

Modified Article	Date of Application	Date of Publication
Due to a review of these regulations for 2023 most articles have been modified	01/01/2023	01/01/2023

A capitalised and italicised word in this document is defined in the FIA International Sporting Code (Code) or the National Competition Rules (NCR), including their Appendices.

Any HEADING is for reference only and has no regulatory effect.

1. AUTHORITY

An *Autocross Event* will be held under the FIA International Sporting Code including Appendices, the National Competition Rules of *Motorsport Australia*, these Standing Regulations and the *Supplementary Regulations* for the *Event*.

Each State Council may authorise a State Autocross Championship provided it complies with these Standing Regulations.

2. INTRODUCTION

Autocross is a *Competition* conducted on a predominantly unsealed licensed *Course*.

It is permitted to have up to 3 *Automobiles* on the *Course* at the one time subject to its layout allowing each *Automobile* to be started separately and appropriately spaced to minimise the possibility of any overtaking.

No National Championship will be permitted for an *Autocross Competition*.

3. OFFICIALS

For a *Club Competition*, a Clerk of the Course, Secretary of the Event, Chief Scrutineer, Chief Timekeeper and 1 Steward will be considered Essential Officials.

Except for a State Championship *Autocross*, any Essential Official other than a Steward may participate as a *Competitor* and/or *Driver* provided that their principal duties have been discharged and a suitably qualified replacement appointed.

Judges of Fact will be appointed to monitor that each *Automobile* follows the *Course*. Any other fact to be judged must be included in the *Supplementary Regulations*.

4. MEDICAL SERVICES:

Refer the requirements of General Appendix – Medical Service Requirements.

5. SUPPLEMENTARY REGULATIONS

In addition to the requirements of the *NCR*, the *Supplementary Regulations* must include:

- starting order
- flag signals and *Driver's* response;
- any speed limit that may apply;
- the procedure for returning to the pits.

6. COURSE

6.1 Length

Unless otherwise approved by *Motorsport Australia*, the *Course* must not be less than 400 m in length, nor exceed 4 km, with no straight section exceeding 200 m.

6.2 Obstacles

Any obstacle must be at least 20 m from the edge of the *Course* or, if such obstacle is protected by, e.g. straw bales, it must be at least 10 m from the *Course*. Wire fences must be clearly marked if within 40 m of the *Course*.

In exceptional circumstances and for reasons of safety, the Clerk of the *Course* may modify the *Course*.

6.3 Spectator Area

Any enclosure and/or spectator area must be at least 40 m from the *Course* and protected by a barrier sufficient to stop a competing *Automobile*.

6.4 Markers

The *Course* must be defined by suitable markers.

6.5 Approval

Prior to any Autocross being held, the *Course* must be approved by *Motorsport Australia*.

In exceptional circumstances (e.g. inclement weather), the Clerk of the *Course* may approve an alteration to the *Course*.

7. AUTOMOBILES

7.1 Eligibility

7.1.1 Each *Automobile* must comply with Technical Appendix - Schedule A and B.

7.1.2 If permitted in the *Supplementary Regulations*, the same *Automobile* may be entered up to 3 times subject to it being driven by a different *Driver* in respect of each *Autocross Entry*. Regardless, each *Driver* must only be entered in 1 *Automobile*.

7.1.3 A *Driver* whose *Automobile* is unavailable may use a replacement subject to the following:

The permission of the owner of that *Automobile*;

Completion of an amended *Entry*;

That *Automobile* must pass scrutineering and be used for the remainder of the *Competition*; and

The approval of the Clerk of the *Course* is obtained.

7.2 Fire Protection

Each *Automobile* must comply with the requirements of Technical Appendix – Schedule H.

7.3 Classes

At the discretion of the *Organiser*, each *Automobile* may be grouped into a class.

7.4 Fuel

Only Commercial Fuel, as defined in Technical Appendix - Schedule G may be used except that:

a historic *Automobile* which is permitted to use alcohol fuel may do so in compliance with the above Technical Appendix; and

a Formula Libre *Automobile* must use fuel as required in the regulations of Formula Libre for Speed Events.

7.5 Tyres

Spiked or studded tyres are prohibited.

Unless otherwise specified in the *Supplementary Regulations*, tyres are free as to tread design.

8. DRIVERS

8.1 Licence

Each *Driver* must be at least 14 years of age and hold a current *Motorsport Australia* Speed Licence or higher grade or a *Licence* acceptable to *Motorsport Australia*.

8.2 Safety

Each *Driver* must wear:

- a helmet and apparel complying with Technical Appendix - Schedule D;
- goggles or helmet visor complying with Technical Appendix - Schedule D in an open *Automobile*, or a closed *Automobile* with no windscreen; and
- a safety harness complying with Technical Appendix - Schedule I.

9. SCRUTINEERING

Scrutineering is mandatory prior to an *Automobile's* first run.

Any *Automobile* which has been modified in any way which may affect its safety after scrutineering must be represented prior to starting a run for further examination.

10. TIMING

Each *Automobile* may be timed either by automatic means or by stop watches. In the latter case, the average of 2 times taken will be the official time.

11. PRACTICE

2 practice runs may be permitted for any *Driver* unfamiliar with the *Course*.

12. STARTS

Each *Automobile* must *Start* individually by either a standing or a flying *Start*. If the latter, the "run-in" distance must not exceed 100 m.

The Clerk of the *Course* must ensure that there are no obstacles (e.g. stopped *Automobile*) on the *Course* prior to the *Start* of any run.

13. PENALTIES

The following penalties may be imposed:

Run discounted: in which an *Automobile's* time is disallowed if it:

- shortens the *Course*; or
- departs from the *Course*.

Double fastest: in which an *Automobile's* time will be twice its fastest time achieved without incurring any penalty if it.

- makes a false *Start* (in the case of standing *Start*); or
- strikes any penalty marker.

14. RESULTS

If a *Driver*, by their own error, fails to complete a run, their time for that run will be the slowest time recorded for that run in their class, plus 5 seconds. However, if their failure to complete a run is completely outside of the *Driver's* control, a re-run will be permitted.