



2026 MINI SPRINT RULES

All rules listed under the Hythe General Rules are applied to the mini sprint track
unless otherwise stated here.

CAR SPECIFICATIONS

-Child must be a minimum of five years old in order to compete. Proof of age (copy of birth certificate) must be provided before they race. They are able to compete in this class until they are age 15.

There are 2 classes, Junior and Senior class

-Junior: Ages 5-8

- Your child must turn 5 prior to May 1st of the race season.
- If this is your first year running a mini sprint and are 9 years old prior to May 1st of the race season, they have the option to run in the Junior division for EXHIBITION only. This includes main events, weekend special points, and championship points.

-Senior: Ages 9-15.

- If your child turns 9 prior to May 1st of the race season they must race the senior class.
- If your child turns 16 during the season they are allowed to finish the season.

-All karts must be QRC manufactured of suitable design approved to by the kart Club directors.

-All karts must have the top wing fastened in place at the beginning of the day to be eligible to compete.

-Only Burris and Hoosier treaded tires are permitted

-All box stock exhaust must be wrapped with header wrap

-Window nets on the left sides are strongly recommended.

TECH / INSPECTION GUIDELINES

- 212cc cap on engines.
- Front brakes can be used but are optional.
- All cars may be subject to pre and post race inspections.
- D.O.T. or Snell approved helmet with visor or goggles.
- Arm restraints.
- Leather gloves.
- Neck collars minimum, Strongly recommend head and neck restraints (Nex Gen, Hans, Hutchins, Hybrid).
- Fire retardant coveralls or approved race suits with long sleeves.
- Leather shoes -socks must be worn as well.
- Seat belt must be 5-point style. Shoulder belt must pull from below the driver's shoulders. Dated within three (3) years are recommended.
- Seats must be securely mounted and must fit the driver correctly.
- Seats must have, as minimum, one right side headrest.
- Brakes must be properly bled and working.
- Mandatory: Chain guard on clutch.
- Mandatory: All karts must have an on/off toggle style kill switch mounted forward of the driver, not within the engine area.

MINI SPRINT RACE DAY FORMAT AND POINT SYSTEM

Schedule

Race day schedule will be SR heat 1A, 1B & 1C (if necessary), JR heat 1A & 1B, SR heat 2A, 2B & 2C (if necessary), JR heat 2A & 2B. SR B main, JR main, SR A main.

All trophy presentations will be done during the autograph session on the big track.

Drivers Meeting

Drivers meetings will start 15 minutes prior to race time (9:45 on Saturdays and 8:45 on Sundays). Please ensure you are present for the meeting and ready to start racing as soon as the meeting is done.

Track Packing

All drivers must participate in the packing of the track when needed. Those who do not participate are subject to starting at the back of the pack.

Pill Draw

During the drivers meeting, racers will pull random numbers to determine their starting positions in the first heat race. Drivers will be ordered from lowest number pulled to highest number pulled. Heat A will consist of numbers 1, 3, 5, 7, 9, 11... heat B will consist of numbers 2, 4, 6, 8, 10...In the event of a C heat race heats will be (1, 4, 7, 10...), (2, 5, 8, 11...) & (3, 6, 9, 12...).

Heat Races

Heat race lineups will be determined by the pill draw. Heat races will be split into two when there are 17 or less cars. When car count is up to 18, heat races will be split in three. Second heat race will be determined by the finishes of the first heat race. Line up for the second heat will be a complete inversion of the first finish. JR heat races will be 6 laps and SR heat races will be 8 laps.

Main Events

A Main

The top 10 in points going into the main events will automatically transfer into the A main. These top 10 will be inverted and make up the first 10 starting spots. The 2 qualifiers from the B main will start 11th and 12th. A main will be 15 laps.

B Main

11th and back in points going into the main events will participate in the B main. The top 2 finishers will transfer into the A main and will start 11th and 12th in the A main. B main will be a standard of 8 laps when there are 8 or less cars and will increase by 1 lap for each additional car.

JR Main

Top ten in points will be inverted and make up the top ten starting positions for the main event. 11th and back in points will start 11th and back in the main event. JR mains will be 10 laps each.

If there are 12 or less cars there will only be an A main with all cars participating

Lap amount are subject to change at anytime during the race day by the race directors discretion

Points

Heat races

In each heat race first place receives 16 pts, points then go down by 2 pts per position to 4th place (10 pts). Fifth place receives 9 pts, points then go down by 1 pt per position to the last place finisher.

SR Main Event

In the main event first place will receive 40 pts, points go down by 2 pts to the 12th place finisher (18 pts), these placements will be determined from the A main. 13th - 20th position receives 16 pts, 21st - 30th receives 12 pts, these placements will be determined by the B main.

JR Main

In the main event first place will receive 40 pts, points go down by 2 pts to the 12th place finisher (18 pts).

Transponders

The mini sprint track will be using the transponder system for all races. Transponder location to be determined.

* Any photo finishes will be determined by the video evidence and flag man*

RACE DAY RULES

Officials

Please remember all officials are volunteers who are donating their time to help create a safe and fun environment for the kids to race. Harassment of any officials will NOT be tolerated and will be met with a penalty if committed.

See penalties in the Hythe General Rule book

All calls and decisions made by the officials are final.

Spectators and Crew

During the race day all spectators will be asked to stay behind the fence at the grandstand area. All parents and crew people must stay behind the fence in the pit area. No parents or crew members will be permitted on the track or by the flag stand. If parents or crew are needing to leave the pit area you must get the go ahead from the race director or other track officials.

Cautions

The dirt track follows the same rules when it comes to cautions as the big track. In the event that two or more cars collide and bring out a caution the spinner and the spinnie will restart the race at the back of the field. All cars involved in the caution will restart at the back of the line up in their respective order as the last completed lap.

Tap Rule

The dirt track has adopted the 'tap rule' from the big track. If the driver feels they are at fault for a caution the driver can tap the top of their nose cone or let the race director know that they wish to take responsibility for the caution. If this happens the driver that takes responsibility will start at the back and the other car involved will resume their position.

Pitting Under Caution

Any car that enters the pit area during a caution will automatically be sent to the back for the next restart. This will also pertain to working on the cars while they are on the track. Any time a crew member touches a car, that car will be required to move to the back of the lineup. The only exception to this rule is the starting of cars. When pitting under caution you will be given a time limit of 2 minutes that starts when you enter your pit area. If you take longer than the allotted time the race will start without you. If you know that you will not be able to get your cars back on the track in the allotted time please let an official know ASAP so that we can get the race started.

Racing

When sending the cars out onto the track please ensure they are in the general order for their race. Cars will be lined up on the front stretch but the more organized they are when they get on the track the faster we can get started.

If your car is broken or out of the race, please let an official or the race director know so the race is not held up on your behalf.

When the race before yours is finished, the cars in the next race should be lined up and ready to go on the track.

Racers will be given the one to go while stopped on the front stretch. It is asked that all drivers give a signal of one to go back to the race director to show understanding. Cars will be given the green flag the next time they pass the flag stand.

The green flag will always be given when the drivers get the one to go. If there is a need for a restart the yellow will be given by the back flagman and the cars will be lined up again on the front stretch. If there is a safety reason that prohibits the cars from starting the race at the flag stand a yellow will be thrown by the back flagman before the cars get the green.