

WAIHEKE DIRT TRACK CLUB
est. 1986
www.waihekedirttrackclub.co.nz



OFFICAL RULE BOOK ver. 2025

Waiheke Dirt Track Club Official Rulebook – ver. 2025**Contents**

1. Introduction	3
2. Membership & Eligibility	3
3. Cost Structure	3
4. General Rules	4
5. Safety Protocols	4
6. Race Procedures	5
7. Vehicle Regulations	5
8. Code of Conduct	5
9. Points & Cup Race Format	6
10. Penalties & Disciplinary Actions	6
11. Protests & Appeals Process	6
12. Club Governance & Amendments	6
13. Car Specifications – General	6
14. Modified	8
15. Juniors	9
16. Production Saloons, A, B & C Grade	10
17. Fender Bender	11
18. Jalopy's	12

1. Introduction

The Waiheke Dirt Track Club (WDTC) is dedicated to providing a safe, competitive, and enjoyable racing environment for all members. This rulebook outlines the standards for participation, safety, and conduct to ensure fair and safe competition.

2. Membership & Eligibility

- 2.1. Membership is open to anyone who meets the club's eligibility criteria and pays the required fees.
- 2.2. Junior and senior divisions are available, with age and experience determining eligibility.
- 2.3. All drivers must sign a liability waiver before participating.

3. Cost Structure

Category		Cost	Notes
A.	Membership 1 July – 30 June	\$30 Social club member	All drivers must be a member.
		\$50 Racing member	All members must complete a membership form.
		\$80 family (2 ad + 2ch)	
		\$100 team (4 persons)	Membership is not transferable.

B.	Driver Fee – Race Day	\$20 per race day - Adult	Applies to all drivers on each day of racing.
		\$10 per race day – Child (u18)	

C.	i.	Own car	No further charge	Applies to a driver(s) who have their own race car.
	ii.	Car built from Club stock	\$35 fee per race day	Applies to a driver(s) who have stripped and built a car from club car stock.
	iii.	Arrive and Drive Car Rental	\$25 per race OR \$100 per day all inclusive	Applies to a driver who utilises a club car. Includes fuel.

To race:

- I. A driver must be a paid-up racing member for the season.
- II. A driver must pay race fee on each day of racing.
- III. All drivers fall into one of category 3a, 3b or 3c and must pay fees accordingly.
- IV. Any drivers entering as a “team” - i.e. 2 or more drivers driving the same car must pay category 1 + 2 and share the cost of category 3a or 3b. (category 3c not included).

4. General Rules

- 4.1. If this rule book does not specifically permit an action, then that action is not allowed.
- 4.2. All participants must be financial members of WDTC.
- 4.3. All competitors, pit crew, and officials must follow club rules at all times.
- 4.4. Alcohol and illegal substances are strictly prohibited in the pit area or before a race.
- 4.5. All decisions made by race officials and the committee are final.
- 4.6. Any disputes must be handled through the official protest process (see Section 9).
- 4.7. Racers are responsible for their own vehicles and equipment.
- 4.8. All members must respect club property, facilities, and fellow members.
- 4.9. Any person found driving a race car on the road, apart from organised events, will be disqualified from driving for a period of at least two meetings.
- 4.10. No dogs are allowed at race meetings.
- 4.11. Pit areas must be cleaned after each race meeting.
- 4.12. All members are expected to assist with club duties (minimum **six hours**) or pay a **\$200 fine** before racing.
- 4.13. Spectators and children must be in designated areas if in the pit area during race meeting.
- 4.14. Passengers must be 13 years old or above and must sign an indemnity form.
- 4.15. Children passengers must only be in the active pit area when they are being put into cars to race. After their race they should return to the designated areas immediately, unless they are active pit crew i.e., Changing tyres, mechanic work.
- 4.16. New members must complete one full season as a **Social Member** before applying for full membership (with voting rights).
- 4.17. Social Members may drive but do not have voting rights.
- 4.18. Drivers must be club members to compete.
- 4.19. Drivers may only compete in one primary category unless approved by the Clerk of the Course.
- 4.20. Juniors 13 years and up, minimum of three races per meeting. An indemnity form must be completed by a parent or legal guardian for anyone under 18 years. Non-contact, points system on drivers and not the cars.
- 4.21. All drivers (including Juniors moving up), must have one full seasons driving experience in Street stocks, Jalopys, Productions or Super C to be able to drive supers B, A or Modifieds. If a driver wishes to move up sooner, they must apply to Committee Before getting a car. They will discuss it with the clerk(s) and decide.

5. Safety Protocols

5.1. Protective Gear:

- 5.1.1. All drivers must wear full-face helmets, overalls, enclosed shoes, and neck braces. No synthetic clothing due to fire risk.
- 5.1.2. Drivers and passengers are not to remove helmets until after parking in the pit area.
- 5.1.3. Drivers of vehicles using methanol fuel must wear minimum two-layer overalls, gloves, and racing boots.

5.2. Scrutineering:

- 5.2.1. All vehicles must pass scrutineering before racing.
- 5.2.2. Scrutineering finishes 30 minutes prior to the scheduled start of racing. Any drivers / cars after that time will be liable to pay a \$20 fine.

5.3. Emergency Procedures:

- 5.3.1. Clerk of the course must be notified if a methanol-powered vehicle is racing.
- 5.3.2. In case of an accident, racing will be stopped immediately, and medical personnel will be called if necessary.
- 5.3.3. Drivers involved in serious accidents must be medically cleared before returning to race.

- 5.4. **Track Safety:** Only authorized personnel are allowed on the track during racing.

6. Race Procedures

- 6.1. Sign-in, payment, scrutineering and Drivers' Meeting:** Attendance is mandatory.
- 6.2. Starting Procedures:**
 - 6.2.1.** Races begin with a standing or rolling start as directed by officials.
 - 6.2.2.** Race grids will be determined by marble draw and reverse grids.
- 6.3. Flag Rules:**
 - 6.3.1. Green:** Race start
 - 6.3.2. Yellow:** Slow down, maintain position
 - 6.3.3. Red:** Stop immediately
 - 6.3.4. Black:** Disqualified—pull to the centre of the track
 - 6.3.5. White:** Final lap
 - 6.3.6. Checkered:** Race over
- 6.4. Race Completion:**
 - 6.4.1.** No cars may drive on the track after the final race unless cleared by officials.
 - 6.4.2.** If a vehicle rolls but is still functional, a two-minute re-scrutineering period is allowed before restarting at the discretion of the clerk.
- 6.5. Other Race rules**
 - 6.5.1.** Driving in the wrong direction is not allowed, unless directed to do so by track officials.
 - 6.5.2.** Track Lap records must be applied for. Timing must be done by at least two timers. A register will be kept noting time, class, vehicle, driver and date.
 - 6.5.3.** In the case of accident and the race being stopped, no car may move until directed to do so by officials. If a driver has released their harness they cannot take part in the restart.
 - 6.5.4.** If you wish to cease racing, if possible, pull off the track safely and without causing obstruction to other drivers. Do not get out of car until race has been stopped except when an emergency occurs.
- 6.6.** No one is allowed on tower during racing except for approved officials.
- 6.7.** No one is allowed to talk with the flag marshal during a race except for approved officials.

7. Vehicle Regulations

- 7.1.** All vehicles must comply with WDTC technical specifications.
- 7.2. Towing:** All race cars must have front and rear towing eyes/chains for recovery purposes.
- 7.3. Noise Levels:** Cars deemed excessively noisy (95decibel) by officials must be modified before the next event.
- 7.4. Seatbelts & Helmets:**
 - 7.4.1.** Must be in good condition and properly installed.
 - 7.4.2.** Checked before each race.
 - 7.4.3.** Helmets must not be removed until inside the pits.
- 7.5. Radiators:** Caps must not be removed from hot cooling systems without protective covering.

8. Code of Conduct

- 8.1.** Respect all officials, fellow competitors, and spectators.
- 8.2.** Abusive behaviour (verbal or physical) will not be tolerated.
- 8.3.** Members must uphold club values both on and off the track, including away events.

9. Points & Cup Race Format

9.1. Points System:

9.1.1. 1st = 5 points

9.1.2. 2nd = 4 points

9.1.3. 3rd = 3 points

9.1.4. 1 point for all finishers

9.1.5. Points will be awarded to the car number. On race day, a spare car that has been registered and scrutineered may be parked with your number on it, but you cannot place your number on another registered car. If drivers are sharing a car, both names will appear on any points trophies. The committee will resolve any disputes regarding shared drivers.

9.2. Cup Race Qualification:

9.2.1. Drivers must have competed in three meetings before entering a Cup Race.

9.2.2. At least two cars are required for a Cup Race to take place.

9.3. Cup Race Format:

9.3.1. Race 1: Grid Draw

9.3.2. Race 2: Reverse Grid

9.3.3. Cup Race: Highest points grid first, followed by descending order.

10. Penalties & Disciplinary Actions

10.1. **Warnings** for minor infractions.

10.2. **Time Penalties** for violations affecting race outcomes.

10.3. **Disqualification** for severe or repeated infractions.

10.4. Suspensions:

10.4.1. Suspended drivers must complete a club-assigned task before their suspension is lifted.

10.4.2. Failure to complete the assigned task will result in continued suspension.

11. Protests & Appeals Process

11.1. **Protests:** Must be submitted in writing within 30 minutes of race completion, along with a \$20 fee, and will be reviewed by officials.

11.2. **Appeals:** The committee will notify the driver at least one week before an appeal hearing.

11.3. **Decisions of the Clerk of the Course on race day are final.**

12. Club Governance & Amendments

12.1.1. The racing calendar is set by the committee.

12.2. A race meeting is considered official after three full rounds have been completed.

12.3. Any rule amendments must be approved by the committee and communicated to members before implementation.

13. Car Specifications – General

13.1. Cooling & Fuel Systems

13.1.1. Radiators may be moved from the front of the car, provided all piping, hoses, and overflow pipes are fully covered. DO NOT GET BURNT.

13.1.2. Fuel tanks may be moved but must be isolated from the driver, secured properly, and have a sealing cap with good breathers.

13.1.3. Plastic fuel filters and fuel lines are not permitted.

13.1.4. Any car running racing fuel with its original fuel line must have an in-line shut-off valve for safety. This valve must be easily accessible to both the driver and safety crew and clearly marked.

13.1.5. No methanol is to be used unless full safety equipment is in place. Prior arrangement is required for visiting cars.

13.2. Battery & Electrical Systems

13.2.1. The battery may be placed inside the driver's compartment but must be securely mounted and fully covered.

13.2.2. Wiring must be insulated.

13.2.3. The battery must be securely bolted or clamped inside a battery box to the floor of the car.

13.3. Roll Cage & Structural Integrity

13.3.1. Roll cages must be attached to clean, non-rusty areas and either welded or bolted securely.

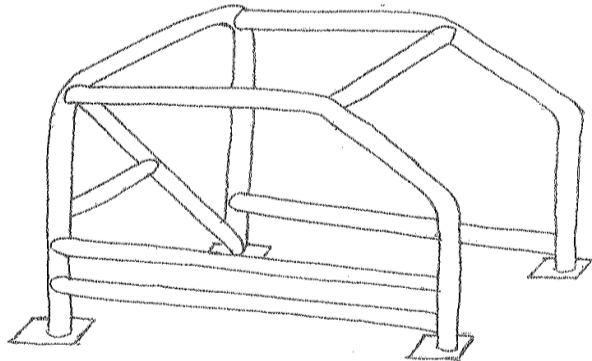
13.3.2. The roll cage should be connected to the sub-chassis and floor where possible.

13.3.3. Cars must be in reasonable structural condition.

13.3.4. A 4-point roll cage must be firmly attached inside the car, constructed with a minimum 32mm ID, 3mm wall thickness steel, and mounted on 100mm x 100mm x 6mm plates or equivalent.

13.3.5. Roll cages must be suitably braced using a minimum of 25mm diameter pipe.

13.3.6. All classes be permitted front and rear bumpers (no more than 40-mm ID pipes). May be fixed to chassis with means other than original mounts. Must be rounded, capped and tucked into the body of the car, and may return into chassis. Pipe or steel bumpers must be within 50mm of the bodywork of car.



13.4. Wheels & Tyres

13.4.1. Only approved wheel spacers are allowed.

13.4.2. All rims must properly fit wheel studs and have all necessary nuts.

13.4.3. No excessively knobbly tyres (e.g., Desert Dogs, Town and Country, Mud Grips). Maximum depth: 10mm; Maximum opening: 12mm.

13.4.4. Rally tyres, cross-grooved tyres, and racing tyres are acceptable.

13.4.5. Dual wheels are not permitted.

13.4.6. Jalopys and Super C must use street or rally tyres only.

13.4.7. Production cars must use street tyres only.

13.4.8. Check with a scrutineer before purchasing new tyres if unsure.

13.5. Body & Safety Features

13.5.1. All cars must have a complete and intact roof above both the driver and front passenger seats.

13.5.2. Modified class vehicles must have a headplate.

13.5.3. Protective steel mesh is required on the windscreen (max mesh size: 100mm x 100mm).

13.5.4. Driver's and passenger doors must have removable window nets.

13.5.5. All "contact class cars" must have two points of exit in case one becomes inaccessible.

13.5.6. In Saloon classes, driver and passenger doors do not need to be welded shut.

13.5.7. Seats must be securely attached and have back support and a headrest.

13.5.8. All glass and upholstery, except for front seats, must be removed. Laminated windscreens are allowed in non-contact classes.

13.5.9. Cars must be in a clean and reasonable state.

13.5.10. Cars may have standard interior rear-view mirror.

13.6. Engine & Transmission

13.6.1. Any motor modifications are allowed except in Production Saloons, Jalopys, Open Street Stocks, and Juniors.

13.6.2. All cars must have an operational starter motor.

13.6.3. Locked or limited-slip differentials are permitted.

13.7. Safety Harness & Belts

13.7.1. All cars must have a minimum 4-point, 3-inch full harness seat belt or a full racing harness.

13.8. Additional Safety & Structural Regulations

13.8.1. All bonnets, boots, and similar components must be securely fixed.

13.8.2. All vehicles must have functional four-wheel braking power.

13.8.3. All cars must have a sealed firewall.

13.8.4. A steel plate (minimum 3mm) and/or multiple hip bars must be installed inside the driver and passenger doors at hip height.

13.8.5. Drive shafts must have a metal safety loop at the front (for rear-wheel drives and 4WD cars).

13.8.6. Car numbers must be legible on both sides.

13.8.7. Bell housing scatter shields are mandatory for modified cars and any vehicle with cut firewalls or engines set back.

13.8.8. Nerf bars are compulsory for all cars with tyres protruding more than 6 inches from the body.

13.8.9. No tyres may protrude more than 150mm / 6" from the body line.

13.8.10. Nerf bars must be positioned on the centre line of the front and rear axles, spanning $\frac{3}{4}$ the width of the back tyre.

14. Modified

14.1. General Rules

14.1.1. All general car specifications apply unless otherwise stated.

14.1.2. Modifieds are purpose-built race cars that may be space-framed or extensively modified from their original structure.

14.1.3. All vehicles must meet safety and performance standards set by officials.

14.1.4. Racing rules are the same as saloons and supers.

14.2. Engine & Transmission

14.2.1. Any engine modifications are permitted.

14.2.2. Engine may be placed anywhere from within the chassis, provided safety regulations are adhered to. No motorbike engines.

14.2.3. Transmission in any way required but must be covered by a floor plate with the bell housing covered by a scatter shield, covering the top 180 degrees of the bell housing, made from 6mm ($\frac{1}{4}$ inch) plate.

14.2.4. Differential may be set up in any way desired but must have safety loop placed immediately behind the gear box yoke.

14.2.5. Turbochargers and superchargers are allowed.

14.2.6. Methanol fuel may be used with proper safety measures in place.

14.3. Body & Chassis

14.3.1. Chassis may follow builders' own design using any materials they like, but must include roll cage as part of the chassis.

14.3.2. Roll cage must be constructed of 3mm 1/8th wall pipe of minimum outside diameter 38mm (1 ½ inch) and must be full cage design with 25mm (1 inch) x 3mm (1/8 inch) wall pipe lateral support. Except existing cars, scrutineers' decision.

14.3.3. Arm restraints may be used instead of Nascar mesh.

14.3.4. Body can follow any design desired but at least contain a bonnet and firewall. The driver must be protected from all mechanical parts. Passenger's seat optional.

14.3.5. May have front and rear bumpers 38mm (1 ½ inches max)

14.3.6. Doors may be removed, but side panels must provide driver protection.

14.4. Suspension & Wheels

14.4.1. Custom suspension setups are permitted.

14.4.2. Wide wheels and racing tyres are allowed.

14.4.3. Vehicles must have a secure, reinforced steering system.

14.5. Braking & Safety Features

14.5.1. Four-wheel braking power is required.

14.5.2. Nerf bars are compulsory for cars with tyres protruding more than 6 inches.

14.5.3. Fire extinguishers must be mounted within easy reach of the driver.

14.5.4. Battery may be placed in driving compartment but must be completely covered and secure.

14.5.5. Fuel lines must be of an approved material and securely and correctly installed. No plastic fuel lines or filters.

15. Juniors

15.1. General Rules

15.1.1. All general car specifications apply unless otherwise stated.

15.1.2. Junior drivers must be between 13-18yrs and must be approved for participation and accompanied by a parent or guardian throughout the day.

15.1.3. 1600cc maximum engine size.

15.1.4. Two seaters for all first-year drivers,

15.1.5. Production stock standard

15.1.6. No modifications

15.1.7. NON-CONTACT

15.1.8. Mentors must have had Two Full racing seasons of track experience as a Driver. Must be knowledgeable in rules, safety, racing etc.

15.1.9. Mentor compulsory first season. Juniors must apply to drive without a Mentor (even second season drivers). They will be advised when the Clerk has had a chance to watch them and discuss with others.

15.2. Engine & Transmission

15.2.1. Standard manifold, standard cams, standard carb or fuel injection. Must be naturally aspirated.

15.2.2. No turbo's or supercharges allowed

15.2.3. No Vtechs or Rotories allowed unless approved by the committee.

15.3. Tyres & Wheels

15.3.1. Only street tyres are permitted.

15.3.2. No racing tyres

15.3.3. radials may be grooved

15.4. Body & Safety Features

15.4.1. All safety equipment scrutineered

15.4.2. Driver must be scrutineered in the car to make sure everything fits properly

15.4.3. Opening doors are required

15.4.4. No junior passengers

15.4.5. Brake light required on all junior cars.

16. Production Saloons, A, B & C Grade

16.1. General Rules

16.1.1. All general car specifications apply unless otherwise stated.

16.1.2. Must be well presented for initial meeting and kept to a good standard throughout the season.

16.1.3. Contact between saloon cars is not permitted. Any driver deliberately barging, shunting, rolling etc will be disqualified for duration of meeting. Clerks of course have the final decision.

16.1.4. Passengers are permitted. Must have 2 opening doors. Must have 2 bucket seats with headrest and belts. Must have handgrips for passengers. Must have plate or pipe attached on roll cage at hip height. First year drivers may only take an experienced driver as a passenger.

16.1.5. A, B and C grade Saloons – Your grade will be decided after practices or on first race day – committee will decide this.

16.1.6. Chassis standard or self-constructed.

16.2. Engine & Transmission

16.2.1. Motors 4, 6 and 8 cylinder in any position in the car

16.2.2. No Motor Bike engines

16.2.3. Turbos may be used. (Not in Production Saloons)

16.2.4. Carbs and fuel injection are allowed in all saloon classes.

16.2.5. Production Saloons – 4 cylinder, 2 ltr or under. 6 cylinder/2 ltr cars will be allowed at the discretion of the Clerk. Stock Standard cars. Street tyres only. No 4-wheel drives.

16.3. Body & Safety Features

16.3.1. Air foils, air scoops, flared guards are permitted.

16.3.2. Bumpers: see Car Specs General.

16.3.3. High stoplight may be fitted.

16.3.4. Windscreens fully enclosed as in Car Specs General.

16.3.5. Must have easily removable shields on passenger and drivers windows, i.e.; Nascar netting.

16.3.6. Laminated glass or safety Perspex may be used instead of mesh for windscreens

16.3.7. Saloons - any styled body, and body is to resemble a vehicle type.

16.4. Tyres & Wheels

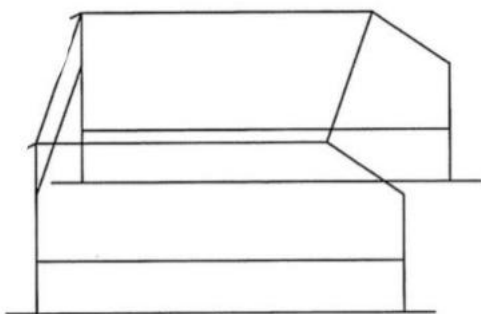
16.4.1. No tyre to be more than 6 inches outside guards, or Nerf bars required. A, B and C Grade Saloons only.

16.4.2. Super C – Street or Rally tyres only.

17. Fender Bender

17.1. Engines:

- 17.1.1.** All engines accepted. Engines can be swapped out i.e. not stock but must be inspected to ensure mounting is correct by scrutineer and/or club official and must be front mounted in same position as stock engine.

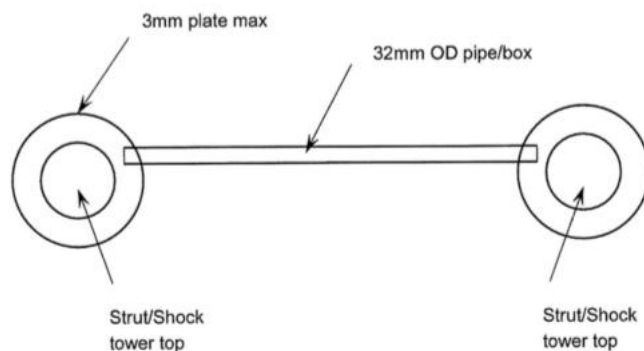


17.2. Intrusion Bars:

- 17.2.1.** Hip intrusion bars must be fitted at a position not lower than level with drivers legs (knees to hip).

17.3. External Bars:

- 17.3.1.** No car will be permitted to have any external steel work including tow bars with the exception to front and rear bumpers. Front and rear bumper bars may be added or stock bumpers strengthened with a max pipe OD of 50mm. Mounts may be extended off front and rear chassis rails. A Bar may be fitted between the chassis rails within the engine bay area. It may be a maximum of 38mm outside diameter and mounted with 100mm x 100mm x 5mm plates on the chassis only.
- 17.3.2.** A Strut Brace may be fitted between the Front Suspension Towers. (See diagram below) To consist of a Plate Max 3mm thickness to be welded/bolted to each Strut/Shock Tower area and be connected with a 32mm OD Pipe/Box.



17.4. Glass:

17.4.1. All glass must be removed from the car. Internal rear view mirror may remain.

17.5. Doors:

17.5.1. All doors must be secured. (Chained, welded or U bolted).

17.6. Exits:

17.6.1. Driver must have a minimum of 2 exits.

17.7. Bonnet:

17.7.1. Bonnets must be chained, tied or bolted, or firmly secured.

17.8. Differential:

17.8.1. Locked Differentials and LSD are allowed.

17.9. Firewall:

17.9.1. The driver must be completely isolated from driveline by adequate firewall and transmission cover.

Fender Bender Class Rules:

17.9.2. NB. all general race rules apply unless otherwise stated.

17.9.3. No passengers.

17.9.4. No straight-line railroading of cars into the infield or outfield. Racing to remain on track.

17.9.5. Contact is allowed anywhere on the track. No brake shots.

17.9.6. The driver of any vehicle which makes deliberate contact with any other competitor from/or in the infield, may be subject to the appropriate penalty at Clerk/s of the Course discretion. If a car is forced, spun, or driven infield during racing, it must return to the track in the same straight or corner in which it left the track, but must NOT drive onto track in front of any oncoming vehicles.

18. Jalopy's

18.1. General Rules

18.1.1. All general car specifications apply unless otherwise stated.

18.1.2. No Excessive Contact. Soft Tag & Release & rubbing allowed.

18.1.3. No Brake shots. No Kill shots

18.1.4. No Passengers.

18.1.5. Any driver considered by the clerk to be contacting excessively, may be excluded for the remainder of the race meeting or in extreme cases from the class.

18.2. Engine & Transmission

18.2.1. 4 & 6 Cylinder max 2500cc.

18.2.2. Stock standard.

18.2.3. No Turbos, Superchargers, Rotaries or Four-Wheel Drives.

18.2.4. Pod filters allowed.

18.2.5. No Locked Diffs.

18.3. Body & Safety Features

18.3.1. No Tow Bars (to be cut off flush with car body).

18.3.2. Radiator or Battery cannot be moved.

18.3.3. Battery to be secure.

18.3.4. Original Bumpers.

18.3.5. No Strengthening except for 1 bar between front chassis rails. 1 hoop in front of radiator, 32mm od x 3.2mm max.

18.3.6. Bonnet. Max 4 bonnet bolts 12mm max.

18.3.7. Drivers Door intrusion bar compulsory. Must have rollbar and side beam between pillars. (see pic) or 4-point roll cage (see rule 27 car spec general). Min 2 bolts per plate, preferably 4.

18.3.8. Doors must be Chained, Bolted or Welded shut. Drivers door may be fully seam welded. Other doors no more than 4 x 2-inch welds (optional).

18.3.9. Boot no more than 6 x 3-inch welds. All other panels no more than 2 x 2-inch welds.

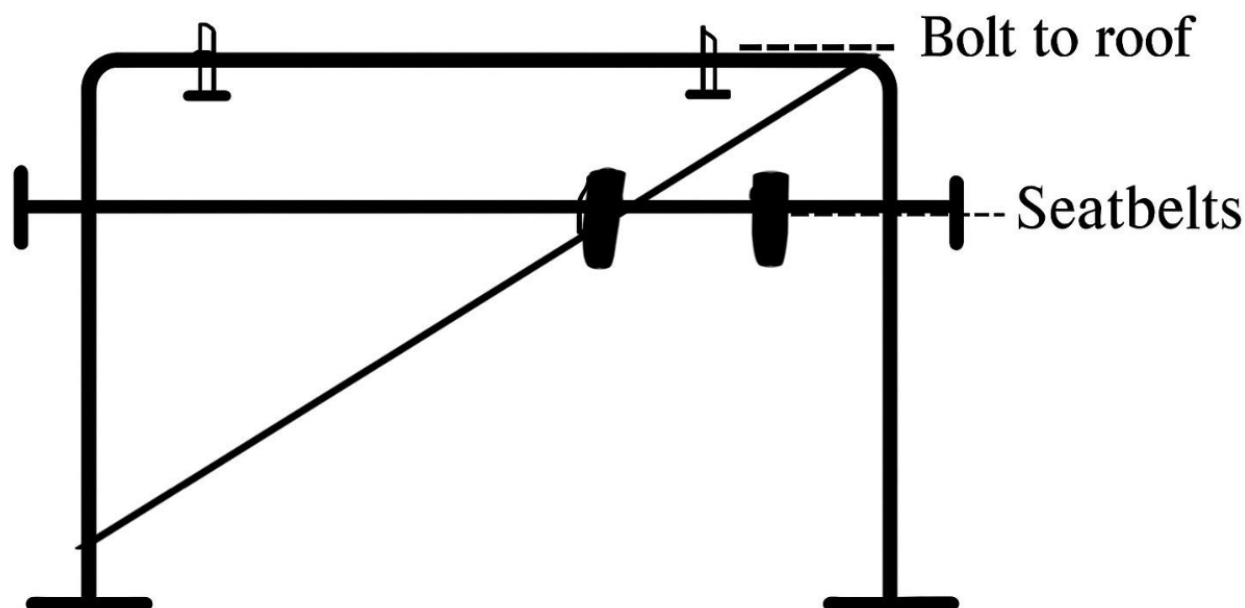
18.3.10. Mesh on Drivers door and at least half of windscreen.

18.3.11. Must have two points of exit.

18.4. Tyres & Wheels

18.4.1. Street or Rally Tyres only.

Jalopy Roll Bar



All drivers should be aware that motor racing is a close and competitive sport where both minor and major accidents can occur. The organisers accept no responsibility or liability for any injuries or car damage sustained during competition. While the organisers will make every effort to ensure that all rules and safety standards are upheld, it is also the responsibility of all club members to ensure that the club's activities are conducted properly. Members must adhere to the rules and regulations at all times and share in the workload. Any misconduct by members, whether during driving, as spectators, or on away visits, will be brought before the committee. This applies to everyone.

By participating in Waiheke Island Dirt Track Club events, all members agree to abide by these rules and uphold the values of safety, fairness, and sportsmanship.