$50.00 will be due and members are subject to QMA late fees as well. (All returning families will pay the additional late fee.)
9. You must pay on or before the 1/4 Midget banquet to receive your ballot for the next year. You must be a full club member that previous year to receive a ballot for the next year. If you do not pay by 12/31 that year, you can lose your car number on a first come first serve basis after 12/31 of that year.
10. Must be a QMA Full Club Member that present year to run in a position such as BOD or Club Officer (President, Vice President, Secretary, Treasurer, Race Director, Tech Director, Head Judge, Head Scorer, Head of Safety, and Novice Director) for that following year. One BOD per Racing family. One Club Officer per Racing Family (President, Vice President, Secretary, Treasurer, Race Director). Anyone running for a BOD or main officer (President, Vice President, Secretary, Treasurer or Race Director) must be paid by the banquet. Anyone running for a Club Officer (Tech Director, Head Judge, Head Scorer, Head of Safety, or Novice Director) must be paid by 10/31 of that year.
11. Any problems within the Club must follow QMA procedure. All problems must go through your Club President, who goes to Regional and Regional will go to National if needed.
12. No rule changes during racing season unless emergency or from QMA. If an emergency they must go thru the Head of Rules/Rules Committee and then to the BOD for approval.
13. No BOD Meeting during racing events unless an emergency, (i.e. code of conduct issue). If a meeting is necessary during racing season, the President will schedule an offsite meeting for the Club Members and Board of Directors and will be announced through a club newsletter.

**K) CONDUCT (SEE ATTACHED QMA CONDUCT SHEETS)**

1. The Conduct Committee will be the BOD, attached are the QMA Code of Conduct rules which will be followed and enforced by the Syracuse Board of Directors.

2. All drivers, handlers, and members shall conduct themselves in an orderly and sportsmanlike manner. There shall be no display of un-sportsmanlike conduct, language or temper in any manner. No one should approach the judges, scorers, flagman or any track officials while the racing event is going on. At the conclusion of the night you may ask questions to track officials in a calm matter.

No one should approach a driver without permission of the driver's handler. Members displaying any of the previously mentioned actions may result in suspension, expulsion, loss of points, loss of membership, fine (\$75.00 maximum) or any combination of, as determined by the BOB, No family will race while fine is outstanding.

3. If any disqualification of races by the BOD, these races cannot be used as your throw outs.

4. If a member has a conduct issue, they must follow the QMA Code of Conduct procedure. If an appeal is necessary, again please follow the QMA Code of Conduct procedure attached.