



## 2021 Race Procedures

1. **Pre-Race:** Any car not on the starting grid when driver introductions begin will have to start at the tail of the field. Once the field has been gridded, any car that goes to the pits will be placed at the tail of the field.
2. **Communication:** Driver or spotter must use a scanner to monitor race control. Scanner frequency is 454.000. Caution info, line-up info and lucky dog info will be given over the scanner. Be sure to have this on during practice, as it will be checked. Teams will not be allowed to race without a working scanner.
3. **Initial Start:** On the initial start the green flag will be displayed when the pole sitter fires in the start/restart area in turn 4. Cars must stay in line until the finish line on all starts. No jumping a start or passing before the finish line unless there is an obvious problem, penalty is a stop and go on pit road. If a green flag lap is not completed, there will be a total restart with all cars back in their original starting position except for any cars that are penalized or cars that pit.
4. **Yellow Flag:** There is no racing back to the caution. When the yellow flag is displayed, all cars must hold their position. All cars must get single file and stay single file. All cars must slow to a caution pace and bunch up as quickly as safety allows so safety crews can work on track. If a yellow or red flag is thrown once the leader has taken the white flag there will be a green, white, checker restart, and repeated as necessary until race is complete.
5. **Cars Involved in the Caution:** Only the car(s) directly involved in bringing out the caution will go to the tail of the field. Any cars that spin or stop, but were not directly involved with the caution, will get their spots back if they do not go to pit road. Decisions regarding cars involved are made by the Race Director and are final. Rough driving will not be tolerated. If contact with a car causes a yellow flag, and the contact is not a "racing incident", that car will also be sent to the tail. Rough driving can result in penalties including being sent to the tail of the field or possible disqualification from the event. The race director exclusively will be responsible for determining responsibility for the caution and any cars penalized by moving them to the tail. Cars stopping on the track to create their own caution will receive a two-lap penalty.
6. **Pitting Procedure:** You must stay single file behind the pace car during the cautions unless you are coming to the pits. You may pull to the inside to pit only after the pace car picks up the field and do not pull down until you reach the finish line behind the pace car. All cars that go to the pits under yellow must re-start at the tail of the field.
7. **Pit Road Speed:** The pit road speed limit is 30 mph, if a car goes over the limit, they will be black flagged for a stop and go penalty. Cars may not pass the pace car at any time (unless directed to do so by the race director).
8. **Red Flag:** All cars must stop as quickly and safely as possible when the red flag is displayed. Drivers may go to the pits for crews to work on their cars, but only **after** the officials have given them permission to do so. All cars that go to the pits under red must re-start at the tail of the field. Once a red flag has been displayed, no laps will be counted until the next green flag restart.
9. **Black Flag:** Cars receiving the black flag must go to pit road immediately. If you do not go to pit road, your scoring will stop until the situation is rectified.
10. **Blue & Yellow Flag:** The blue flag with a diagonal yellow stripe is the courtesy layover flag. Driver is expected to use good judgment when the layover flag is shown.
11. **Restart Line-Up:** Restart Line-up will revert to the last completed lap with any penalized cars or cars that pit, going to the tail. Lead lap cars will be placed in front of lapped cars under yellow. Restarts will always take place in the restart area in turn 4. The restarts will be double file with lead lap cars in front of lapped cars in the order the cars were running on the track. Cars will double up as they choose, top lane or lower lane, when they reach the commitment cone at the finish line at two to go. If you choose after the commitment cone you will be penalized and restart at the tail of the field. The leader should gradually increase his speed in turn three, leader must fire first in the restart area. If a green flag lap is not completed before a yellow comes out all cars should go back to their prior position except for any cars that are penalized or cars that pit.
12. **Lucky Dog:** At the time the caution comes out, the first car behind the leader 1 lap down will be deemed to be the Lucky Dog (as long as they are not the cause of the yellow). The Lucky Dog will stay in their position throughout the caution period (Lucky Dog may pit if they elect to), until directed to pass the pace car or drop to the tail of the field and have your lap added manually. **Lucky Dog must always restart on the tail of the field.** No Lucky Dog will be awarded in the last 20 laps of the race.
13. **Slow Cars:** Slow cars must stay on the bottom in the presence of lead lap cars during the race. **Lapped cars that create problems for lead lap cars may be penalized.** Lapped cars should let the leaders go by on the outside and then resume racing. Cars fighting to stay on the lead lap are not forced to yield to the leaders until they have been passed by the leader.
14. **Spotters:** Spotters are required to be in the designated spotters stand during racing activities. Spotters should be patient and polite. Spotter must have their team's car number on their back in full view on their visible clothing.
15. **Post-Race:** Top 5 must go to the front stretch following the checkered flag. Do not touch car until told to by an official. Drivers should remain with their car until directed by officials.