

SECTION 6 – Racing Rules and Procedures

6.1 SAFETY & EMERGENCY EQUIPMENT. Medical first responders and adequate fire-fighting equipment must be present at the track before cars will be permitted on the track for warm-ups or competition at HWY 16, LLC sanctioned meets or events.

6.2 POSITIONS

6.2.1 Cars will be in their starting positions within (3) minutes from the time the race is called. Non-qualified cars will run scratch in a heat race and any feature.

6.2.2 Any car not staged and lined up and ready the event on deck shall start at the rear of the field at Race Director's discretion, repeat offenders may be held from entering the event.

6.3 STARTS

6.3.1 All races will be rolling starts. The pole car has the dress when pace car is not on the track, as directed by the starter. No more than two false starts will be allowed. After the second false start, the offender, if any, will be pulled out of line and placed in the last position for the start of that race. The starter's decision determines the offender(s).

6.3.2 One "no fault" restart may be allowed. Any car that goes to the pits during a "no fault" will start at the rear

6.3.3 Cars must hold their position until the green flag is thrown. No passing on the left at the green flag until the start finish line is crossed. Passing on the left prior to the green is determined when any portion of the rear car is beside or in front of any portion of the forward car.

6.4 RESTARTS

6.4.1 In the event of a restart on the first lap, cars will line up as they were on the start. On any other restart after the first lap cars will be started single file in the order they crossed the finish line at last completed lap or previously completed green flag lap unless the cone restart is being used.

6.4.2 CONE RESTARTS

6.4.2.1 When cone restarts are in play, the cone will be placed in the middle of the track in the turn 3 area after the single file restart order is determined.

6.4.2.2 All cars are to remain in their position until all cars in front of them have passed the cone.

6.4.2.3 As the field approached the cone forward most driver then has the choice to choose the high line (therefore going outside of the cone) or the low line (therefore going inside of the cone). Once the cone is passed, a driver may not change lanes. This will be considered as "cutting a marker" and subject to penalty in compliance with Rule 6.5.

6.4.2.4 Once the car has passed the cone, that car may close the gap to the car in front of him for that lane and prepare for the restart.

6.4.2.5 In the event of a restart after a caution flag, all cars determined to be involved and or any car that goes to the pit and reenters, shall not be eligible for lane choice when coming to the cone. All involved cars must restart in the inside lane for that restart.

6.5 IMPROPER DRIVING.

(This clause may not apply to some Hornet & Bomber events as per Race Directors discretion)

For offenses of rough driving, cutting markers, unnecessary or excessive bumping, crowding, chopping, and other related offences like unapproved 3 wide maneuvers, the driver may be penalized one or more positions.

Any position penalties not served during a yellow flag period of the race shall be assessed on the final finish order.

Participant may be black flagged and/or suspended as to the severity of the offence, as determined by HWY 16, LLC officials.

6.6 FINISH

6.6.1 Cars receiving the initial or official green flag will receive awards. If a competitor fails to start at the initial or official green flag, it may be allowed to start laps down at the first available yellow flag or available open under green in the scratch position, at Race Directors discretion.

6.6.2 All ties will go to the outside car.

6.7 GROUP QUALIFYING & TIME TRIALS (no challenge rule is in place)

- 6.7.1 Participants may be given a maximum of two timed starts or qualifying laps. **(Time Trials)**
Participants may be given a timed practice session (multiple cars) in which the best qualifying lap will stand as the official qualifying time.
- 6.7.2 Under no condition shall a participant be given a timed start or qualifying lap after time trials have been closed to that class. IF A DRIVER DOES NOT QUALIFY IN THE APPROPRIATE TIME ALLOTTED OR ARRIVES AT THE EVENT AFTER QUALIFYING IS COMPLETE FOR HIS/HER DIVISION, SAID DRIVER WILL BE POSITIONED IN THE 'SCRATCH' POSITION IN THE LINE-UP FOR THE EVENTS.
- 6.7.3 Any Winged Sprintcar or Pepsi Sprint car qualifying one (1) second slower or more than the fastest qualifying car will start "scratch" (at the rear) in the field.
All other divisions qualifying 1.5 seconds slower or more than the 4th fastest qualifying cars will start "scratch" (at the rear) in the field.
A scratch starting position will be awarded finish points, but position gain points will not be awarded.
The 1.0 and/or 1.5 second rule may be omitted at discretion of promoter in the interest of competition and it never applies to Stingers, Bombers or Hornets
- 6.8 HAZARDS.** No car will be started or permitted to continue in competition, if in the opinion of a HWY 16, LLC. Official, it is a hazard to the other cars in the event.
- 6.9 REPAIRS.** On track repairs will be allowed only on red flag condition with the permission of the HWY 16, LLC. Race Director. two (properly credentialed) persons per car allowed with "in hand" tools only. Pit Road repairs during red flag are approved if car is already in the pits when red is displayed, or when pushed or towed to pits, cars may not enter pits under their own power during a red flag. SEE 6.11.3.1
- 6.10 DRIVER CHANGES.** For a driver to change cars he/she must have timed in a car and he/she will start scratch in the new car. (WITH PROPER TRANSPONDER)
- 6.11 FLAG RULES.** The starter, in communication with the drivers in a race, shall employ signal in accordance with the following codes:
- 6.11.1 **GREEN FLAG-** When dropped, the track is green to the right. No passing on the left, even under green flag, until the start finish line is crossed. A car is considered as passing when any portion of the rear car is beside or in front of any portion of the forward car.
- 6.11.2 **YELLOW FLAG-** Caution. Accident or unfavorable conditions ahead. A yellow flag displayed by the starter means hold position, and slow to a pace speed in a safe manner. Yellow flag lap will not be scored (*with the exception of extenuating circumstances). Race leader will maintain a slow, safe pace during caution laps if not picked up by the pace car. Leader must maintain the same speed as the pace car. **DO NOT CROWD THE PACE CAR.** The pace car will speed up and exit off of turn two when the starter displays the one to go signal.
- 6.11.2.1 Any car going to the pits under yellow will start at the rear of the field in the inside lane only. Any car entering the pit area for repairs or service will be expected to rejoin the field prior to the "one to go" signal. Any car that can't make the "one to go" signal may request 1 minute prior to the "one to go". The "one to go" will be waived off and the clock set for 60 seconds. The race will resume at expiration or the clock.
- 6.11.2.2 Any car involved in the initial contact or any other initial action that results in the yellow flag will start at the end of the field in the inside lane only. If the yellow flag is given after the leader has taken the white flag, then the field will race to the checkered flag.
- 6.11.2.3 Any car that has been charged with 2 cautions in a heat race or 3 cautions in a main event will be black flagged.
- 6.11.3 RED FLAG-**
- 6.11.3.1 Stop, the race is halted, upon observing the red flag drivers will bring there cars to an immediate, controlled, safe stop, on the apron if possible. Participants may subsequently drive to the pits with permission from Race Control. Participants must restart at the back of the pack when returning from the pits to the line-up.

- 6.11.3.2 If realignment is necessary, alignment will be determined by the previous green flag lap. If the red is thrown after a yellow flag the line up will be determined by the previous green flag lap.
- 6.11.3.3 If the red flag comes out after the leader has taken the white flag, the race may be restarted and finished or determined complete. The realignment if the final lap is completed, or the finish of the race will be determined by the previous green flag lap. (at discretion of Race Director)
- 6.11.4 **BLACK FLAG-**
- 6.11.4.1 Remove your car from the track on the next lap. The car will not be scored if it does not exit on the next lap. Cars that are black flagged due to a mechanical issue may repair the issue and re-enter the track at the discretion of the track steward.
- 6.11.4.2 **Any rolled flag** pointed at a driver is a warning of improper driving and pending penalty or black flag if the situation is not corrected.
- 6.11.5 **ROYAL BLUE W/ DIAGONAL ORANGE STRIPE FLAG-**
- 6.11.5.1 **If displayed during a caution on the initial start means;** the race is being restarted. Participants are to reduce speed and realign their cars in the proper order for the restart.
- 6.11.5.2 If displayed during green flag conditions means; to move to the low groove as soon as it is safe, or hold your position, do not make any erratic moves as the leader or leaders are coming up to put you a lap(s) down.
- 6.11.6 **WHITE FLAG-** Denotes the beginning of the last lap of the race.
- 6.11.7 **YELLOW/CHECKERED-** If the yellow flag is given after the leader has taken the white flag, then the field will score at the checkered flag.
- 6.11.7 **CHECKERED FLAG-** Denotes the end of the race.
- 6.11.8 Participants will obey all flags when they are displayed the first time.
- 6.12 **ROOKIE STARTS and STATUS-** All Rookies shall start scratch during the first 3 events entered, and shall inform the Race Director prior to the start of each event. Rookies may make starts in qualified position during first 3 events if approved by the Race Director. Rookie Status is deemed when a participant has made 3 or less starts in the division entered and has not lost Rookie Status in a upper division. All Rookies at a minimum of the first 3 events shall run a yellow stripe on rear bumper or a yellow streamer flag at the rear of the car to inform other competitors while on the track. **Rookie Rule does not apply to Stingers, Bombers and Hornets**
- 6.13 **AUTHORIZED VEHICLES.** Only authorized vehicles and racecars will be allowed in the pit area. NO SPECTATOR, OR PIT CREW MEMBER CAR/ TRUCK MAY PARK IN THE PIT AREA.
- 6.14 **SMOKE AND SPILLAGE.** Any car observed to be smoking **excessively** or which is observed to be spilling oil, gas or water on the track may be black flagged immediately.
- 6.15 **PIT EXTINGUISHERS.** A minimum 2 ½ lb fire extinguisher must be in each participants pit area at all times. Participants must provide on extinguisher for each car entered in the HWY 16, LLC sanctioned event.
- 6.16 **PARTICIPANT.** Participant shall stay in their car at all times while car is on the track, unless the participant safety is in danger or approval to exit is given by a track official.
- 6.17 **ADDITIONAL FINES-** levied by official HWY 16, LLC staff will be payable to HWY 16, LLC. Un-paid fines will subject the offender to revocation of pit pass privileges until paid. All fines for any violation are at adjustable and executable by the HWY 16, LLC Race Director.
- 6.17.1 \$100.00 fine may be assessed to any participant using excessive speed in the pit area.
- 6.17.2 **\$100.00 fine may be assessed to any participant or crewmember or both riding on a car or trailer while in motion.**
- 6.17.3 \$100.00 fine for parking in unauthorized areas.
- 6.17.4 \$100.00 fine for abusive language toward any HWY 16, LLC staffer, employee, competitor or participant.
- 6.18.1 **RACE CONTROL.** All applicable classes must be tuned to race control **prior to entering the track during the final practice and for competition.** 464.2875 is the race control channel