



# 2022 Southern Super Series General Rules

The guidelines 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 guidelines shall govern the condition of events and participation therein. **NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATION OF OR COMPLIANCE WITH THESE GUIDELINES AND/OR REGULATIONS.** They are intended as a guide for the conduct of events and are no way a guarantee against injury or death to a participant, spectator, or official. The director of competition, or his authorized designate, shall be empowered to permit minor deviation from any of the guidelines and/or regulations herein, or impose any further restriction which, in his opinion, does not alter the purpose of the organization. Deviation of these guidelines and/or regulations will be the responsibility of the series officials; whose decisions are final. These guidelines and/or regulations will be superseded by any guidelines and/or regulations distributed in writing or announced during an events drivers meeting.

## 1. CONDUCT

1. Upon admittance to a restricted area, all participants must conduct themselves in a manner not detrimental to stock car racing. Profanity in front of race fans, officials, management, profane signs or writing on cars, etc., will not be tolerated and may subject the offending party to penalties. Conduct in social media deemed detrimental to the series, track, officials or sponsors may subject the driver or team to sanctions. **UNSPORTSMANLIKE CONDUCT AND/OR ACTIONS DETRIMENTAL TO THE SPORT OF AUTO RACING WILL NOT BE TOLERATED.**
2. General appearance of drivers and crews must be neat and clean looking.
3. A competitor that stops his or her car on the track to argue or discuss an incident with the starter or other officials may be subject to penalties.
4. Verbal or physical abuse of officials, including improper language or actions will result in sanctions from the track.
5. Fighting will not be tolerated. Drivers will be held responsible for the conduct of all persons connected with their car, and violations will be dealt with accordingly. Any person from a crew, including the driver, going to another pit area where any altercation erupts, will be considered at fault and will be subject to penalties.
6. Any driver who, in the judgment of series officials, engages in rough driving, deliberately running into, blocking or swerving in front of another car - may be subject to penalties. Any car intentionally blocking the track will subject the owner and driver to immediate and indefinite suspension from the series.
7. Any driver who intentionally causes a caution condition, without safety being an issue, by stopping, spinning, or any other action, is subject to 2-lap penalty
8. Crew members are not allowed on the racetrack at any time. Pit crew, drivers, or series/track officials are not allowed to service cars on the racing surface without specific permission from race control.
9. No one is allowed in the control tower without permission at any time. You will be subject to severe penalties. Race director will be available at the end of the night.

## 2. COMPETITION RULES

### A. Scoring

1. All competitors must register with scoring in designated area at each event. Registration will close fifteen (15) minutes prior to divisions drivers meeting or qualifying. Whichever is first. If you have not registered by then you will either be required to qualify first or you start at the rear of your first event if class does not have qualifying.
2. Transponders are required and you will get them at registration. You will be required to use an AMB pouch or clip to secure the transponder on the right rear frame rail of the car 160" from the nose. They are available for purchase at registration table. If you have a personal transponder, disable it prior to going on track. Failure to return a working transponder may result in a \$400.00 fine.
3. Transponder must be on car for any on track activity when they are made available to your class.
4. All driver changes from the time registration starts, must be reported to a series official prior to that driver taking to the track. Any driver changes prior to start of a race and after qualifying will result in that car starting at the rear of field. Failure to notify of a change will result in loss of money and points.

### B. Qualifying/Race Line Up

1. Qualifying order can be set by order of entry, draw, or practice times. Qualifying order will be posted in the tech shed showing qualifying tech time and/or group.
2. For qualifying you will have an official time once car has taken the green flag. If you are unable to attempt a lap at your spot in line you will be placed on a five-minute clock to present car for your lap(s). There will be no re-qualifying.
3. A driver may qualify only one car, and a car may be only qualified one time for a race program. If a car is scratched following a successful qualifying attempt, that driver may qualify another car, provided that car has not yet qualified.
4. Practice session times may be used for qualification purposes should unforeseen circumstance dictate the necessity during the event. Final session practice times may also be scheduled in advance to replace traditional qualifying with group qualifying.
5. In the event of a tie in qualifying times position will be based on who ran the time first.
6. Top 8 in qualifying will draw numbers to determine line up for feature lineup.
7. Normal race programs can consist of any combination of practice, qualifications (single car or group), last-chance race, heat races and

feature as announced by officials. Race lineup can also be set by practice speed, random draw or from season points.

8. Normal procedures call for the fastest twenty (24) cars in qualifications to be automatically transferred to the feature, to be lined up in order of the inversion if one. Positions 25 - 26 will be the top two finishers from the last chance race Positions 27- 28 will be the two drivers highest in series points who have not yet qualified for the feature. If no points provisionals are needed the next two in last chance race will transfer.
9. Individual track promoters have the option to add additional starters to the feature race. These starters will be added to the feature according to qualifying times, series points or last chance race. These may be done at a reduced pay amount.
10. In the event that all cars qualifying for the event will make the event, the entire feature line-up will be by qualifications and redraw.
11. If a promoter agrees to start all cars, above the previously announced number of starters, the field will be set on time and redraw. For payoff purposes, the additional starters (at the reduced amount) will be the slowest cars that would not have received a provisional spot.
12. A driver, with his car, must either practice or qualify, to be eligible to start the feature except with prior approval.
13. Lineups for races and qualifying order will be posted in a designated area. It is the responsibility of the driver to check his or her qualifying or starting position and be ready when called for an event. Cars not in position when field rolls may be placed at the rear of the starting lineup or disqualified from the event.
14. Drivers that wish to go to the rear will go to their original position. On the pace lap pull to the side and let the field go by. That row will just advance forward.

### C. Event Procedures

1. For standard events, entry fee will be stated on the entry form. A minimum of \$25 more per car will be charged if filed after the deadline time printed on the entry form for the event. Payment of entry does not guarantee a starting spot in any scheduled events.
2. All teams are required to have a spotter in the designated spotters stand during feature events. Spotter must have the ability to monitor race control. If the spotter leaves or is removed for any reason the car will be black flagged and not allowed to continue until a spotter is in place.
3. When supplied, teams are required to use window and contingency stickers in their designated and mandated position. Failure to do so may result in a monetary penalty or loss of contingency eligibility. Select windshield stickers and decals may be required to participate in an event.
4. **For events with impound procedures no car will be allowed to pull out of impound. When cars are gridded for pre-race ceremonies anyone wishing to work on vehicle can go to pit stall for service. Penalty is starting on tail of the field. Anyone pulling out of line prior to this may be docked lap(s) or held on pit lane until the race begins. Series reserves the right to allow safety issues to be corrected without penalty.**
5. Every effort will be made to complete the advertised event distance. Race length can be altered due to car count or time restraint and drivers will be notified prior to the event.
6. We do not race back to the caution. Unless a majority of the field has completed a lap scoring will revert to the last completed lap for restart lineup. This is at the sole discretion of the Race Director.
7. Once fifty percent of the total laps are completed the race is considered official.
8. In the event of an excessive number of caution laps series officials reserve the right to count caution laps, shorten the number of laps or use a time limit on events. If the total number of laps are shortened or a time limit is enforced, we will notify you via race control and attempt to complete at least 5 more laps. If another caution occurs you will get one chance at a green, white, checkered finish. At that point the next flag will complete the event.
9. Any car that has a hood or deck lid come off or open, or is observed dragging dangerous parts, or dropping any fluid, is subject to a black flag at the discretion of the officials.
10. Driver must remain strapped in the car until safety officials arrive unless it is unsafe to do so.
11. All cars must keep a reasonable speed. If you are unable to maintain a reasonable speed you will be given one opportunity to pit for adjustments or repairs and return to competition. If you still cannot maintain reasonable speed, you will be parked for the remainder of the event.
12. Three unassisted spins or multiple incidents and you will be parked for the remainder of the event.

### D. Finishing Positions

1. Finishing positions will be determined according to the most laps completed (including those earned through announced race procedures) in the least time, regardless of whether the car is running.
2. Results are not official, and no purse will be available until tech is cleared. In the event of a protest or some other delay in the results of a class being made official, such as but not limited to tire sample testing, no purse will be sent out until all test results are back and results are made official.

### E. Finishing Position Protest

1. Protests to finishing positions in any race must be made within fifteen (15) minutes of the conclusion of the event. Such protests must be in writing and must be given to the Chief Scorer or Race Director.
2. Scoring re-checks decisions are final and cannot be appealed or litigated.

### F. Points System, Season Champion

1. Separate owner and drivers point standings will be kept for the sole purpose of determining a different driver's champion, if necessary.
2. 2022 points fund and contingency awards will be paid based on final owners point standings. Driver's points will be kept for media and statistical purposes only
3. Points and contingency awards are only available to current series licensed team owners & drivers
4. To be eligible for end of the year points awards or to be included in any special programs related to points position you must attempt to compete in at least 80% of points paying events for the season.
5. All teams who enter a car and present it for competition, but fail to qualify will receive 10 points for their participation
6. Qualifying will pay points to top 5 with first receiving 5 then dropping by 1 with 5<sup>th</sup> place receiving 1
7. Points for the feature results will be awarded in the following manner: 1st-50, 2nd-48, 3rd-46, with a 2-point drop per position.
8. Any tie in the final point standings of any award will be broke by the highest number of wins, and if still tied, by the highest number of second place finishes, and so on, until the tie is broken.

#### **G. Southern Super Stars**

- 1 The Southern Super Stars program will be made up of the top 12 licensed teams in series owner points starting at the second points paying event of the season.
- 2 The included teams for each event will receive bonus money based on their finishing position in relation to the other 11 teams in the program as follows: 1. \$750.00 2. \$600.00 3. \$500.00 4. \$400.00 5. \$300.00 6-12. \$250.00
- 3 Inclusion in the program will be based on the owner's points standings after the most recent series event.
- 4 Team must be registered for the event prior to the pre-entry deadline.

#### **H. Rookie Eligibility**

1. Drivers can apply for the rookie program if they have competed in no more than 5 events in one season. Any event where the driver does not complete 50% of the laps will not count towards their total races competed.
2. All rookie drivers must register and be approved by the series director. Must compete in 75% of events to be eligible for awards.

#### **I. Practice & Testing Guidelines**

1. No team or driver may test at a given facility in the five days preceding a scheduled points event, unless it is an officially sanctioned and announced open practice session The first points paying event of the year is excluded.
2. SSS reserves the right to allow inexperienced competitors to test without penalty when deemed necessary by the series director. This will only be allowed in rare cases when it is in the best interest of all competitors to allow a driver extra track time prior to the event.

#### **J. Inspections, Mechanical Protest**

1. Series officials may require an inspection of any vehicle at any time. Vehicles placing in the first three positions driver must drive car to the inspection station immediately after the conclusion of the feature race/victory lane for such inspection and must not work on the car in any fashion until told to do so by a technical official.
2. A competitor must take whatever steps are required, including a complete tear down of the car, as requested by series officials to facilitate inspection of the car.
3. Failure to present a car for inspection when requested to do so, or refusal to take steps requested by series officials, will be considered an admission of guilt and can be grounds for disqualification.
4. Protests regarding alleged mechanical infractions must be made within fifteen (15) minutes of the conclusion of the event. The written protest must specify, in detail, a single, specific part or rule that is in violation, and be given to the Chief Technical Inspector, along with a cash fee of \$300 or \$800 for top end motor protests and \$1500 for bottom end motor protests. 25% of the fee will be retained by the series for administrative costs. The remaining goes to the winner of the protest. Series reserves the right to deny protest.
5. A protest may only be filed by a competitor in the same feature race finishing on the lead lap. A competitor can protest a maximum of three times a season and protests must be a minimum of 3 weeks apart.
6. At series discretion a motor and/or car can be impounded, and inspection done at a later time and place agreeable to all parties.

#### **3. Common Technical Rules**

1. Sunoco Purple 110 is the Spec fuel of the Series. A minimum fuel purchase will be required at most events. Fuel samples may be taken at any time and tested. Alcohol, nitromethane, nitrous oxide, other oxygenating agents, other additives and/or fuels that contain masking agents or oxygen are not permitted. Use of such substances or additives will result in immediate disqualification and loss of points. Use of any fuel that contains oxygen is prohibited!!!
2. All cars must go through tech for safety inspection/pre-event tech prior to going on the track for practice unless noted otherwise on schedule.
3. Any infractions must be checked off prior to qualifying tech opening. Failure to do so could result in penalties.
4. Tires may be impounded and if so, will be released prior to qualifying.
5. Once in tech line there will be no jacking up or lifting of the car past the designated point. Max of 4 crew plus driver
6. All cars must start the feature on the tires they qualify on, or you must start on the rear. Officials reserve the right to make exceptions in certain situations.
7. It is the driver's responsibility to know when you need to be in tech line. Failure to be in tech at your designated time, without prior

approval, may result in penalties.

8. Bleeders are not allowed. Use of tire softening or altering agents is not permitted. Use of such substances will result in immediate disqualification and fine.
9. Vehicles must have 4-wheel hydraulic brakes.
10. No Traction Control Devices of any kind - If any 'traction control' device is found, the driver and owner will be disqualified from the event, the car will be confiscated until a \$15,000 fine is paid. Additionally, the driver and owner may receive a lifetime ban from all events.
11. Carburetor restriction must be done with a solid plate or cone type system only, may not be externally adjustable in any way. All carburetors will be sealed. You must race the same package you qualify.
12. One Ignition Box Only. All ignition boxes must be mounted on the passenger side, in plain view, and out of reach of the driver and all wires to the distributor must be run separately and not part of a bigger loom or wiring harness. No unplugged wiring allowed
13. No "U" Shaped Fuel Cells or non-standard shaped fuel cells.
14. No Tungsten or similar weight allowed
15. No Data Acquisition equipment/wiring is allowed in the car on officially recognized race or practice days.

#### **4. Penalties**

1. Penalties for violations of the rules are determined by the gravity of the violation and/or its effects on fairness of competition. They may also be weighted as to discourage future infractions of a similar nature. Penalties may include, but are not limited to, lap penalties, position penalties, disqualification, suspension of license, posting of bond, fines, and/or loss of points. A suspension may be for a determined period of time, number of events, indefinite or remainder of a season.

#### **5. OFFICIAL DECISIONS**

1. Any situation not specifically covered in these rules will be acted upon by the official or officials whose decision will be final and binding on all participants.
2. Any disagreement over technical questions or operations will be resolved by series officials. When their decision is made, such decision is final and binding.
3. Any dispute, controversy or claim whether or not relating to this rulebook or alleged breach of the same, shall be settled in accordance with the existing and/ or amended rules and regulations, and competitor agrees to accept the decisions rendered by such process. By competing in the event, the competitor expressly agrees that determinations by series officials as to the applicability and interpretation of these rules are non-litigable, and they agree that they will not initiate or maintain litigation of any kind against Modifieds of Mayhem, host track or anyone acting on behalf of either. If a competitor initiates or maintains litigation in violation of this covenant, that person agrees to reimburse the Modifieds of Mayhem and all included persons or entities for the costs of such litigation, including all reasonable attorneys' fees. That competitor may also be indefinitely suspended from competition during the entire time of such litigation
4. Continuous developments in racing may necessitate changes which cannot be anticipated at the time rules are formulated. If necessary, rules may be updated, changed, deleted, or added to at the discretion of the series officials.
5. Series officials may use weight penalties for any infractions of these rules in an effort to make a car eligible to compete.
6. At certain events, to encourage participation of other competitors, the officials may alter the rules for those cars, to try and create a level playing field for cars that might fall outside of the normal rules. Official's decisions are final.
7. In the event of an excessive number of caution laps, officials may alter the weight requirement for fuel burn-off. Fuel stops are not guaranteed plan accordingly.
8. Officials reserve the right to alter rules or procedures at any time in the interest of fairness or safety.

#### **6. Safety**

1. Approved seat belts and double shoulder harness will be required, no older than five (5) years. A crotch strap will be required. Sternum strap recommended.
2. Drivers will not be allowed on the racetrack at any time without proper neck restraints in place. A strap type neck restraint or neck collar is required at all times.
3. Helmet should be 2010 Snell standard or better and have sticker visible for inspection. Full-face helmets required.
4. Approved, clean full driving suit and gloves for fire protection are mandatory. Fireproof shoes and helmet skirt are highly recommended
5. All cars must have a working fire suppression system (preferred) or, at minimum, a driver accessible fire extinguisher. Gauges for extinguishers must be easily visible for inspection.
6. Driver's window must be equipped with safety net with quick release-latch. String window nets will not be permitted. The minimum net size must be 22" wide and 16" high. When latched, the window net must fit and pull tight.
7. Resilient padding designed for roll bar use must be installed on any roll cage member which can be reached by any extremity of the driver while driver is normally seated with restraints fastened. Steering wheel must be padded.
8. All lead weights must be securely fastened. Any lost weight will result in a \$25.00 per pound fine. No Tungsten or similar weight allowed!
9. Lead Inspection will be part of post-race tech. If a piece of lead is not properly painted white with car number in red or black marked on all sides the team will receive a \$1500.00 fine on 1st offense with an automatic disqualification on the 2nd offense. Any lost weight will

result in a \$25.00 per pound fine to the team

10. All competing teams must possess a minimum 10 lb. Aluminum working fire extinguisher while in attendance in pits, and this item must be presented at inspection. Car number must be painted on fire extinguisher.
11. See minimum chassis guideline for specific chassis rules.
12. Numbers must be a minimum of 24" in height, with body of each character a minimum of 3" in width and must be professionally placed on each door in a contrasting color. A full-size number will be required on top, readable from the infield. A car number at least six inches (6") in height must be placed in the upper right-hand corner of the windshield. All numbers must be readily identifiable from race control, or you may be required to outline in contrast.
13. No part of any cooling or oiling system may be located in driver's compartment.
14. Batteries must be securely fastened and mounted outside of driver's compartment or in a box with a cover.

## 7. SUBSTANCE ABUSE POLICY

### 1. Definition

Illegal drugs or substances are those substances defined and prohibited by local, state, and/or Federal laws.

### 2. General Prohibition

Possession or use of illegal drugs or drug substances, as defined above, is prohibited in any form by any participant in any part of the speedway grounds or in any area considered to be used in the operation of the event, including but not limited to parking lots, office areas, etc. All crewmembers and drivers are prohibited from being under the influence of alcohol during an event's scheduled activities. Any competitor suspected of being under the influence of alcohol or illegal substances must submit to testing by track security. Failure to comply will result in indefinite suspension

### 3. Violations and Penalties

1. Any person found to be in possession of or under the influence of an illegal drug, alcohol or drug substance on speedway property, as defined above or any person who is arrested by duly constituted authorities and charged with possession and/or use of illegal drugs or drug substances, or any person who is formally charged by a court of law with illegal drug. Violations may be subject to penalties by the series as follows:
  - a. Suspension from competition and eviction from track property and denial of further entry to the track/series for any events for a period of time to be determined by series officials.
  - b. In the case of formal charges being filed in a court of law, upon notification to speedway officials by the agency involved, the participant may be suspended from all forms of participation until such time as the charges are fully adjudicated through the legal process. In the case of a conviction by process of law, the participant may be prohibited from participating in any series events for a period of one (1) Year from date of conviction up a lifetime ban.

### 4. Appeal and Hearing

Any participant suspended for violation of these rules may be granted an appeal hearing by a board of officials designated by series provided the suspended participant requests such a hearing, in writing, within fourteen (14) calendar days of the date of suspension. It is the responsibility of the Suspended party to make such a request if a hearing is desired.

### 5. Reinstatement

A participant suspended for violations of these rules, except in the case of persons charged with selling illegal drugs or drug substances, may, as the result of a decision reached through the hearing process, be reinstated if it is mutually agreed that the participant, at his or her own expense, will produce documentation from a physician licensed with the state, certifying that he or she is illegal drug independent, as a result of random and periodic examinations and urinalysis testing made at the request of Series officials

### 6. Prescribed Drugs

If a participant is using prescription drugs on the advice of a physician, such use must be reported to the series director of competition prior to the participant's entry into series activities. Failure to notify will subject the participant to penalties as described in this section

## 8. Standard Event Race Procedures

**Event:** The race is 100 green flag laps. SSS reserves the right to count cautions in certain situations If red flag is thrown once the leader has taken the white flag there will be a green, white, checker restart. The event is completed after three green, white, checker restarts.

**Initial Start:** Flagman starts the race. Cars must stay in their lane until the start finish line. No jumping a start or passing before the start finish line. If a green flag lap is not completed on the initial start, there will be a complete restart with all cars back in their original starting position except for any cars that are penalized, receive assistance or cars that pit.

**Yellow Flag:** There will be no racing back to the caution. When the yellow flag is displayed, all cars must slow to a caution pace and bunch up as quickly as safety allows so safety crews can work on track. All cars must **get single file and stay single file. No scuffing around workers on track. You will receive one warning thru your spotter, any further issues and you will be parked for the remainder of the event.**

**Cars Involved in the Caution:** If you are involved, spin, slowed or your progress is disrupted by the incident, you will be positioned where you rejoin or blend back into the field – NOTE: the incident must play itself out before the order is set. Any discrepancies in line up will be determined by Race Control or may revert to last completed green lap. Rough driving can result in penalties including being sent to the tail of the field or possible disqualification from the event. If you stop on track or create a caution you will lose a minimum of two laps naturally or by penalty.

**Pitting Procedure:** You must stay single file behind the pace car during the cautions unless you are coming to the pits. Pits open second time by. Pit road speed is 35 and will be enforced,

**Restart:** Restart Line-up will be lead lap cars that did not pit followed by lead lap cars that pitted and returned in allotted time. Lap cars will line up behind lead lap cars followed by cars under penalty with lucky dog on the tail. Restarts will always take place in the box coming off 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 reach the finish line when given the one to go signal in the order they are running. Leader gets choice of inside or outside, everyone from third on back lines up how they are running. Once pace car leaves the field the leader can steadily increase his speed until the box. Leader must fire first once in the box. No slowing, weaving, brake checking or decrease in acceleration once the pace car leaves the field. Cars must stay in their lane until the start finish line. No jumping a start or passing before the start finish line. 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, receive assistance or pit.

**Red Flag:** All cars must stop as quickly as safely possible when the red flag is displayed. Cars may go to the pits for crews to work on them, only after the officials have given them permission to do so. Cars pitting under red must re-start at the tail of the field.

**Black Flag:** Cars that receive the black flag must go to pit road immediately. If you do not go to pit road within 3 laps, your scoring will stop until the situation is rectified. Check with your spotter for guidance from race control.

**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 10 laps.

**Slow Cars:** Slow cars must stay on the top 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 inside and then resume racing. **Lapped cars that are repeatedly passed on the outside during the race may be penalized.** Cars fighting to stay on the lead lap are not forced to yield to the leaders until they have been passed by the leader.

**Scoring:** Transponders will be used for scoring. Teams must return the transponder to a scoring official before leaving pit road...There is a **\$400 PENALTY** for failure to turn in your operable transponder.

**Spotters:** Spotters are required to be in the designated spotters stand during racing activities. Only one spotter per team is allowed in the spotter stand, no guest. Spotters must have the ability to listen to race control via a standard electronic scanner or dedicated radio at all times during the event. **The frequency for this event is 461.2000.** Drivers should keep your spotter's patient and polite; spotters keep your drivers the same. Tower will be monitoring spotters during the race. Spotters must be respectful to officials and other spotters at all times. If spotter leaves or is removed from the spotters stand you will be parked.

**Post-Race:** The top three finishers to the front-stretch immediately following the completion of the race. Fourth and fifth go straight to tech. Other cars may be requested to go directly to tech. Crews may touch the cars only how and when they are directed to by series officials. Driver must drive car back to scales.

\*These procedures will be superseded by any procedures provided during the event.

## 9. Controlled Caution Race Procedures

**Event:** The race is XXX laps counting yellows. The last five laps must be green, but do not have to be consecutive. The event can go over the advertised number of laps to facilitate finish. If the event is extended to reach a finish you can lose laps. If red flag is thrown once the leader has taken the white flag there will be a green, white, checker restart. The event is completed after three g/w/c attempts.

**Initial Start:** Flagman starts the race. Cars must stay in their lane until the start finish line. No jumping a start or passing before the start finish line. If a green flag lap is not completed on the initial start, there will be a total restart with all cars back in their original starting position except for any cars that are penalized, receive assistance or cars that pit.

**Yellow Flag:** There will be no racing back to the caution. When the yellow flag is displayed, all cars must slow to a caution pace and bunch up as quickly as safety allows so safety crews can work on track. All cars must **get single file and stay single file. No scuffing around workers on track. You will receive one warning, any further issues and you will be parked for the remainder of event.**

**Cars Involved in the Caution:** If you are involved, spin, slowed or your progress is disrupted by the incident, you will be positioned where you rejoin or blend back into the field – NOTE: the incident must play itself out before the order is set. Any discrepancies in line up will be determined by Race Control or may revert to last completed green lap. Rough driving can result in penalties including being sent to the tail of the field or possible disqualification. If you stop on track or create a caution you will lose a minimum of two laps naturally or by penalty.

**Pitting Procedure:** You must stay single file behind the pace car during the cautions unless you are coming to the pits. Please see controlled caution procedures for detailed instruction. Only traditional tools and procedures may be used during a pit stop. Maximum of 5 crew members allowed to service car. **Crew cannot go to their car until it is completely stopped in their pits!**

**Pit Road Speed:** The pit road speed limit is 25mph, if a car goes over the limit, they will be black flagged for a stop and go penalty. Pit road speeds will be enforced with radar guns. Cars may not pass the pace car on track at any time (unless directed to do so by tower)

**Red Flag:** All cars must stop as quickly as safely possible when the red flag is displayed. Cars may go to the pits for crews to work on them, only after the officials have given them permission to do so. Cars pitting under red must re-start at the tail of the field.

**Black Flag:** Cars that receive the black flag must go to pit road immediately. If you do not go to pit road within 3 laps, your scoring will stop until the situation is rectified. Check with your spotter for guidance from race control.

**Restart:** Restart Line-up will be lead lap cars that did not pit followed by lead lap cars that pitted and returned in allotted time. Lap cars will line up behind lead lap cars followed by cars under penalty with lucky dog on the tail. Restarts will always take place in the box coming off of 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 reach the finish line when given the one to go signal in the order they are running. Leader gets choice of inside or outside, everyone from third back lines up how they are running. Once pace car leaves the field the leader can steadily increase speed until the box. Leader must fire first once in the box. No slowing, weaving, brake checking or decrease in acceleration once the pace car leaves the field. Cars must stay in their lane until start finish line. No jumping a start or passing before the start finish line. If a green flag lap is not completed before a yellow comes out all cars should go back to their prior position except for cars that are penalized, receive assistance or pit.

**Wave Around:** At the end of any caution period, any cars that are at the tail of the lead lap, behind the pace car but in front of the race leader will be "Waved Around" to pass the pace car and return to the tail of the lead lap cars, thus ensuring that the leader of the race will always start the race at the head of the field. **Cars using the "Wave Around" cannot pit during that caution period.**

**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 10 laps.

**Slow Cars:** Slow cars must stay on the top 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 inside and then resume racing. **Lapped cars that are repeatedly passed on the outside during the race may be penalized.** Cars fighting to stay on the lead lap are not forced to yield to the leaders until they have been passed by the leader.

**Scoring:** Transponders will be used for scoring. Teams must return the transponder to a scoring official before leaving pit road...There is a **\$400 PENALTY** for failure to turn in your operable transponder.

**Spotters:** Spotters are required to be in the designated spotters stand during racing activities. Only one spotter per team is allowed in the spotter stand, no guest. Spotters must have the ability to listen to race control via a standard electronic scanner or dedicated radio at all times during the event. **The frequency is 461.2000.** Drivers should keep your spotter's patient and polite; spotters keep your drivers the same. Tower will be monitoring during the race. Spotters must be respectful to officials and other spotters at all times. If spotter leaves or is removed from the spotters stand you will be parked.

**Post-Race:** The top three finishers to the front-stretch immediately following the completion of the race. Fourth and fifth go straight to tech. Other cars may be requested to go directly to tech.

**Controlled Cautions:** This event will use Controlled Cautions up to lap 140 unless declared a quickie yellow. **You can only take tires during controlled cautions unless for an approved flat.** A quickie yellow may be used if we have not completed 25 laps since the last controlled caution for an issue that can be cleared quickly. Controlled Cautions will consist of a 3-Lap NON-COUNTING grace period. Teams pitting under a Controlled Caution will not lose a lap as long as they return to the track in the designated 3-Lap grace period. Pace car will pick up field in turn 2. Pits are closed until lineup is established. Once lineup is established race control will announce pit road open next time and pit open flagman will show green. You can enter pit road when you get to entrance. Do not advance. That 3-lap grace period is only the first three laps that pit road is open after the cars have been brought to pit road. After the grace period, cars will lose positions and laps. When pitting under a Controlled Caution, the cars that pit the first time by will return to the track in the same order they were scored running in the race prior to coming to pit road, relative to the other cars that pitted, and will line up behind the cars that did not pit, as long as they return to the track within the stated 3 lap window. Any car that returns to the track AFTER that 3-lap window will not get their position back, will begin losing laps and must fall to the tail. Any car that pits and does not return to the track prior to the field receiving the "one to go" signal must restart at the tail of all cars. A Competition Caution will be thrown at the end of any run of 50 consecutive green flag laps. There will be NO Competition Caution thrown last 10.

\*These procedures will be superseded by any procedures provided during the event.