

## **NORTHERN JUNIOR LEAGUE – GENERAL INSTRUCTIONS**

Riders may compete in our league on SCB Amateur Registrations – a full licence is NOT required, although of course is acceptable.

Team Managers for our league MUST be currently licensed (any type of Licence; TI, ME, CoC etc. is acceptable), but otherwise the Office will issue upon prior Application a TM Licence free of charge.

The competition is on amateur grounds, but staging promotions will underwrite insurance costs for the four races each time a match is staged at their circuit. It would be good to hear that teams might find local sponsorship of fuel and oil for riders at matches on their circuits.

Riders may use any tyres they can find, provided these are within current SCB regulations.

Tape-touching, delaying starts and/or two-minute exclusions should be punished by 15-metre handicapping, NOT replacement. The league is created to allow young riders track-time and experience, thus we do not want to banish them from the track although we must seek to instil starting-gate discipline, especially at this early stage of the riders' careers.

Should a team arrive with only two riders, they may – if one is available – borrow a locally-based rider not required in the home team that day.

Should a rider be injured, and ruled out of his second ride by that injury, his place in that second race can be taken by the remaining team member not programmed in that second race.

There will be no “signings”. A rider who has represented Team A can, if not required for future fixtures, later turn out for Team B.

Referees will not be involved in any dispute over who-can-ride-for-whom. If it is later decided a rider was ineligible for any reason, his points can be adjusted later without a match being delayed or disrupted “on the night”.

As the competition is intended to provide training and opportunities for young riders, there will be no technicalities to make results more meaningful – no aggregate bonus points. League points will be two for a win, one apiece for a draw. Team with most points wins the league.

Every effort must be made to simplify administration of our matches. No coin-toss – away team will adopt gates 1/3 in Heat 1, gates will alternate thereafter.

When riders will have two races in succession (apart from Heat 4, which is nominated) they retain previous helmet-colour.

Out-with the above, the general rules of racing will be applied by the referee. The rule of commonsense should be applied as far as possible. Keep the races flowing, keep the public interested.

Every effort must be made to look professional – all riders should wear clean team race-jackets with correct numbers.

## **NORTHERN JUNIOR LEAGUE – RACE FORMULA**

Heat 1: Red: Home #1, Blue: Home #2, White: Away #1, Yellow: Away #2      Gates 4,2,3,1

Heat 2: Red: Home #3, Blue: Home #2, White: Away #3, Yellow: Away #2      Gates 3,1,2,4

Heat 3: Red: Home #3, Blue: Home #1, White: Away #3, Yellow: Away #1      Gates 4,2,1,3

Heat 4: Riders & helmet colours nominated by team manager.      Gates 3,1,2,4