

EN Rulebook



**GOKART
CENTAR**
— WEST —

SWS
ENDURANCE CUP

Endurance Cup

2024/25

SWS Endurance Cup 2h

RULEBOOK



Number of teams and drivers

Teams between 2 and 5 drivers can participate in the endurance cup. **The minimum number of teams for the SWS endurance race is 6.** If there are not 6 registered teams for the race, the event will be cancelled. The minimum age to participate is 15 years, and the driver can participate at 14 years old if he turns 15 in that year.

Team members must be registered individually in the SWS system, with the fact that at least one of them must be in the SWS system for the team's result to be could register. For example, a team of 4 drivers where one is registered and three are not in the SWS system can drive, and the points for the race are credited to the team because there is a registered driver and individually these drivers get their "ranking" points.

Due to the specificity of Endurance races and the limited number of karts that can be on the track, endurance teams must re-register on the SWS page, because in the event that the number of teams is full, the organizer has the right to refuse the participation of teams that come to the race and have not re-registered. If there is room, they can be allowed to perform, but appearing at the race without re-registration is their risk, they are not guaranteed that there will be free places for their team. The organizer enters the maximum number of teams that can participate in the race on the SWS re-registration page. When the number of re-registrations is filled, it is no longer possible to make a re-registration.



Kart selection

Tickets for the qualifiers and first innings are **assigned randomly**.



Number of changes

Endurance 2H is driven on 8 stints and 7 kart changes.

The minimum duration of one stint is 5 laps, and the maximum duration of one stint is 20 laps of clean driving.

Clean driving starts at the beginning of the first lap after the "change lap" and ends at the end of the lap, before the start of the "change lap". "The circle in which changes are made" is not included in the length of the stint.

Changes are made in the designated place in the box, and during each change, the kart is also replaced. Each team drives a different kart in each shift. The round in which the change is made must last longer than the time provided for it. In case of too short duration of the round, the team receives a penalty. The teams themselves measure the duration of the change and on the final time sheet they are obliged to have 7 laps in the time provided for the change.

Each team driver must drive at least one shift. The same driver may not drive two shifts in a row.



Weight

Drives at a minimum of 85 kg. Each driver is responsible for his own weight and the weighing of each driver will be done after the change has been made.

Flags



Green Flag

Indicates the **end of danger**.



Yellow Flag

Indicates **danger on the track** as a result of a collision or similar event and applies to the entire length of the track, regardless of the sector or point where it is shown and may be accompanied by flashing yellow lights next to the track. Under a yellow flag drivers must slow down and be prepared to stop on the track if necessary. Overtaking under a yellow flag is strictly prohibited.



Red Flag

Indicates **an interruption of the race**. In this case, drivers should slow down, return to the starting positions, stop there, and wait for the track to be cleared for a restart and continuation of the race.



Blue Flag

Instructions the driver to **allow the driver behind to pass** and may be shown in the case of:

- 1** A judge's instruction due to gaining a race position in an unauthorized and/or unsportsmanlike manner. The flag is accompanied by a board with the kart number it applies to.
- 2** Being lapped.



Diagonally Divided Black and White Flag

Shown with the kart number on a board and signifies **a warning** that behaviour on the track is unacceptable. Repeating the same behaviour will result in a penalty.



Black Flag

Shown with the kart number and signifies **disqualification from the race** due to unsportsmanlike conduct.



Black and White Checkered Flag

Indicates **the end of the race**.

Penalties



In case of unsportsmanlike behavior or too aggressive driving of the driver, the team will be given a penalty.

The penalty can be **"returning the position"**, in which case the driver will be shown a blue flag with his karting number written on the board and he is obliged to let the driver behind him pass. In the event that this is not possible (e.g. the driver who was unsportsmanlike overtaken has lost several positions) he may also be assigned a **time penalty** of the end of the race, which may vary from e.g. 5 sec or 10 sec depending on the severity of the violation.

In the case of a lap that is too short to change, the formula for assigning a penalty is "time shorter than prescribed +10sec".

In case of too long a stint, the punishment formula is **"PENALTY CIRCLE"** for each lap too many.

In case of too short a stint, the penalty formula is **"PENALTY CIRCLE"** for each round too little.

In the event that the driver weighs less than the prescribed weight at the weigh-in, the team will receive a **10-second penalty for each kilo** underweight.

When exiting the pit during a changeover, the driver and his teammates are obliged to check whether they can safely exit the track or not. The driver who is on the track at that moment always has an advantage over the driver who leaves the pit. If the driver coming out of the box takes away the right of way from the driver on the track or if there is a collision, the team that took away the right of way will be fined **10 seconds** or, depending on the severity of the incident, a heavier penalty.