

CCRC **CASTLE COMBE 100 RACE** REGULATIONS

Monday 31 August 2026



The Castle Combe 100 Race is designed to enable a very wide variety of cars to race at the same time with everyone having an equal chance of winning their respective class. Additionally, it gives an affordable opportunity to sample Endurance racing.

Eligible cars are any closed wheel & 7 Style cars complying to MSUK Regulations

Ineligible cars - specifically Sports Prototypes, Open Wheel Single Seater Racing Cars

1.0 Eligibility:

Drivers and Entrant/Drivers must be in possession of a valid Entrants/Competition Club Licence (Race Club) or higher. The race is open to one or two driver teams using one or two cars.

2.0 Registration:

All entrants must register using the CCRC online system.

3.0 Awards:

Awards for 1st, 2nd and 3rd in each class plus overall winner.

4.0 Entries:

Competitors must enter using the Online system [Driver Registration Form - Castle Combe Racing Club \(ccracingclub.co.uk\)](http://ccracingclub.co.uk)

Entry fee £200.00 per entry (up to 2 drivers/2 car teams)

5.0 Briefings:

New drivers to the circuit must attend a mandatory briefing – see timetable for timings. Additional briefing for all participants will be held – see timetable for timings.

6.0 Qualifying:

6.1 Two car team entries, both cars are to go to the Assembly Area for qualifying for noise check. When cars are released into the Pit Lane, the second team car will be released from the Assembly Area last and remain parked in the Pit Lane when the session commences. When the first team car pits and comes to a full stop with the driver out, the second team car can enter the circuit for the remainder of the qualifying session. The first team car can then be pushed clear through the Strawford Gate - safely and under marshal instruction - to parc ferme or the paddock, as requested.

6.2 Each driver must complete a minimum of 3 laps during the qualifying session.

6.3 2nd Drivers must wait in the pit lane to qualify.

6.4 The fastest lap set in qualifying will set the grid position and class structure. (If a two-car team, the fastest time will be used for classification).

7.0 Race:

7.1 The Race length will be 40 minutes.

7.2 Should the race be disrupted the Clerk of the Course shall not be obliged to resume or re-run the race.

7.3 The minimum time duration for the result to stand shall be 15 minutes.

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8.0 Starts:

8.1 The start will be a Rolling start.

8.2 Cars will be released from the Assembly area to form up on the grid. Cars will then do a Green Flag lap behind a Pace Car. The Pace Car will extinguish its roof lights and enter the pit lane, when the red lights are switched off at the start line the race will commence.

Aborted Start:

If the start is aborted prior to the Pace car pulling off, the Pace Car will not extinguish the roof lights and will continue to lead the field around the circuit for an additional lap and a new start will be attempted. If the Pace Car has left the circuit and the Clerk of Course does not intend to start the race, the start lights will remain at red. When this signal is given, all cars should exercise extreme caution and return slowly round the circuit maintaining their original grid positions stopping as directed by marshals. The race start procedure will then be repeated from the showing of the one-minute board indicating that the Green Flag lap is imminent. At the discretion of the Clerk of the Course, the race distance may be reduced accordingly.

8.3 Any cars driven into pits on Green Flag lap shall be allowed to re-join from the pit lane after the last car has passed the pit lane exit.

9.0 Pits & Pit Lane Safety:

There will be one compulsory pit stop, which will be a **minimum of 1 minute 30 seconds from standstill** and must be taken after 10 minutes elapsed from the start of the race (pit open will be signalled) but prior to 10 minutes before the end of the race (pit closed will be signalled).

No refuelling allowed in the pit stop.

9.1 **If using one car, with a single driver**, the driver car must bring the car to a stop and may remain in the car, with belts fastened and with the engine running, provided that they remain in the car for the full duration of the stop.

9.2 **If using one car with a change of driver**, they must:

- a. Bring the car to a stop
- b. Turn off the engine
- c. Unfasten belts (do not touch belts or open door until stationary).
- d. Driver exits from stationary car
- e. 2nd Driver can now enter the car
- f. Engine may only be restarted once the 2nd driver is seated.
- g. Driver's belts should be fully fastened and ensuring they are fitted over the FHR correctly.
- h. **The remainder of the 1 minute 30 second time period must be served** before the car moves off.

9.3 **If using two cars**, the second car should be pushed into the pit lane via the Strawford Gate and parked on the left-hand side. A **1 minute 30 second pit stop must still be taken from the time the first car stops**. When pit stops are complete the first car must be pushed out of the Strawford Gate and if required taken to Parc Ferme.

9.4 Having completed the elapsed stationary time, cars should be safely released, under full control with no excessive wheel spin.

9.5 If there is a requirement to stop outside this window the competitor will still need to carry out the compulsory stop within the pit window.

9.6 Pit Lane Speed Limit will be 60kph. Competitors breaching this limit will be subject to a Penalty during the race.

9.7 Should the need arise to stop the race all work in the pit lane must cease.

10.0 Safety Car:

The Safety Car may be brought into operation in accordance with Chapter 12 Appendix 8 Article 2 of the Motorsport UK NCRs. Cars may be held in the pit lane at the discretion of the Clerk of Course until the crocodile of vehicles has passed the pit lane exit.

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Technical

1.0 Safety Requirements:

Entrants/Drivers must ensure that they and their cars conform in every way with the Motorsport UK NCRs. Areas of keen attention but are not limited to are drivers protective race clothing, roll cages, race seats, safety harness, extinguisher, battery cut of switches, rain light and towing eyes.

2.0 Wheel and Tyres:

2.1 Wheel and Tyre choice is free.

2.2 The wheel and tyre combination must be covered by the bodywork.

2.3 Tyre changing can take place at any time during the race.

3.0 Fuel and Refuelling:

3.1 Fuel choice is free. (Motorsport UK Defined Pump fuel)

3.2 Refuelling is not allowed.

4.0 Silencing:

All vehicles must be silenced and must pass the static test before Qualifying. (108dBA at $\frac{3}{4}$ rpm at 0.5m)

5.0 Numbers/Decals:

5.1 The Competitor can request a particular number. Allocation will be on 1st come 1st served basis. The number decal needs to be provided by the competitor.

6.0 Classes:

6.1 The race will be made up of 4 classes.

6.2 Classes are set by reference laps. The reference lap will be the deciding factor in classification and will be the fastest time set in qualifying.

6.3 The “minimum reference lap time rule” is added to increase competition and explicit not to slow down the cars in this class. Therefore, it is the right of the organiser (in order to retain the competitive spirit of the race), to adjust the “minimum reference lap time” to a more appropriate level, if the performance of the cars in this class requires this.

6.4 Classes will be set after qualifying. (Reference lap times may also be adjusted as above)

Previous lap times set at Castle Combe may be used at the organiser’s discretion.

6.5 Classification

Class 1:	Reference lap at or below	1:13.000
Class 2:	Reference lap between	1:13:001 and 1:16.000
Class 3:	Reference lap between	1:16.001 and 1:23:000
Class 4:	Reference lap at or above	1:23:001

6.6 The Clerk of the Course has the right to change the class of a vehicle, should the reference lap time be beaten.

7.0 Penalties:

Offence	During Qualifying	During Race
Exceeding Pit Speed Limit	Loss of fastest lap before infringement	Stop & Go for 2 seconds per mph over speed limit
Overtaking under a Yellow Flag	Black Flag	Minimum Stop & Go for 30 seconds
Overtaking under Safety Car conditions	Black Flag	Minimum Stop & Go for 30 seconds
False Start	N/A	Drive Through
Pit stop infringement (Time or refuelling)	N/A	Drive Through
Pit stop infringement (not turning off engine)	Loss of fastest lap time	Stop & Go for 30 seconds
Pit Exit Blend Line infringement	Black Flag	Drive Through
Exceeding reference lap time more than once	N/A	Drive Through