



2023 Mini All-Stars Touring Rules and Regulations

1. General Rules

1A. Rule Book Disclaimer: Rules and/or regulations set forth herein are designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for such events. These rules shall govern all events, and by participating in these events, all participants are deemed to have complied with these rules. **NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATIONS OF OR COMPLIANCE WITH THESE RULES and REGULATIONS.** They are a guide and are in no way a guarantee against injury or death to a participant, spectator, or official. American Crate All-Star Series dba American All-Star Series, known throughout the rules as ACAS, retains the right to make all decisions and reserves the right to make any rule changes/amendments without dispute or appeal for the betterment of ACAS. The ACAS reserves the right to refuse business to anyone at any time.

1A1: Spirit of the Class and Ages: This class is designed for the children to learn and give them the opportunity to race at and experience different racing facilities. It is meant to be an enjoyable experience for the children. Children between the ages of 4 and 13 will be allowed to compete.

1B. Appeal Process: By participating in ACAS sanctioned events, drivers forego any right to file any appeal.

1C. Series Membership Fee: \$25 Annual (only required for those who wish to run for the points).

1D. Entry Fee: \$10 on any event with a payout (transponder included and required).

1E. Point System: 50, 48, 46, 44, 42, 40, 38, 36, 34, 32, 30, 28, 26, 24, 22, 20, 18, 16, 15, 14, 13, 12, 11, 10 (This will be a standard 24 car field.).

1G. Awards Banquet: Drivers/car owners are expected to attend or have a representative attend. If a driver does not send someone to the banquet, he will forfeit all awards/monies. In the event of a tie for any championship, a tiebreaker will be determined by the driver with the most wins, then 2nd place finishes, etc. If a tie happens in any other position, the same procedure will be followed. The top 5 drivers will be paid for points as long as they have

competed in 50% of the races.

1H. Any illegal car or cars will not receive money and points and will be subject to suspension, fine, probation, or all three. The ACAS makes the final decision if a car is illegal, and there is NO appeal process. The ACAS reserves the right to adjust the severity of any suspension, fine, or probation at any time.

2. Event Procedures:

2A. Unacceptable Behavior:

2A1. Fighting or drinking at the event by any driver or crew member will NEVER be permitted. Automatic disqualification will occur on the night of the event; further suspension or permanent expulsion from the series may result as well.

Parents/guardians are responsible for their children in these events, and if a parent/guardian participates in fighting, the child will be disqualified.

2B. Pre-Race: All drivers are expected to sign in before the race and attend the driver's meeting.

2B1. All cars must complete pre-race tech.

2C. Flags: The flag meanings are as follows:

- (1) Green - Start the race.
- (2) Yellow - Everyone slow to a safe speed and follow the car in front. Lineups will put all lapped cars to the tail (including behind any lead lap cars who pitted).
- (3) Red - Danger is on the speedway. Stop as quickly as possible.
- (4) Black - Pull into the pits.
- (5) Blue with Yellow Stripe - The car is about to be lapped. "Hold your line."
- (6) White - One lap to go.
- (7) Checkered Flag - The race is over, slow down.

2D. The Race: All drivers will compete in heat races and features.

2D1. One adult will be permitted in the infield during the child's race. Both the driver and adult with the driver are expected to wear receivers. Failure to listen on a receiver will result in disqualification. Please make sure all child drivers are informed of the rules listed in the rulebook.

2D2. Restarts will be Delaware Double-File through the whole show.

2D3. Drivers will be given a total of 2 cautions per event. Stalling and delaying the show, more than once, will result in the child's race being over for the night.

2E. Cautions: Judgement calls will be made and the child causing the incident will go the tail.

2F. Post-Race Tech: Top three may be teched following the feature event. *Head Technical Inspector reserves the right to determine all post-race tech inspections. Decisions are his alone and final.

3. Technical Rules:

3A1. Car

3A1A: Wheelbase 45" – 49". Maximum width of the outside of the tire is 45". There are to be no roofs or sail panels. A maximum of a 3 inch spoiler will be allowed. Spoiler sides' maximum height will be 3 inches from deck and 5 inches long.

3A1B: All karts must be constructed of steel tubing with a complete 6-point roll cage including adequate side protection. Cages must be a minimum of .065 x 1" steel tubing welded to the frame.

3A1C: The engine must be located behind the driver's seat. No part of the engine can be located beside the seat.

3A1D: Floor pans are required to be made of steel or minimum .040" aluminum. The floor pans are to be securely bolted or riveted to the frame. The length of the floor pan must go from the center of the seat to the front of the frame going past the driver's pedals.

3A1E: All karts must have a fully wedge Late Model appearing body. No open fenders will be allowed. There must be at least 4" of body behind the rear wheels. There will be no covered or enclosed motors all motors will remain completely visible at all times. See Body Drawings for more information.

3A1F: Tires must be a Burris S22 (11" inches tall) or Hoosier (15600 "11 inches tall" or 15500 "10-1/2 inch tall") FK Compound. No grooving or sipping of the tires. No treating or soaking of tires. Tires may be subject to testing with a durometer or sampling sent to a lab.

3A1G: Rim width cannot be any wider than 6-1/2" wide and must be at least 6" tall.

3A1H: Axle must be a Steel Axle or Chrome Moly and a minimum of 3/16" Wall Thickness Max Length of 38". And 1 1/4 diameter

3A1I: No free spinning rear hubs, No Ratchet style hubs

3A1J: No suspension will be allowed. This includes springs, shocks, rubbers, torsion bars and any other type of dampening devise.

3A1K: Rear deck height cannot exceed a maximum of 27.5" from the ground and a minimum of 22" high from the ground.

3A1L: Rear quarter panel cannot exceed a maximum of 24" and a minimum of 20".

3A1M: Body must be constructed of .040" aluminum. Plastic may be used for nose, fenders and trim.

3A1N: Kart must weigh no less than 335 lbs with driver after the race.

3A1O: At least one vertical D door bar must be welded on each side of the driver running from the main rail to side crash bars for driver protection. See rear side view drawing for more details.

3A1P: Front and rear bumpers must be mounted at all times. Front and rear bumpers must have at least a 6" tall hoop. Rear bumpers must warp into the inside of the wedge for bumper hooking problems

3A1Q: Front and rear down tubes are mandatory for driver's protection.

3A1R: All tubing on main roll cage must be at least .065" wall tubing.

3A1S: Driver's seat must be mounted in four locations (4-Bolts)

3A1T: Two door numbers must be present with a minimum of 12”.

3A1U: Must at all times have two return springs.

3A1V: Kill switch must be mounted on the deck visible to officials.

3A1W: Any weight mounted on the kart must be painted white with the drivers name and number on the weight. Weight must be mounted by at least a ½” bolt.

3A1X: 5-Point harness system is mandatory. All harness must have a SFI Rated patch.

3A1Y: All karts must have two triangle type side window nets attached to the roll bar one on each side of the driver. If you run the Full Containment seat you are not required to run a window net but it is still Highly Recommended.

3A2. Engine

3A2a: MWA 6.5 HP (212cc) OHV Predator Engine that’s sealed with the MWA (Mini Wedge Association) marks and serial number will be allowed.

6.5 HP (212cc) OHV Predator Engine stock will also be allowed but can be claimed Engine must remain stock.

3A2b: Regular gasoline ONLY NO E85 you can’t change the Jets NO Alcohol will be allowed.

3A2c: You cannot alter the exhaust in anyway. Cover can be altered to fit the chain guard if needed no taking out the spark resistor for the exhaust.

3A2d: You can change the spark plug.

3A2e: You can disconnect the low oil sensor.

3A2f: You can run an ARC Air Cleaner

3A2g: You cannot Modify jets.

3A2h: NO RACING carburetor

3A2i: MAX-Torque clutch is the only clutch you can run. You can run 10, 11, 12, 13 or 14 tooth Clutches. (This is to help decrease our rear axle gear for more ground clearance.)

3A3. Safety

3A3a: All drivers must wear an approved SFI – 1 certified or SFI13 – 2A/1 Fire Suit. SFI certification patch shall be required on fire suit.

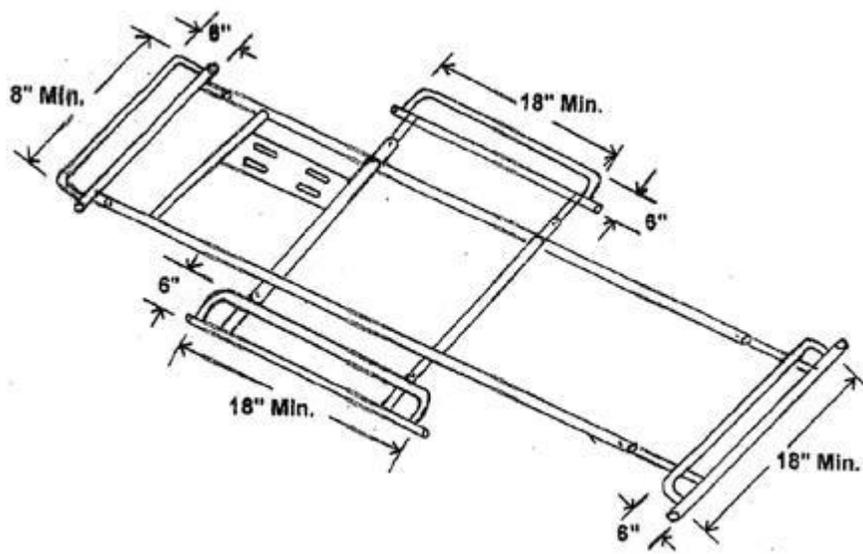
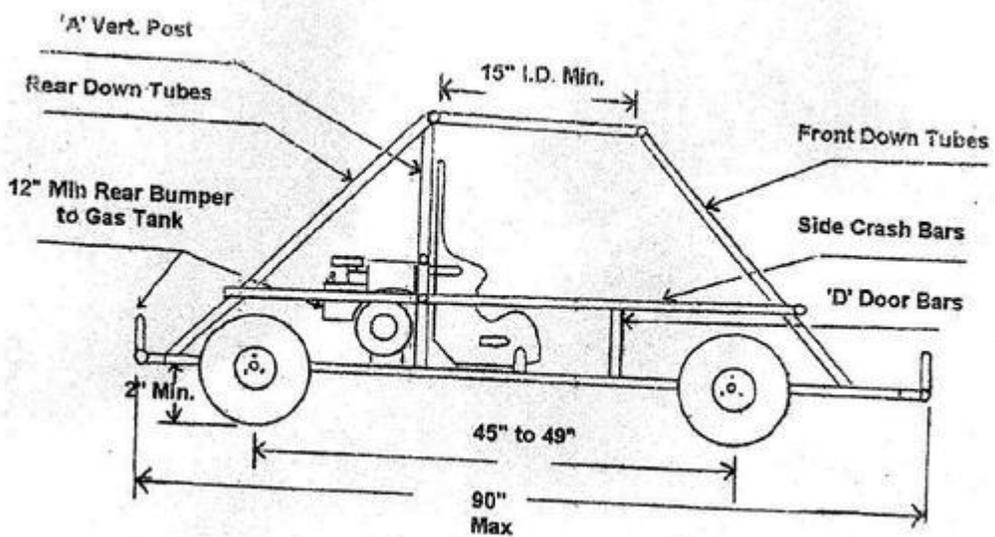
3A3b: A Full-Face helmet will be mandatory at all tracks and all events.

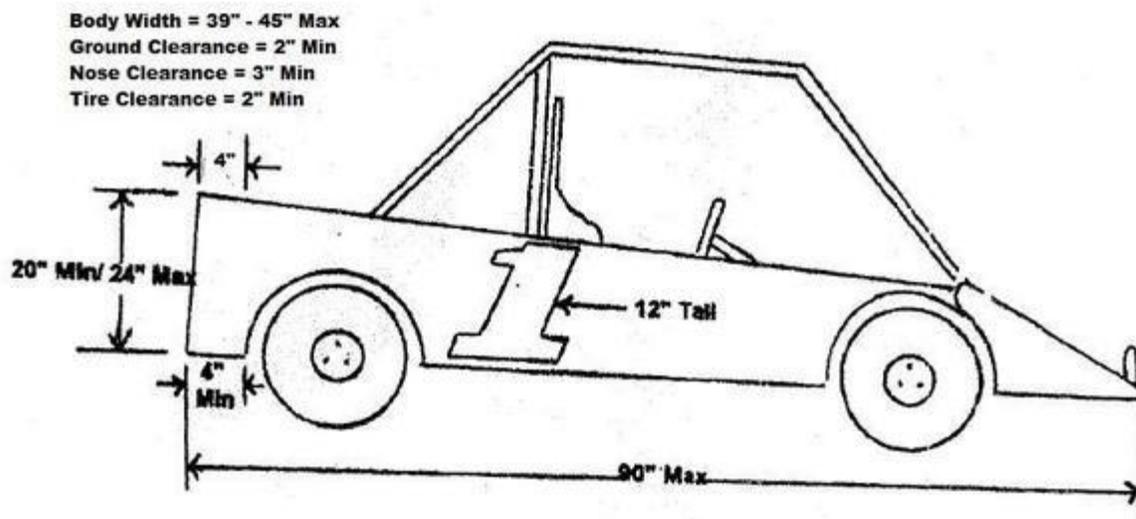
3A3c: All drivers must wear a neck brace.

3A3d: All drivers must wear arm restraints.

3A3e: All drivers must wear a closed toe shoe. Recommended SFI shoes.

3A4. Diagrams





3A5. Series Sponsor Decals: All cars competing in AAS events are expected to run series sponsor decals. Cars are subject to inspection for decals at any time.

Series Staff Contact Information

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**This rule book was taken in part from the MWA Rule Book.*