

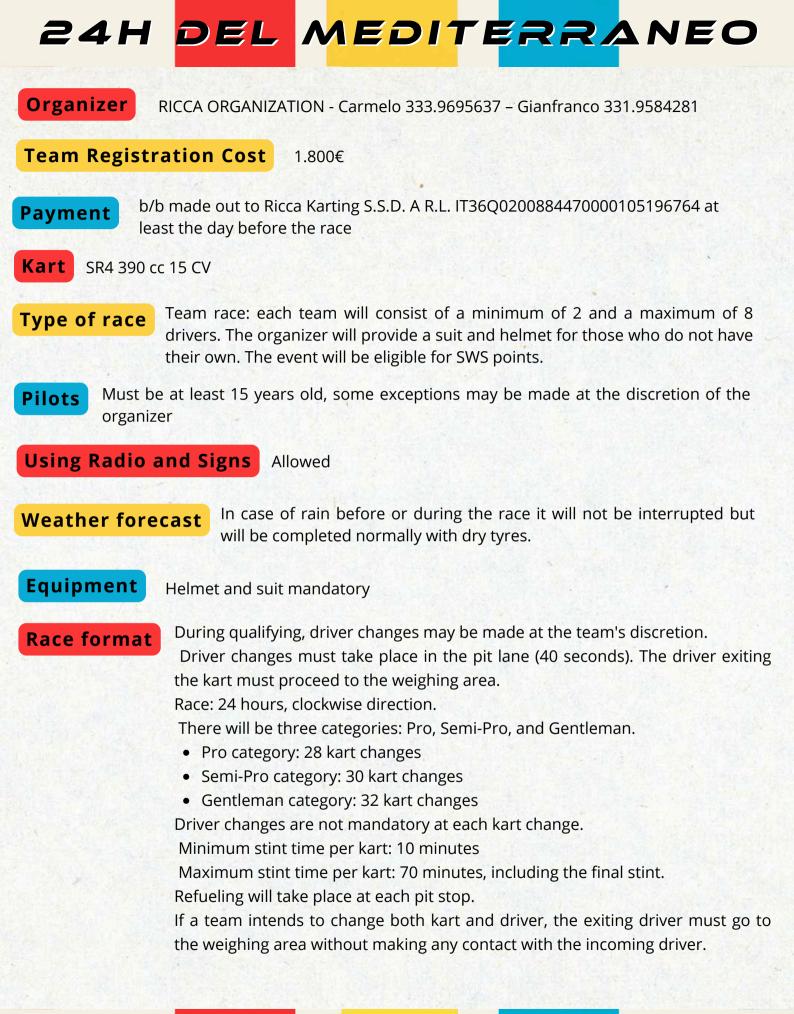
REGULATIONS 2255 DEL MEDITERANEO JUNE 14/15, 2025 - ISPICA (FG)-















24H DEL MEDITERRANEO

Race format

If a team intends to change only the kart, the driver getting out must proceed to the weighing station. At each pit stop, a kart change is mandatory.

The pit lane will open 5 minutes after the race starts and will close at the 23rd hour and 50th minute of the race.

In the pit, there will be 5 rows of karts with full fuel tanks, each row identified by a different color. At the pit entry, a staff member will allow the driver to draw a colored ball to randomly determine which kart to take.

The driver exiting the kart must collect the weights and proceed to the scale, while a marshal will move the number plate and transponder to the new kart. It is the responsibility of the incoming driver to ensure their correct number plate is on the kart.

After selecting the kart, the driver must wait in the designated release area, where a monitor will display the pit stop duration. The minimum stop time is 180 seconds (3 minutes).

All adjustments (seat, pedals) must be made in the designated area under the exit monitor.

The organizer is not responsible for any extra time spent in the pit due to poor timing judgment by the team manager.

Teams are strongly advised to signal their intention to enter the pit by raising an arm and to enter at moderate speed.

During the race, each team may use the same kart no more than twice (this rule does not apply during the technical change).

Each kart will have a sticker on the side where the number of uses by each team will be marked with permanent ink.

If a team draws a kart they have already used, the next unused kart will be assigned, starting from the closest one to the right of the drawn kart.

If the drawn kart is the rightmost, the next one to the left will be assigned, and so on.

If all karts in the pit have already been used at least once, the drawn kart will be assigned, and this system will repeat until all karts have been used at least twice.

During the 13th hour of the race, a technical stop for tire changes will be carried out (approximate time, subject to change). The pit stop duration remains unchanged.

The pit lane will be closed 10 minutes before the start of the technical change. All teams are required to complete the technical stop.

During the technical change, karts will be lined up in single file. The kart entering will take the first kart in the line, and so on.

It is the team manager's responsibility to choose the right time to enter the pit. No time compensation will be given for time lost in the pit.



Start Le Mans style with Italian flag

The maximum driving time for each driver is set as follows:

- Team with 3 drivers 8
- Team with 4 drivers 6.30
- Team with 5 drivers 5
- Team with 6 drivers 4.30
- Team 7/8 drivers 4

Timing

08:30 meeting on the track

09:00 briefing

09:20 kart draw one for the qualification/free practice, one for the race (the draw will be done manually) and delivery of bracelets.

09:50 free practice 30 minutes

- 10:20 qualifying practice 30 minutes
- 11:30 team photo on the starting line
- 12:00 start of the 24 hours of the Mediterranean

Minimum weight

84 kg including clothing and racing gear. Drivers who are below the required weight will have ballast available, up to a maximum of 30 kg. The ballast will be provided by the organizer. No other types of ballast are allowed besides those supplied.

Any violation of this rule will result in the team being relegated to the last position.

Weighing

ng At each driver change in the designated area (pit). At the end of the qualifying tests on the main straight and at the end of the race on the workshop side, drivers will be able to get off their kart only when called by an employee.

Weight tolerance

0, if the driver is underweight in qualifying, he will be relegated to last position. During the race, penalties will be assigned as follows:

- from 0 to 1 kg 15 sec.
- from 1.1 to 2 kg 20 sec.
- from 2.1 to 5 kg 1 lap
- from 5.1 to 10 kg 2 laps
- from 10.1kg and above 4 laps



Stop on the Track

In case of a stop on track, whether during the race or practice sessions, for any reason, the driver must move the kart to the edge of the track, outside the racing line, and may only rejoin the race after ensuring that no other drivers are approaching and by following any instructions given by the track marshals.

It is strictly forbidden to abandon the kart without authorization from race control.

If a kart stops on track due to a technical issue, it will be replaced by the track marshals.

If the issue is found to be caused by the organization, after the kart has been inspected, the team may recover the lost laps but not the lost time.

Replacement of the vehicle

under no circumstances can you request the replacement of the vehicle. Only in the case in which the vehicle has structural deficiencies such as to put the safety of the pilots at risk can the management evaluate the change.

Behavior during the event

All participants are required to maintain throughout the event, on and off the track, a behavior appropriate to the sporting context aimed at reducing dangerous situations for themselves and others.

Behavior on the track

The driver in front is free to choose their preferred racing lines, as they cannot see the position of the drivers behind them.

On the straight, the leading driver is not allowed to make more than one change of direction. A zig-zag pattern by the leading driver will be penalized as unsporting behavior.

The driver behind, having full visibility of the actions of the driver ahead, must adjust their driving to avoid contact as much as possible.

Minor contacts will not be penalized as they are considered "racing incidents", while any contact deemed harmful or aggressive toward another driver will be penalized by the organizer or their staff.

Overtaking

the kart that is overtaking on the inside (before entering the curve) has its front wheels at the same height as the rear wheels of the vehicle that is on the outside, the driver on the outside must not close the trajectory and must leave space in order to avoid possible accidents. The driver on the inside must however avoid accidents when exiting the curve, leaving space for the opponent to exit the curve in complete safety.



Penalty

Penalties range from 5 seconds up to exclusion from the final classification, at the discretion of the Race Director (RD), based on the severity and the damage caused to other drivers:

- 1. Overtaking with pushing near a corner
- 2. Overtaking with excessive side contact with another kart
- 3. Overtaking that directly causes a spin of the driver ahead
- 4. Overtaking that forces the driver ahead off the track
- 5. Illegal overtaking without returning the position
- 6. Driver making more than one change of direction in front of a direct opponent only one direction change is allowed
- 7. Blocking the racing line by cutting across the nose of a driver who already had the right to the line
- 8. After spinning, rejoining the track unsafely, creating danger for approaching karts
 when rejoining, the driver must yield to faster oncoming traffic
- 9. Jump start

10. Displaying frustration or protest gestures toward another driver or a marshal

- 11. Dangerous entry into the pit lane
- 12. Exceeding kart stint time:
- +10 seconds for exceeding time by 0.1 sec up to 1 lap
- +20 seconds for each additional lap over the limit
- 13. Undercutting kart stint time or minimum driving time:
- +10 seconds for 0.1 sec up to 59 sec under the minimum
- +20 seconds for every full minute under
- 14. Missing pit stops: +4 laps penalty per missing pit stop
- 15. Early exit from the pit: +10 seconds plus the time gained
- 16. Exceeding the maximum driving time per driver:
- +10 seconds for 0.1 sec up to 59 sec over the limit
- +20 seconds for every full minute over
- 17. Failure to complete the mandatory technical stop: +2 laps penalty



How to Serve Penalties on the Track

They will be displayed with a black and white flag flanked by the number on the straight, you will have 3 laps to serve it on the straight left side counterclockwise right side clockwise, you will stop at the feet of the commissioner for stop and go and then you can restart. If it should be given in the last laps of the race and therefore unable to serve it on the track, the time of the penalty, plus 10 seconds, will be added to your total time of race one with the possible slip in the classification.

Flags

The signals used by Race Officials during the event are those provided for by the International Sporting Code.

Flags to be used only by the Race Director or their assistant on the starting line: a) National tricolor flag: normally used to signal the start of the race.

b) Red flag: must be waved on the starting line when a decision has been made to stop a practice session or the race. At the same time, a red flag must also be displayed at all marshal posts along the track.

c) Chequered flag (black and white): must be waved and signifies the end of a practice session or the race.

d) Black flag: used to inform the driver concerned that the next time they approach the pit lane, they must stop at their pit.

e) Black and white flag divided diagonally, shown with the kart number: this flag can be shown for up to three laps and indicates a penalty. It signals to the driver that they have been reported for unsportsmanlike behavior, and when accompanied by the kart number, indicates a penalty to be served.

Flags used at marshal posts along the track:

a) Red flag: as mentioned, this flag interrupts the race. All drivers must immediately slow down and return to the pit lane. Overtaking is prohibited in this situation.

b) Yellow flag: this is a danger signal and must be shown to drivers in two ways with the following meanings:

- A single waved yellow flag: there is a hazard on or near the track. Drivers must reduce speed, maintain position, and be ready to change direction.
- Two waved yellow flags: a hazard is partially or completely blocking the track. Drivers must reduce speed, maintain position, and be prepared to change direction or stop.

Note: Overtaking is strictly prohibited under yellow flag conditions.

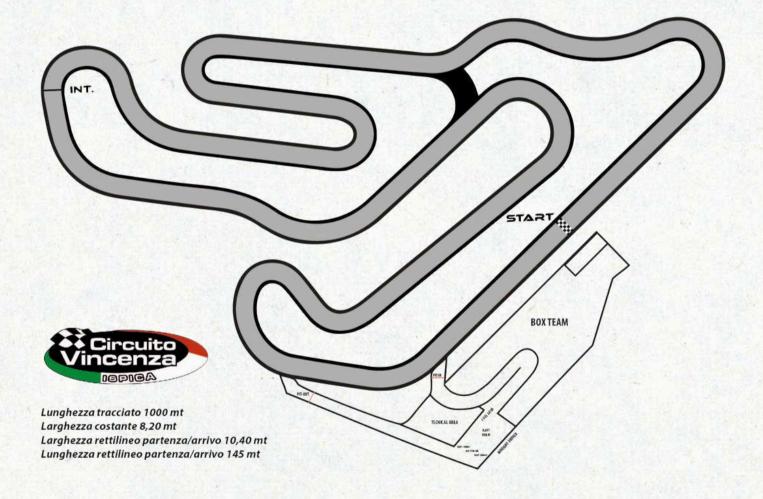


N.B.

If there is a sudden failure or malfunction of the timing system, a red flag will be shown, all drivers must return to the pits, in this case the lap gap will be lost. If the need arises, for any reason, to interrupt the race, with the timing system functioning, a red flag will be shown, everyone must return to the pits but in this case the lap gaps will be maintained.

This regulation can be subject to modification only for organizational needs, giving appropriate notice.

RICCA ORGANIZATION



JUNE 14/15, 2025

Ricca Karting S.S.D. A R.L. C/da Mastrella snc 97014 Ispica (RG) – P.IVA C.F. 01508610886 cell. 333.9695637 – 331.9584281 web site www.circuitovincenzaispica.it - E-mail circuitovincenza@gmail.com



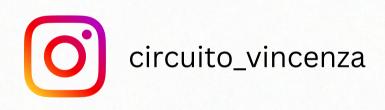














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#24hDelMediterraneo #CircuitoVincenza #Ispica #WekItalia #RiccaOrganization

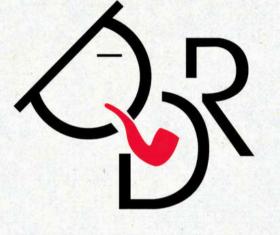








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