

2017 ADAMS COUNTY SPEEDWAY RACE PROCEDURES

(Updated January 1, 2017)

Revised 4/23/17

(New or altered rules will be underlined)

LINE-UPS, QUALIFYING AND STARTING RACES

Section 1-1 Line-Up Procedures:

- A. First night of the season only all drivers will draw for their starting position for their heat race, and then the top qualifiers will redraw to determine the starting line-up for the feature events.
- B. From the second night on heat races will be lined up based on inverted three week point average.
- C. Any driver not in competition at the last race event completed will be lined up at the rear of the heats and not be eligible for inversion in the feature line-up.
- D. Feature events will be lined up based on a three week point average with the top qualifiers inverted. Qualifiers not eligible for inversion will line up behind those eligible.
- E. All consolation (B-Main) events will be aligned heads-up according to heat race finishing order.
- F. If a driver did not acquire any points the previous three weeks of competition they will start their feature no higher than after the last qualified inverted position.

Section 1-2 Lining Up And Re-Aligning Qualifying Races:

- A. All races will be lined up in the infield staging area and ready to race prior to the previous race receiving the white flag. Keep aware of where the program is and be ready, we will not come get you.
- B. If you are not in your line up position it will be considered vacant and the other cars will be realigned accordingly.
- C. If you show up after the field has been sent out on the track and realigned, you will line up at the rear of the field.
- D. Once the green flag is displayed, any car not on the track will not be allowed to join the race at any time.
- E. Any time the field needs to be realigned before the completion of the first lap, the cars will be crossed to make sure everyone gets their rightful starting position.
- F. You must take a green flag in your heat race to receive tow money.
- G. If a driver is competing in more than one class during a race night they will not be penalized for not being ready in staging. Ample time will be given to switch cars.

Section 1-3 Re-Aligning Cars After First Lap Of Qualifying Races:

- A. In all qualifying races the cars will be re-aligned side-by-side for the first restart attempt. Every restart attempt after will be single file.
- B. Lapped cars will restart behind the lead lap cars.

Section 1-4 Starting All Races:

- A. At the beginning of all races cars must pull onto the track single file and slowly cross the flag stand in order to register all transponders and verify they are working properly. Give thumbs up to indicate to flagman that you can hear on Raceceiver. This will allow us to determine if there is an issue on the officials end or the drivers end. Failure to do so may result in incorrect scoring. Once crossing flag stand cautiously pull back into your starting line-up position and ready for flagman's start of the race.
- B. Once a race is on the track, you will be signaled when there is one to go for a green along with turning off the yellow lights. This signals you that the track is clear and the green will be displayed off turnfour.
- C. The pole setter will set the pace for starts and re-starts, keeping the pace even and picking up the pace as you enter the starting zone. Once the green flag/light is displayed the race starts.
- D. NO LAYING BACK!!! Keep the cars nose to tail. No jack rabbit starts. Keep the pace consistent. Lead car may be penalized for not setting a consistent pace to start the race.
- E. Starts will be at the discretion of the flagman and race directors. Any car jumping a start/restart may be penalized.
- F. Unless injured, any driver involved in an accident should remain in their vehicle until it is removed to the infield area or by official escort only. All drivers must stay in the car until instructed to get out by officials or fire/safety crew (unless there is an imminent danger). Any driver exiting their car may be subject to fines and/or disqualification from that race. Red flag and/or rollover accidents, driver must ride in ambulance to pits. Ambulance crew will write down driver wristband #. Any accident claims must be made within 36 hours from night and must have corresponding wristband. Abandoning your car may be cause for disciplinary action or possible fine.

Section 1-4 Re-Start Alignments For A-Feature Races:

- A. The leader of the race will start in front of the rest of the field. The second place car will get their choice of inside or outside behind the leader. The third place car will line up alongside of the second place car. Fourth place will go to the bottom, fifth outside and continuing double file to the last car.
- B. All lapped cars will be lined up and re-start behind the lead lap cars.
- C. You must take the green flag for a feature to receive any feature money.

Section 1-5 Time Limit For A-Feature Races:

- A. When the first green flag is thrown a timer will start. Thirty minutes after the first green flag every lap including caution laps will be counted up to a Green-White-Checkered finish.
- B. Timer will stop for a red flag.
- C. Only three attempts will be made for a Green-White-Checkered finish. After the third attempt the race will end under Yellow Checkers.

FLAG RULES

Section 2-1 Green Flag:

- A. All cars will be required to stay in line behind the car in front of them until the green flag or green light is displayed. As soon as the green flag or green light is displayed the drivers may start racing.

Section 2-2 Yellow/Caution Flag:

- A. When the yellow flag is displayed all cars will be required to slow down, get single file and hold their positions unless told otherwise. Competitors may be stopped at the back stretch official for realignment.
- B. Any car involved in bringing out the caution flag will be sent to the rear of the field on the restart. The determination of "involved in" will be at the sole discretion of the race directors.
- C. If a caution is thrown while deemed by an official or race director that contact was intentional the car initiating contact will go to the rear of the field, and the other cars involved will be able to hold their positions if they can continue without pitting.
- D. Any car causing two caution flags by themselves may be sent to the pit area and scored accordingly.
- E. Cars slowing or stopping (and continuing on their own) to avoid an incident will not be penalized. This rule will be enforced all laps, including the first.
- F. After a caution comes out the line-up will be determined by the last completed lap.
- G. After the fourth caution of a feature race all line-ups will be single file.

Section 2-3 Red Flag:

- A. When a red flag is displayed all cars will be required to slow down as quickly as possible and when it is safe very slowly drive to the start finish line and stop.
- B. Any car involved in the red flag being displayed will be required to restart at the rear of the field on the restart. Cars slowing or stopping (and continuing on their own) to avoid an incident will not be penalized. This rule will be enforced all laps, including the first.
- C. No car should move under a red flag unless directed so by an official.

Section 2-4 Blue Flag with Yellow Stripe:

- A. The move over flag will be given to drivers when the lead car(s) is coming up on them to lap them.
- B. When the move over flag is given to a driver during a race they will be required to hold their line.

Section 2-5 Black Flag:

- A. When the black flag is displayed to a driver they will be required to pull in the pits and contact the closest official to see what the problem is.
- B. If a driver doesn't obey the black flag for three laps in succession all scoring will stop on the car being black flagged. If the car that needs to be given the black flag is running with a bunch of other cars the race will be stopped to notify the driver of the black flag.
- C. If it's a mechanical problem it must be repaired before the car will be permitted to go back out on the race track.

Section 2-6 White Flag:

- A. When the white flag is displayed it means there is one (1) lap left in the race.
- B. Three attempts will be made at a Green-White-Checkered finish if the yellow comes out after the white flag has been displayed.

Section 2-7 Checkered Flag:

- A. When the checkered flag is displayed and the lead car has crossed the start/finish line, the race will be considered complete, regardless of how many laps have been completed.
- B. The car that has traveled the most distance in the least amount of time will be considered the winner of the race.
- C. All cars crossing the start/finish line behind the lead car will be paid according to their finishing position on the checkered flag lap, unless the caution/red flag is displayed after the lead car crosses the start/finish line. In that case all cars crossing the start/finish line before the caution/red flag is displayed will be awarded their finish position on the checkered flag lap. All cars crossing the start finish line after the yellow/red flag is displayed will be scored their finish position on the preceding (white flag) lap, with the cars that were considered to be involved with the reason for the caution/red flag to be displayed will be paid at the rear of the cars that are on the same lap as they are.

Section 2-8 After The Checkers:

- A. In all heat races all cars will pull directly to the scale and through the tech area. Any driver not pulling directly to the scale/tech area will be set back to the last place finish in the heat and the rest of the field moved up. All cars qualifying for the feature through a B-feature will pull directly to the scale and through the tech area.
- B. Any heat race may be considered complete when the number of competitors drops to a level where all cars still in competition are eligible for advancement to the feature event.
- C. Any race is considered official when the checker flag is displayed to the leader regardless of the number of laps completed.
- D. Any top 5 car not driving directly to the scale following feature events will receive points and money for last place.
- E. Any car not making weight in a qualifying race will be placed at the rear of consolation or feature event. Any car not making weight in the feature event will be disqualified and they will lose all their points and prize money for the night.
- F. Racing penalties on the track or in the pits can be imposed by any ACS official if deemed appropriate by race director(s). Penalties may be one or more of the following; verbal warning, requiring the driver to start at the rear of the field, temporary or permanent suspension from any or all ACS events, expulsion from the Adams County Fairgrounds, fined, and loss of prize money and/or points.
- G. Any driver or team member in the tech area is required to stay with their car. If a driver or team member leaves the tech area without approval of a tech official or race directors will forfeit points and purse for that night's events.
- H. All feature winners of the evening are to pull cars onto the front stretch under the flag stand at the conclusion of each night's events.

GENERAL RACING PROCEDURES

Section 3-1 Rough Driving:

- A. Rough driving calls are at the sole discretion of ACS officials and race director(s).
- B. Any driver observed by ACS officials or race director(s) to be driving overly rough will be penalized. Those penalties will be one or more of the following; setting driver back a minimum of 2 positions, setting driver back to the rear of the field, driver being black flagged from event, loss of points and prize money, suspended from future events.
- C. Rough driving will not be tolerated.

Section 3-2 Pulling Into The Pits:

- A. Cars entering the pit area for service will restart at the rear of the field.
- B. Cars re-entering a race will line up in the order they exit the pit area as they join the field. Re-enter only at flag stand entrance ONLY when the light under the flag stand is green.

Section 3-3 Stopping Race/Adverse Conditions:

- A. The official in charge of an event may stop a race at any time due to adverse conditions. If the race has completed half way or more and can't be restarted due to adverse conditions, the race may be considered a completed race.
- B. Adverse conditions can include weather, danger to the fans or drivers, drivers not cooperating on re-alignments, an extensive amount of caution flags, or any other condition causing it to take too long to run the race. Refer to Section 1-5 Time Limit For A-Feature Races.

Section 3-4 Rescheduling Races:

- A. If a race is cancelled due to adverse conditions and the qualifying races have been completed the race will be rescheduled and may be finished from the stopping point.
- B. If the qualifying races are not all completed and the race is rescheduled it may be a complete new program.