



## **RACE PROCEDURES (updated 3/4/26)**

### **Initial Start / Restarts:**

1. ALL starts will be at designated cone/line which will be shown/explained at the drivers meeting.
2. Front row must maintain pace speed until reaching the designated cone/line. Front row must be side by side with noses even with one another from the time the flagman gives the 1 to go signal until they reach the cone/line to start/restart the race.
3. Absolutely no passing or pulling out of line until you reach the start/finish line.
4. If a caution occurs before a lap is complete, we will have a complete restart. All cars will retain position unless a penalty is issued, they pit or receive assistance from the safety crew. If a car drops out or goes to the rear, the row will simply advance.
5. Restarts will be double file. Race control reserves the right to change to single file during race if deemed necessary.
6. All cars one or more laps down will restart behind all lead lap cars.
7. When 'one to go' or the directive to double up is given, the leader will have the option to choose inside or outside, all other cars will double up accordingly. If you are not in your correct position when the double up directive is given, you will start at the end of the field behind both lead lap and lapped cars.
8. Once the 'one to go' directive is given there will be no swerving, scrubbing, brake checking, laying back, or any other games tolerated. The inside pole sitter should be within 24 inches of the bottom of the track, and the outside pole sitter should leave a gap of about 24 inches between their car and the inside car at the designated cone/line. The front row should be even nose to nose; the rest of the field shall follow suit. This rule is self-explanatory, absolutely no games will be tolerated on starts or restarts. **This is your warning.** Any starts or restarts deemed unsatisfactory will result in a yellow flag, the guilty party will be put to the tail of the lead lap, refusal to drop to the tail will result in disqualification for the rest of the event. Again, this is your warning, there will be no more warnings given.

### **Yellow Flag:**

1. There will be no racing back to the caution. When the yellow flag is displayed stop racing, slow down safely, and maintain your single file position; failure to comply can result in penalties up to disqualification.
2. We will revert to the last completed green flag lap for lineup. Two unassisted spins and you will be disqualified for the remainder of that event. **(CV, & PS will use the cone)**
3. We utilize the 'ALL INVOLVED' rule. Any car involved in the caution will go to the rear. Any cars that spin or stop but were not directly involved with the initial cause of the caution will get their spots back if they do not go to the pits.
4. The 'Gentlemen's Tap Out' rule is in effect at all events. If you make incidental contact with another car and feel it was your fault you have 1 lap to 'TAP OUT'. To tap out simply pat your roof long enough to get officials attention.
5. Any car entering the pits shall restart the race at the rear of the longest line of cars. Under quick cautions, any car entering the pits will have 3-4 laps (pending track size and configuration) to make repairs and rejoin the field. All cars must make repairs in designated hot pit area, or we will not hold the show for you.
6. Cars will restart in the order they were running at the completion of the last green flag lap. All lap down cars will fall to the tail of the field. Any discrepancies in line up will be determined by Race Control.
7. Should a car not maintain caution speed for any reason, stop or enter the pits during a yellow, it will result in lose its running position.
8. If a driver deliberately picks up positions after the yellow flag is displayed, they will be penalized at minimum two positions.
9. If you stop on track or intentionally create a caution you will lose a minimum of two laps naturally or by penalty.
10. No scuffing tires in the area of on-track safety workers. You will only receive one warning before being parking for the rest of the event.
11. Officials reserve the right to utilize the yellow to check cars that being considered for a black flag (leaks, smoke, or sparks, etc.). After they are checked, if okay - they keep their position.
12. Pit crews are not allowed on the track, and drivers may not repair or adjust their cars while on track unless Race Control directs otherwise.
13. The last 10 laps will be green flag laps with the initial yellow counting.

### **Red Flag:**

1. Stop in a safe/quick manner—if a car does not re-start on its own, it will be pushed started and you will maintain your position.
2. You may work on cars during red flag conditions after being authorized by race control.
3. Positions will revert back to the previously completed green or yellow flag lap. Those deemed part of the occurrence that caused the Red Flag, or cars that pit, will be positioned at the rear of the field.

### **Free Pass Award:**

1. On any yellow flag, except for the final 10 laps, the first car, a lap down based on the last completed green flag lap, will be instructed to fall to the tail of the field and credited back one (1) lap. Any car causing or involved in a yellow will not be the recipient of the "free pass" and there will be no free pass on that caution.

### **Lap Cars:**

1. Lapped cars must choose the designated lane and not race the leader. Lapped cars must treat all lead lap cars with the same respect.

### **Finish:**

1. Once the white flag is displayed, we are coming to the checkered flag unless the track is blocked.
2. If we go yellow or red after the leader takes the white, we will finish with a green/white/checkered, with a maximum (2) attempts.
3. On the 2<sup>nd</sup> attempt at the green/white/checkered - once the field receives the green flag, and crosses the S/F Line, the race will be complete if the yellow is displayed; those remaining are to slow and proceed with caution. The remaining cars would be scored in the position they last held at the S/Line minus cars involved in the caution and race is over.
4. Top 5 will go directly to Victory Lane for trophies and interviews. The driver must always stay with the car. The driver must drive car to scales, or you could be penalized.

### **Contact:**

1. Rough driving will not be tolerated, any rough driving deemed to be intentional will result in an automatic disqualification for the event and further penalties may apply.
2. The leader is not protected. The all involved rule applies to all incidents.

**Qualifying Policy:** You may not drive your car counter on the track prior to taking the green during qualifying – however, you may drive counter if you spin after taking the Green. Violation will result in losing the fastest of your two qualifying laps.

**ALL TEAMS MUST HAVE A WORKING FIRE EXTINGUISHER IN THEIR PIT STALL AND PIT BOX.**