

RACE FORMAT & POINTS

The rules and/or regulations set forth herein are designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for such events. These rules shall govern the condition of all events, and by participating in these events, all participants are deemed to have complied with these rules. **NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATIONS OF OR COMPLIANCE WITH THESE RULES AND OR REGULATIONS.** They are intended as a guide for the conduct of the sport and are in no way a guarantee against injury or death to a participant, spectator, or official.

The race director shall be empowered to permit reasonable and appropriate deviation from any of the specifications herein or impose any further restrictions that in his/her opinion does not alter the minimum acceptable requirements. **NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM SUCH ALTERATION OF SPECIFICATIONS.** Any interpretation or deviation of these rules is left to the discretion of the officials. Their decision is final.

The Management of Riverside International Speedway

Section 1: Registration

1.1 The car count at the close of the pill drawing for qualifying heats will determine the number of heats to be run.

Pill drawing will be used to determine all starting positions for regular race nights.

1.2 ***Pill draws will be cut off once hot laps begin, or no later than 6:30 PM.*** Any car that arrives at the track after pill draws are cut off will be put on the rear of the heat race with the smallest car count and receive no passing points (***only finish points***).

1.3 Properly completed registration card must be completed and signed before any driver will be allowed to draw a pill.

1.4 Car must be at track before driver will be allowed to draw. Track Officials are not allowed to draw pills.

1.5 As each number is drawn for a car, that number will be posted and this procedure will be repeated until a number has been drawn for each car that wishes to compete. The lowest number goes to the pole. Once pole position in each heat is filled, the next lowest number goes to the outside front row of the first heat, and so forth until that heat is full. If there is an uneven number of cars to equally distribute between heats, the last car will be placed at the back of the lowest numbered heats.

Section 2: Line-ups

2.1 **Heat Race Line-ups will be posted after the draw has closed. If a car arrives late and has not drawn, it will be added to rear of the heat race with the smallest car count.**

Feature Line-Ups will be determined by heat race finish. – First 3 rows of feature line-up will be adjusted by a dice throw = Dice will have numbers 1, 2, 3 (2 of each):

1 = NO CHANGE

2 = FRONT ROW TO 2ND ROW; 2ND ROW TO FRONT ROW; 3RD ROW NO CHANGE

3 = FRONT ROW TO 3RD ROW; 2ND ROW TO FRONT ROW; 3RD ROW TO 2ND ROW

NOTE – Driver with pole position after dice throw can move to outside start position.

2.2 Line-ups and number of laps for each event will be posted on the pit area line-up boards prior to the start of the first heat race. Any changes in the basic weekly program due to car count, track conditions or any other extenuating circumstances will be posted on the pit area line-up boards.

2.3 Each class will be given at least one (1) hot lap session. Hot laps will be conducted in groups per class. If a driver misses their class's hot lap, they will not be allowed to hot lap without approval from a track Official. When a class is called it is the driver's responsibility to get to the staging area prior to the cars going onto the track. Cars that complete their heat race will not be allowed additional hot laps.

2.4 It is the driver's responsibility to know his/her position and be lined-up in the pit area immediately prior to their race. Drivers will be called to line up in the designated area prior to the end of the current race on the track. Cars and driver are to be in the correct line-up and ready to start the race before entering the track with helmet and gloves on. If a car is not on track and in proper position after one (1) complete pace lap, the car must start at the rear. First offense you go to the rear; second or more offenses you go to the trailer.

2.5 Nightly race procedure

2.5.1 Drivers meetings will normally be conducted for each race card.

2.5.2 While packing the track, all drivers will wear helmets.

2.5.3 While packing the track, only the driver will be allowed in the car.

2.5.4 Hot laps will be conducted according to class.

2.5.5 Heat races per class will be determined nightly.

2.5.6 Feature races per class will be determined nightly.

Section 3: Heats & Features

3.1 All regularly scheduled events will consist of a minimum of one (1) heat race and one (1) feature per class.

3.2 If a car does not make the line-up, all cars behind that car will move straight forward, they will not crisscross.

3.3 On regular race nights "A" Features will start a maximum of 20 cars for all classes. Special shows may start more or less cars depending on the series rules or at the discretion of the Race Director.

3.4 The start will be official only when the flagman displays the green flag. All cars shall take their proper position behind the pace vehicle. In the event a pace vehicle is not used, the pole car will set the pace which shall be consistent with track conditions and as require to keep the field in formation. RIS shall be empowered to disqualify or penalize any driver violating this rule.

3.5 Any car not taking the initial green flag will not be allowed to enter track at any time. Car will not be posted as finishing the race and will not receive any points or winnings for not making event. Cars must take the initial green flag to be scored and awarded points and winnings. This applies to heat races and features.

3.6 All cars must remain in proper order until the Flagman displays the green flag. If in track Official's judgment the front row cars are out of position, a yellow will be displayed and a warning given to offenders. The front row cars will be given two (2) chances to start the race properly. Any cars not starting properly after two (2) chances will result in the offenders being placed a row back with cars behind offenders being brought to front row. Failure to comply with the penalty will result in disqualification and forfeiture of all points and winnings for that race.

3.7 All races will be given two (2) chances to complete the first initial green flag lap after taking the green flag. After those two (2) chances, the cars will then be lined up single file for all starts.

3.8 After one (1) green flag lap is completed, all restarts will be single file and will start as the field exits turn four. Leader must set a consistent pace. There will be a traffic cone in front of the flag stand, and all cars must go outside of cone in the proper aligned order. Any car going inside of cone, hitting the cone, or passing a car prior to going outside of the cone will be penalized two (2) positions. This penalty will be imposed on the next yellow or red flag. If there is no yellow or red flag after penalty then it will be enforced at end of race.

3.9 Once track Official gives a driver their restart position they have one (1) lap to adhere to that position. After one (1) lap if driver has not adhered to the proper restart position, the driver will be subject to a black flag warning. If after two (2) laps the driver has still not adhered to the proper starting position they shall sent to the rear of the field. If the driver continues to ignore the penalty, he/she will be given the black flag.

Section 4: Termination of the Race Card

4.1 Race Director reserves the right to conclude a race at any time. Time limits and/or lap reduction will be imposed on any class in order to expedite race program. All efforts will be made to finish the entire race program; however, the race program will not be held up by any one class. Track Officials and pit stewards will notify all classes of any changes made after a race card has started.

4.2 If the race card does not make it to intermission, rain checks will be issued for the following week only. If the race card makes it to the end of the first scheduled feature race, the race card will be considered complete. Any unfinished feature(s) after the first feature will be paid in accordance with the scheduled line-up for that feature.

4.3 If an event is deemed completed due to adverse weather conditions, track conditions, or an accident on the track while under yellow or red flag conditions the order of finish will be determined by the order in which the field would have restarted for the green flag.

Section 5: Points System

5.1 To receive points, all cars must run division sponsor decals. All points awarded by RIS shall be awarded to the driver, not the car, owner or team.

5.2 Drivers may compete in more than one class.

5.3 If a race card is shortened by weather, following the completion of at least one feature race, points will be awarded based on the finishing order as the cars finished the race, or were scheduled to start a feature (see Section 4, above), when called due to weather.

5.4 The point system is set up to add a competitive interest for the fans and give the drivers a chance to compete for the track championship throughout the season. Each regular race night the drivers earn points by finishing order that are accurately tabulated based on the following points system:

5.5 Heat Races

1st - 100 6th – 75 11th - 50
2nd - 95 7th – 70 12th - 45
3rd - 90 8th – 65 13th - 40
4th - 85 9th – 60 14th - 35
5th - 80 10th – 55 15th - 30

5.6 Features

1st - 150 9th – 110 17th - 70
2nd - 145 10th – 105 18th - 65
3rd - 140 11th – 100 19th - 60
4th - 135 12th – 95 20th - 55
5th - 130 13th – 90 21st - 50
6th - 125 14th – 85 22nd - 45
7th - 120 15th – 80 23rd - 40
8th - 115 16th – 75 24th - 35

5.7 Double points nights will be published when the season schedule is announced. In the event a double points event is cancelled, it will be rescheduled at the discretion of the Owner/Promoter.

Section 6: Track Championship and Awards

6.1 RIS will offer a year-end points purse. The final year end points purse will be based on the total revenue brought in through sponsorship. Contingency prizes will also be awarded based on response from sponsors. All points purse bonuses and contingency prizes will be awarded at the Annual Points Banquet at the end of the season. To be eligible for the championship or the year-end points purse, driver must compete in **90%** of events actually run.

6.2 RIS will award the following class championships: STOCK, 600 MINI-SPRINT, MODIFIED, LATE MODEL, 305 WING SPRINT, AND 360 WING SPRINT. **To be eligible for the championship or the year-end points purse, driver must compete in 90% of events actually run.**

6.3 If a division sponsor is used, to be eligible for the Championship all cars must have one (1) division Sponsor decal on the car each night. The decals will be available at the driver's registration building. Placement of the division sponsor decal is at the discretion of RIS management.

6.4 Rookie of the Year Award will be awarded to the highest finishing first year driver based on the points standing at the end of the season. To be eligible for this award, the driver must be in their first year of racing in one of RIS' classes and have competed in a minimum of **90%** of the points events at RIS.

6.5 Sportsman of the Year will be awarded to the driver that demonstrates a true "sportsman" attitude at all times during the racing season. This award will be voted on by all of the track Officials, track management and approved by the Race Director.

6.6 Most Improved Driver Award will be awarded to the driver showing the most improvement from the previous season at RIS. To be eligible for this award, the driver must have competed in a minimum of 75% of the season's events at RIS and minimum of **90%** of the previous season's events. This award will be voted on by all of the track officials, track management and approved by the Race Director.

Section 7: Race Procedure and Flags

7.2 Start/Restart (Green Flag)

7.3 Caution (Yellow Flag): If a car spins (does a 360) or slows for any reason and causes a yellow flag for safety that car will restart on the rear.

Yellow Flag and Yellow Light; means a minor mishap has occurred on the track. All cars must slow down and yield to safety vehicles. Watch track Officials on front and backstretch for lineup.

7.3.1 Five (5) yellow or red flag rule (applicable to heat and feature races): Once one lap is completed or a single file start is required (see paragraph 3.7) the race will be shortened to a “green, white, checkered” sequence after five yellow or red flags. Yellow flags to remove debris on track will not be counted.

7.3.2 Two (2) spin rule: Any car spinning out twice, on their own, in one race and bringing out the yellow flag, will receive the black flag and sent to the pits and not be allowed to complete that race.

7.3.3 If the yellow comes out after the white flag is displayed, the race will be restarted with the “green-white checkered” sequence. In the event a caution situation (yellow or red flag) occurs during this "green-white checkered" sequence, the race will be considered complete, and the last lap completed under green will count as the final scoring for that race. For scoring purposes, car(s) involved in the yellow or red flag during the “green white-checkered” sequence will be posted at the rear of the field in the running order of the last lap completed.

7.3.4 There will be no racing back to the flag stand during any caution periods.

7.3.5 No one is allowed on the track during a yellow flag without clearance by a track Official. Violation of this policy may result in that individual’s removal from the race track property and/or disqualification of the car.

7.3.6 Any driver pulling off of the track and into the infield due to a mechanical problem must stay in or with their car, or move to a safe location behind the infield barrier until the end of the race. The driver may then exit the track under the car’s own power. If the car has to be towed, it will be towed after the race has ended.

7.3.7 All cars involved in an incident bringing out the yellow flag will restart at the rear, in the order they begin moving again from the incident, or re-appear on the track. The order will be decided by the track Officials and the decision will be final.

7.3.8 If a yellow flag is displayed, all restarts will revert back to the last completed green flag lap if all lead lap cars have crossed the start/finish line. If yellow comes out **all lapped cars will line up as they are running behind the lead lap cars and be on the lead lap. Any cars two (2) or more laps down to the lead car will line up behind the lead lap cars and will restart one lap down to all lead lap cars.**

7.3.9 No courtesy laps will be given.

7.4 Blue/Yellow (or Blue/Orange):

Flag means the leader and/or faster cars approaching.

7.4.1 Failure to adhere to the blue/yellow flag may result in a disqualification and forfeiture all points and winnings. Continued disregard of the blue/yellow flag may result in getting the black flag.

7.4.2 Competitors who are off the pace should always yield to faster cars.

7.4.3 When the blue/yellow flag is displayed, car(s) must not make sudden moves, either by moving up the track or down the track, but must hold their position on the track and allow the faster cars to pass. Car must not continue to race the leader or faster cars if blue/yellow has been displayed to them.

7.5 Race Stop (Red Flag):

Red Flag and Red Light; means a severe accident has happened. All cars must stop on the track immediately. Do not finish lap or continue racing to flag stand.

7.5.1 Any car deemed to be continuing a lap after the red flag is displayed will be sent to the rear of the field if the race continues.

7.5.2 Cars may be sent to pits during red flag if conditions are extremely severe. If/when race is restarted after red flag, cars will revert to the last completed green flag lap for restart.

7.5.3 All cars involved in an incident bringing out the red flag will restart at the rear, in the order they re-appear on the track. All cars involved in a minor incident not requiring the car to leave the track will restart at the rear, in the order they begin moving again from the incident. The order will be decided by the track scorers and the decision will be final.

7.5.4 Any car that leaves the racing surface to the pits when a race is stopped under the red flag will restart at the rear.

7.5.5 The safety of the drivers on the track is the first concern of RIS. Only track Officials, track security, track management, emergency officials, and the Race Director will be allowed to enter track immediately after a red flag is displayed. Anyone impeding the care of a driver during an accident shall be subject to suspension or ejection from RIS.

7.5.6 During a red flag, track Officials will determine if the track will be open to crew members during that red flag period. The track will not be open for every red flag; it will be at the track Official's discretion.

7.5.7 Once the track is secured during a red flag the Official in charge will notify the flagman to display the black flag and allow two (2) crewmembers for each car to enter the track. Only one ATV per racecar will be allowed onto the racing surface once the track is declared open.

7.5.8 Crewmembers, and ATV's, must not enter track until cleared by the Official in charge. Violation for entering the track before cleared will result in their car being placed in the rear for the restart. Second occurrence in the same night will result in removal of crewmember from track.

7.5.9 Clearance will be given for crew members to enter track as soon as possible once the accident scene is secure. No jack is allowed on the racing service. If a car must change a tire or jack a car up you must go to a designated work area and restart on the rear. If a jack is used on the racing service it is an automatic disqualification.

7.5.10 Driver must stay in their car with safety belts buckled at all times under an open or closed red.

7.6 Driver Consult (Black Flag):

7.6.1 Any driver receiving the unfurled black flag must immediately exit the track.

7.6.2 A driver has two (2) laps to adhere to a black flag. If a driver does not adhere to a black flag within two laps, the car will stop being scored and all points for that race forfeited. The race may be stopped to get the car off the track. Any driver that causes the race to be stopped due to not adhering to a black flag will be disqualified and forfeit all points and winnings for the night.

7.6.3 A black flag will be displayed to any car that is losing parts, excessive smoking or has other mechanical problems deemed unsafe by flagman, a track Official, or Race Director. All cars disqualified for a mechanical problem will be posted as finishing the race in the position actually finished after leaving the track. Driver will be awarded points and winnings for that position.

7.7 White Flag:

7.7.1 White Flag; means there is one lap left in the race.

7.7.2 If an incident occurs on the white flag lap, causing a yellow or red flag condition, drivers shall not race to the finish line. If this occurs, the race will be restarted and will run a "green-white-checkered" sequence.

7.8 Checkered Flag; means the race is complete.

7.8.1 Once the checkered flag is displayed and all cars complete one (1) cool down lap, all cars except winner must begin to slow down on the backstretch and exit the track in turn 3. The winner of each heat race may complete one cool down lap with the rest of the field. If the race card and/or time permits, the winner may stop on the front stretch to pick up checkered flag from track Official and take one (1) victory lap. After one (1) victory lap, car must exit track immediately.

7.8.2 The winner of each feature will complete one (1) cool down lap. After passing the finish line on the cool down lap, car should turn down from turn 4 into the infield and onto the victory platform for interview and photos.

7.9 Drivers:

7.9.1 In the event of a driver change after a car has qualified, it is the responsibility of the driver to ensure that a track Official is notified, and that car must start at the rear of the field.

7.9.2 No driver changes permitted after the race has begun.

7.9.3 No lesser division car will be allowed to race in a higher class unless approved by an RIS Official.

7.9.4 Drivers may race in more than one class. If a driver brings more than one car to the track and plans to race in more than one class in the same night, a pit fee must be paid per additional car in order to be raced that night.

7.9.5 A driver may switch to a non-qualified car in the A-Main for their class that night. Any driver that switched cars must start at the rear of the A-Main (or B-Main if scheduled) for that class that night.

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