



CityLeague Racing Rules

About Teams and Nights:

- Pick one night/area to sign your team up for racing.
- The season is 7 weeks: week #1 is a qualifying night; the remaining 6 are head-to-head races.
- We recommend 8-12 racers per team (guideline only).
- 6 Racers from each team race per night against an opponent from another team.
- Racers can be on skis or snowboards; expert, intermediate or novice. Opponents are matched on times.
- The season starts as early as possible in January, and ends anywhere from end-of-February to early-March depending on cancellations.
- Races start at 7:00pm and usually complete between 8:30 and 9:00pm.
- Start order alternates each week: The first night is *Qualifying*. Week #2/Race #1 is Slow-to-Fast, ending the season with Fast-to-Slow.
- The last night of the season is Retro Night – wear your Retro skiwear.

About Cancellations:

- We will not cancel just for rain or non-ideal conditions – we'd never get 7 weeks in if we didn't race in some bad weather.
- We will cancel if conditions are determined unsafe. (TBD by RaceMeister and/or Summit Mgmt).
- Cancellations for weather are usually made by 4pm on race day. Cancellations may happen up to start time depending on circumstances (closed pass, unforeseen issues).
- Find the latest update about cancellations on [Facebook](#), or by calling CityLeague (206-226-3211).
- 7 weeks are NOT guaranteed but we do everything we can to make-up cancelled nights. We will extend the season as long as the mountain is open to complete the races. This may involve finishing at Alpentel even if you race at SUMMIT, since ALP is open longer.

About Qualifying:

- Racers MUST qualify before they can race (NOT on the same night they plan to race an opponent).
- Racers should qualify on the hill they will race on (Alp or Sum-West), either during the current year or previous 5 years. Exceptions made in extreme weather years (i.e. Q on either hill ok)
- If you do not have 6 Racers available on your race night – a Qualifier's times can be used in the Team Times (for Team Time points) but the Qualifier must complete 2 runs to be eligible.
- New racers can continue to qualify all season.
- You can send as many new qualifiers as you want above and beyond your 6 racers.
- Qualifiers only need to get 1 time in 1 course, but they can run 2: 1 in each course if they like.
- Qualifiers will run first, before the race starts. If they take a 2nd run it will be between the 1st & 2nd round of racers.
- Qualifiers may be running against a ghost or another qualifier – but they are not eligible for points (other than Team Time points).

About Individual Races, Times & Points:

- Line-ups for each race must be sent in to the CityLeague office the morning of the race (Time TBA).
- Changes to the line-up can only be made with consent of the CityLeague office prior to finalization of the Start Sheet. NO swap-outs on the hill. Swapping one racer for another is considered cheating and will be punishable by loss of points (and public humiliation).
- Each Racer will run 1 race in the red course and one race in the blue course against the same opponent.
- The winners are determined by fastest time – NOT first across the finish line.
- 2 points go to the winner for each race (4 points possible per racer per night).
- If there is a tie – both racers will receive 2 points.
- If a Racer misses the start time for their race (DNS) – they forfeit the race and points.
- If a Racer falls and cannot complete their race in a timely manner without assistance (DNF) – they forfeit the race and points.
- If a Racer falls and comes out of both ski bindings (automatic DQ) – they forfeit the race & points.
- If a Racer misses a gate or interferes with his opponent (DQ) – they forfeit the race and points.
- A re-run may be called for by the RaceMeister or other CityLeague staff in charge of night.
- Racers can race for multiple teams but never on the same race night, (i.e. can't race for 2 teams on one specific night).
- Questions on times/races/points MUST go to the RaceMeister within 24-48 hours of the race. Each race will be finalized the day prior to the next race. No changes can be made after finalizing.

About Team Times & Points:

- The 5 fastest total times from a team (both race times combined), will give the following points to a team on each race night:
 - 10 pts – to the team that has the 5 fastest racers completing both races
 - 9 pts – to the team that has the 2nd fastest 5 racers completing both races
 - 8 pts – to the team that has the 3rd fastest 5 racers completing both races
 - 7 pts – to the team that has the 4th fastest 5 racers completing both races
 - 6 pts – to the team that has the 5th fastest 5 racers completing both races
 - 5 pts – to all remaining teams with 5 racers completing both races
 - 4 pts – to all remaining teams with 4 racers completing both races
 - 3 pts – to all remaining teams with 3 racers completing both races
 - 2 pts – to all remaining teams with 2 racers completing both races
 - 1 pt – to all remaining teams with 1 racers completing both races
- Questions on times/points should go to the RaceMeister within 24-48 hours of the race.

About Season Results:

- Season Results will show the Team Time Results added to the Individual Results – giving the current placement of each team week to week.
- Results will be posted as soon as possible – usually by the next day after the race.
- Questions on times/points should go to the RaceMeister within 24-48 hours of the race.

Captains:

- September-December:
 - Teams should be paid in full
 - Rosters should be sent in and/or updated
 - Waivers should be signed and sent in

- Season passes for CityLeague Racers are available for purchase from The Summit even after sold out to the public. There are NO discounts.
- After the first week of qualifying – Captains will receive a Master Seeding List showing where all racers are placed. The Captains are responsible for:
 - Giving the RaceMeister input on moving racers up or down in the Master Seeding List.
 - Making sure that everyone on their team roster is included on the list.
- If a Captain feels that a racer is not seeded well after several weeks of racing – they should contact the RaceMeister to discuss a possible move.
- Please forward all applicable email communications from CityLeague to your teams.

General – All Racers:

- Racers must have a liability release waiver signed and **turned in to the office prior to racing.**
- We strongly recommend Racers wear a helmet.
- All questions on times, DNS, DNF, DQ, pairings, points, etc., should be referred to the RaceMeister within 24-48 hours of the race for his consideration. Otherwise – forever hold your peace.
- Please do not get mad at us about grooming issues. We request grooming, but we do not control it.
- Have FUN!

For more information please contact:

The RaceMeister (Jack): jack@cityleague.com

Wendy: wendy@cityleague.com

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