

2024 Daily Drift Season Rules and Regulations

LEAD DRIVER

- Drive the designated line correctly. Fill zones completely. Zones will be discussed at the drivers meeting
- A spin will result in an incomplete for your lead run or a 0
- Drive with style – big initiations, quick transitions, show us your driving style
- “Running away” or attempting to cut the course to create a gap will be seen as a penalty and the lead drivers score will be reduced
- Jumping the start will constitute a restart. A second jump will cause that run to be a 0

CHASE DRIVER

- Shadow the lead driver – follow the lead driver and mimic their line and angle
 - *The chase driver does not need to copy the lead driver’s initiation
- Proximity is important – stay close and match the angle of the lead driver
- Allow the lead driver room for initiation as well as transitions – LEAD driver has the right of way
- Chase driver will be allowed to get a rolling start/to jump the start but MUST give lead car room to initiate

BOTH DRIVERS

- If the lead driver spins, the chase driver does not need to finish the course
- If the chase driver spins, the lead driver DOES need to finish the course unless the spun driver impedes the lead driver
- Drivers will line up, side by side to start the battle – chase driver is allowed to start a car length back, in order to time a jump
- A Dirt drop (any amount of wheels) will be a penalty and taken into the overall judging of the battle
- 2 wheels off course will be a 0 or incomplete – This counts for front and rear tires.
- An opposite drift (front wheels going the opposite direction) will be considered a 0 or incomplete
- There may instances where cars with low power are permitted to straighten on long straights. If it applies, this will be discussed in the drivers meeting by the Judges.
- After passing the “finish line” shut down your run. Drivers “hot dogging” or Hot Boi Driving” after this line will be grounds for disqualification. This means no drifting the next turn.
- Donuts and burnouts after battle decisions will not be tolerated and any driver who partakes in that will be disqualified from the event. This is for the safety of our staff workers and media personnel.

-If the lead driver jumps the start, the run will not count and it will be a restart. If the lead driver jumps for a second time in a row, they will receive a 0 for their lead run and the drivers will switch positions.

DAMAGED VEHICLES / TIMEOUTS

-Each driver is allowed one 5-minute time out per round. DO NOT begin working on the car until a staff member is there with a stopwatch to start the timer. If the vehicle needs to go onto jack stands, the 5-minute clock will NOT start until the vehicle is safely on jack stands.

-If a competitor needs to call a 5 minute right before a battle, they must send someone to locate a staff member so that organizers are aware of the situation.

-If a vehicle spins or impacts a competitive vehicle and damages it (excluding cosmetic damage) the driver who dealt the damage will forfeit that run. The driver with the damaged vehicle will then have until his or her next battle to prepare the vehicle.

-The vehicle that the driver brings to the event must pass tech inspection and be the vehicle that the competitor uses.

-Exception – If the competitor has an unforeseen failed part or vehicle issue, they may enter another vehicle that also passes tech inspection. This vehicle will not be allowed to be driven by another competitor and will follow all the same rules as the original vehicle (tire, banner, safety). In addition, whatever vehicle the participant qualifies in, is the vehicle that he or she must compete in. All vehicle swaps must be cleared by event coordinators prior to the participant heading out on track.

JUDGING CRITERIA

LEAD DRIVER

-Is the lead driver on the correct line

-Does the lead driver straighten or have an opposite drift

-Does the lead driver provide style while driving (big flick, snappy transition, big angle

-Is the lead driver driving with aggression and commitment

CHASE DRIVER

-does the chase driver mimic the lead driver? Angle / line on track (initiation can be freely chosen)

-does the chase driver have proximity to the lead driver

-is the chase driver driving with aggression and commitment

COST

-Please see website for cost details

QUALIFYING

- All Drivers will have a one lap Qualifying run
- Qualifying will set the bracket for the main show battles
- Scores will be based on the judging criteria – Judges will also discuss this at Drivers Meeting
- Qualifying positions will earn drivers overall Driver Championship and Team Championship points
- Points will be awarded as follows:
 - 1st Place - 10 Points
 - 2nd place – 8 Points
 - 3rd place - 6 points
 - 4th place – 4 points
 - 5th through 8th – 3 Points
 - 9th through 16th – 2 Points
 - 17th through 32nd – 1 Point

BRACKETS AND BATTLES

- 48 Vehicle Entry List
- Drivers will be seeded based on a one run qualifying score
- We will not run bye runs
- Single elimination - you lose and you are out
- Each driver will do a lead and a chase run per battle
- If the battle is too close, there will be a One More Time battle (OMT) to determine the winner. The OMT will consist of another lead and chase run for each driver
- Third and 4th place will battle for third
- The final battle of the event will be for 1st and 2nd place
- It is the driver's responsibility to be ready for their battle – If your opponent pulls up to the line and you are not in a position to do the same, then you will forfeit the run.
- Brackets will be live on BracketHQ

POINTS AND STANDINGS

-Points will be awarded to drivers placing in the top 32 driver spots as follows:

- 1st Place - 25 Points
- 2nd place - 18 points
- 3rd place -15 points
- 4th place – 10 points
- 5th through 8th – 6 Points
- 9th through 16th – 3 Points.
- 32nd through 17th – 1 Point

Driver Points Championship

-Every Driver who enters a round of the DDCS will qualify for the drivers' championship regardless of the number of rounds driven

-The driver with the most points at the end of the season will be the champion

-If there is a tie for points, we will go to a tie breaker – highest finishing position, number of rounds driven, wins vs losses vs one another

Team Points Championship

Goal – The point of a team championship is to promote the community aspect of drifting. We want to see our drivers excited to work with other people towards a common goal, and to continue to help one another out. Being a part of a team is NOT mandatory to drive in the Daily Drift Competition Series but is an added feature that drivers can elect to be a part of.

Requirements and Regulations

-Team drivers must be approved for competition via the driver application

-Teams may have as many approved drivers on a team as they want, but a **maximum** of Three drivers will be allowed to score points during each round of competition

-Minimum two drivers per team

-Teams need to be communicated to event coordinators before the beginning of round 2. This will allow people to meet at round 1 and form a team if they so choose. If communication is after Round 2, that team will not qualify for the season points. Points will not be backdated, meaning if you form a team for round 2 and on, your round 1 points will not qualify.

- Once teams are in, they are locked in until the end of the season. This includes drivers list and team names – Drivers cannot jump teams
- In order to count towards the points total, the team vehicles must have matching Team Name Decals on each side of the car (left and Right side).
- The team decals should be 24x4 (or a similar size) they should be visible from a distance. Please contact us with questions or if you want to check that a set of decals will work.
- Vehicles do NOT need to match in color or livery, but team vehicles must run the same decals on each side (left and right).
- Team names are to be appropriate for all ages and may not contain foul language.
- Points will be awarded to each team driver (same as driver season points) for the position that they place in each of the four events.
- All the drivers points scored during the 6 rounds of scored competition, will be added together, and combined for each team. Overall team points for the season will determine team placement in the championship.
- The team with the most points at the end of the season will be the champion
- It is possible to win both the Team Championship, as well as the Drivers Championship.
- In the event of a tie, the team with the highest finish will be awarded the win. If both teams have the same highest finish, the second highest finish will be used and so on until we have a winner.

VEHICLE TECH

- Front and Rear bumpers required for duration of the event. If a vehicles bumper is damaged during the event and can no longer be attached to the vehicle, the vehicle will still be allowed to run in the event.
- Roll cage strongly suggested but not required (convertibles require roll over protection and door bars)
- Fire Extinguisher mandatory and must be in reach of the driver – These will need to be secured and also easily removable
- All loose items inside car removed including but not limited to: floor mats, personal items, tools, spare change, hats, water bottles
- Stock seat belts are allowed – if you have harnesses, they must be mounted properly
- Reservoir socks on all fluid containers (clutch master, Brake master, power Steering reservoir)
- No leaks from vehicle
- Battery tied down with both terminals covered
- Water must be run instead of coolant – use an additive
- No excessive cracked windshields

- Convertibles must have door bars and rollover protection (Roll bar with door bars) NO STYLE BARS
- Working headlights, taillights, and brake lights are required – Brake lights MUST be visible and BOTH the right and left lights must illuminate.
- Front and Rear Tow hooks/straps/locations must be available for quick access – This will be checked at Tech
- Exo-carts are not allowed for competition
- There will be no limitation on performance modifications at this time
- Vehicles must be in safe and working order. This includes but is not limited to:
 - All suspension components tight
 - seats bolted down and secured
 - seatbelts secured
 - no loose body pieces
- If a vehicle fails a tech inspection, they will have until the start of the battles to show that they have remedied the issue. If the issue is not able to be remedied, then said vehicle will not be allowed to participate.
- Event Banner applied to the front windshield for duration of event
- Door Decals must also be present on vehicle for duration of event

TIRE RULES

- All REAR tires must be a MINIMUM of 300TW any tire with a treadwear rating lower than 300 will not be allowed (example- 200TW)
- All REAR tires must have a maximum width of 245mm. All rear widths below 245mm will be accepted but rear tires cannot exceed 245mm
- All REAR tires must be DOT approved tires
- All REAR tires must not have “for competition use only”, “for racing use only”, “for offroad use only” or any other writing that states the tires are not safe and or legal for street use/public road use.
- If a driver arrives at the Startling Line with rear tires that exceed these limitations that driver will be disqualified from the event.

DRIVER TECH

- Minimum DOT helmet required. SA rated helmet strongly advised – Open face bike style helmets will not be allowed. Please reach out if you are concerned about your helmet passing tech.
- Hans device suggested if the vehicle has harnesses

- Helmet buckled in grid and on track at all times
- Long pants
- Long Sleeved Shirt – strongly suggested
- Gloves STRONGLY suggested while on track
- Closed toe shoes required
- All extremities inside vehicle at all times while on track
- Visible hand signal to indicate that driver is ready for the run
- Only the driver is allowed in the vehicle for practice and competition runs

IMPORTANT INFORMATION

- We will have a track walk before practice. Please pay attention and ask questions during this time as it will be led by our judges.
- Please do not come up to the judges during competition and ask questions. They will be focused on providing a fair assessment of each run and interrupting them could hinder that.
- All Judges decisions are final. There are no protests.
- If you are not present at the drivers meeting, you will not be allowed to drive in the event
- There are no refunds for purchases. We will work as much as possible to accommodate situations as they arise.