Official Rulebook: Plasma Car Race

<table>
<thead>
<tr>
<th>Location</th>
<th>Van Vliet Complex Social Street</th>
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<tbody>
<tr>
<td>Length of Event</td>
<td>60 minutes</td>
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<tr>
<td>Format</td>
<td>Timed heats, followed by Championship race between top 4 teams</td>
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</tbody>
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DEFAULTS

Teams must be **signed in and ready to race by 12:05pm in the racer’s “pit”** (Sport Hall of Fame). Teams not signed in by 12:05pm may be ruled to have defaulted at the discretion of the race official, and thus will be excluded from their race. *(Race Ready @ 12:05 pm!!)*

THE PLAYERS

Eligibility:

- University of Alberta Students: Yes
- University Staff: Yes
- University of Alberta Alumni: Yes
- Members of the Community: Yes
- Varsity Athletes: Only eligible to play in an unrelated sport (no varsity Plasma Car Racers)
- Folks with bad attitudes: No

Team Roster:

Teams are encouraged to register their roster online at least one day prior to race day. Unregistered “walk-up” teams may be admitted to the event on a first-come-first-served basis, provided there is sufficient space and time to accommodate them.
Roster:

- A full team consists of four (4) racers. Teams are permitted to have one alternate racer and/or Captain.
- Teams with fewer than four (4) racers have a couple of options: team may be assigned a new teammate from “walk-up” racers without a team, or existing drivers are permitted to drive more than a single lap (refer to “laws of game” below).

Substitutions:

Racers may be substituted on the roster only in the event of injury.

LAWS OF THE GAME

- The race course will be an “out and back,” where each member of the team starts and ends in the same location.
- Racers start with all wheels of the car in the designated start/exchange zone.
- Racers must travel from the start/exchange zone, around their cone, and back into the exchange zone before getting off their car.
- The following actions constitute penalties which will result in disqualification:
  - Pushing off the ground with one’s feet to propel the car
  - Propelling a teammate (via push, pull, telekinesis, etc.)
  - Impeding an opponent’s progress or exchange beyond incidental contact
  - Behaviour that - in the eyes of the race official - detracts from the overall integrity, respectability, and enjoyability of the event

PLAYING EQUIPMENT

- Teams may only use cars that meet International Plasma Car Federation (IPCF) standards.
- If teams are unable to provide their own car, one will be provided to them.

PLAYOFFS: A Championship Race will be among the four (4) teams with the fastest time during their heat. Note: this may be different than the four (or more) teams that win their heat.