



2024 FLAG RULES AND RACE PROCEDURES

RULE BOOK DISCLAIMER

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 Highland Rim Speedway dba Veterans Motorplex

Section 1: Flag Rules

TIME LIMIT ON ALL RACES

Beginning this year we will have a time limit on all races... 1 minute per scheduled lap of the race will be allowed EIRI.

If your race is scheduled to race 10 laps your division will have 10 minutes from the start to the completion of your race

20 LAP RACES	will have 20 minutes to complete the entire race including all cautions and restarts.
30 LAS RACES	will have 30 minutes
40 LAP RACES	will have 40 minutes
50 LAP RACES	will have 50 minutes etc.. etc..

1.0 **GREEN FLAG.** The track is open for racing.

1.1 Start and Restarts...

On any green flag, passing is only allowed after cars have crossed the start/finish line

If a car is unable to make the starting lineup or has been relocated because of race procedures previous wins etc. each row of cars will move directly up. Rows **WILL NOT** criss-cross. EIRI

1.2 **INITIAL GREEN FLAG:** Cars **MUST** take the initial green flag to be scored for the race and receive monies.

Cars unable to start the race on the initial green flag may not enter the race at a later time however they will receive last place points with no pay.

- 1.3 STARTING AREA:** On All Starts and Restarts The leader of the race should start the race at the Yellow Line off Turn 4.
- 1.4 MULTIPLE STARTS / RESTARTS....** If the front row car cannot start the race side by side after multiple restarts the front row cars will be sent to the **REAR** of the field. (Race Directors decision not flagman)
- 2.0 FIRST LAP CAUTIONS:** If a caution comes out before the completion of the first lap, the cars involved will return to their original starting positions, unless a car pits for repairs. If a car pits for repairs after a first lap accident that car must start at the rear of the field.
- 2.0a YELLOW FLAG.** Danger on the track. All cars must come to a parade lap speed as soon as safely possible and fall **into SINGLE file** formation. Cars will restart in the position they were running on the last completed green flag lap.
- 2.1 SPIN OUT RULE.** The car or cars deemed as the cause of the caution will restart at rear of field, behind lapped cars. **Unless someone taps out.**
- 2.2 TAP Out Rule**
When two drivers are involved in an on the track accident the rule is both cars go to the back of the pack. however we now have a **Tap Out Rule...** If one of the drivers involved knows they were the one that caused the accident they can drive to the front stretch and stop at the start / finish line and **TAP on The Roof** of their car signaling the wreck was their fault by accident. If this happens the driver that tapped their roof (**Tapped out**) will go to the Rear of the field and the other driver will get their position back.
- The TAP OUT RULE will apply to all divisions however if it is obvious that someone was spun on purpose or by a team car the RACE DIRECTOR has the authority to put the driver that got spun back into their original position even if they pit for repairs.**
- 2.3 SPINNING TO AVOID THE WRECK:** A car spinning to avoid a wreck may receive his position back if no work is done to the car. Spins due to blown engines or major fluid loss of another competitor will result in the spinning car receiving his position back. If a car stops to avoid a wreck and is pushed into it; that car will receive its position back, as long as no work is done to the car. The determination of involved cars is a judgment call; and the Race Director's decision is final.
- 2.4 INTENTIONALLY CAUSING A CAUTION.** If the Race Director determines that a car stopped on the track to cause a caution to benefit its track position, that car will be issued a one (1) lap penalty and put to the rear of the field.
- 2.5 CAUSE OF THREE CAUTIONS:** If a driver is deemed to be the **CAUSE** of three (3) cautions in a race, the race director the Race Director **MAY** choose to park that car for the remainder of the event depending on the amount of cars in the division and the threat that the car appears to be to other cars on the track.
- 2.5 DRIVERS BEING LAPPED THAT CAUSE A CAUTION:** If a driver is about to go a lap down or is already one or more laps down, and is involved in an accident with the race leader, the race leader will receive his position back, and the driver being lapped will restart at the rear of the field,. If the accident occurs on

final lap, the race leader involved in the caution will finish in the order that he crosses the start / finish line. The car being lapped will be penalized one additional lap.

- 2.6 FIRST LAP CAUTIONS:** If a caution comes out before the completion of the first lap, the cars involved will return to their original starting positions, unless a car pits for repairs. If a car pits for repairs after a first lap accident that car must start at the rear of the field.
- 2.7 CAUTION LAP COUNTING:** Caution laps will be counted in races of one hundred (100) laps or more for all divisions
- 2.8 LOSING A LAP ON A CAUTION WHILE IN THE PITS:** We do not normally lose laps in the pits on a regular length weekly race because we do NOT count caution laps on races less than 100 laps.. If we are NOT counting caution laps (on races of less than 100 laps) you CANNOT lose a lap in the pits under the caution.
- 2.9 LOSING A LAP IN THE PITS:** If we are in a race counting caution laps you CAN lose a lap in the pits under caution and you will lose a lap every time the leader completes a lap.
- 2.10 DOUBLE FILE RESTARTS:** All restarts will be double file, **with leader on the inside line UNLESS WE ARE USING THE CONE TO CHOOSE THEN THE LEADER CAN CHOOSE THE OUTSIDE.** The leader of the race sets the pace. However it must be a reasonable pace. If its too slow or fast they will be asked to adjust their speed. If they do not adjust to a satisfactory speed they will be sent to the **REAR** of the field.
- 2.11 omit**
- 2.12 CONE RULE.** Once you take the cone on the front stretch the next time around the **GREEN FLAG will be Displayed and you will be racing.** When using the CONE the leader may choose to select to start in the inside line or the outside line on the front straight. All drivers behind the leader MUST select the inside or outside line. However once you select your line You cannot change lanes once you past the cone If you do you will be sent to the **REAR** of the field. Cars that were involved in the caution CANNOT choose (or take the cone) the cone they must go to **the REAR of the LONGEST LINE OF CARS.**
- 2:13 RESTART ORDER.** Cars will restart the race in the following order:
- a. Lead Lap Cars
 - b. Lap Down Cars
 - c. Penalized Cars/Cars Causing the Caution
 - d. Cars Pitting Under Caution
 - e. Lucky Dog
- 2:14 LUCKY DOG.** A lucky dog will be awarded on each caution. The highest running car one or more laps down will be given one lap back. If the car eligible to receive the lucky dog is involved in the caution or pits under the caution, there will be no lucky dog.
- 2:15 PROPER RETURNING TO THE TRACK.** The Start / Finish line runs through the pit lane. If a driver is in the pits and begins to exit the infield pits as the leader is being given the green flag that driver should wait (for safety of all drivers) and fall to the tail of the field as the field passes them off turn two immediately after receiving the green flag. If the driver blends in as the field comes by after taking the GREEN they will not lose a lap if they are in a race that is not counting caution laps. If the driver blends in anywhere other than at the rear of the field a yellow flag may be thrown and they will be put to the rear of the field where they should have blended in.
- 2:16 RED FLAG.** All cars must come to a complete stop.
(a) You may now work on your car under a RED FLAG on pit road but not on the track.

(b) During a Red flag situation; a track official may advise you of potential damage or a safety issue. If the track official can use his hands to pull a body panel such as a fender off a tire he may do it. A Track official may remove a damaged part such as a loose valance that could cause a potential safety issue. ONLY the TRACK official may remove the part and they do so at their discretion so this is a good reason for you to speak to these officials in a kind manner as this is up to them. If the official can remove the loose component with their hands the car/driver will remain in their running position unless they were involved in the wreck / unless they were after the fact.

If there is a body part such as a valance, nose or fender that can get under the Front tires and cause an issue the official may inform you of the hazardous situation and you will decide.

- 2:17 ROLLED UP BLACK FLAG.** Warning that a driver may be being too aggressive toward fellow competitors.
- 2:18 BLACK FLAG.** Pit immediately. Failing to pit and obey the black flag will cause the car to no longer be scored.
- 2:19 BLUE FLAG WITH ORANGE DIAGONAL STRIPE / LAY OVER FLAG.** Warns a driver that he is about to be lapped by a faster car. Driver being lapped or given the Layover flag should yield to the **INSIDE** of the track and slow up slightly to get down out of the racing groove and let the faster cars by safely without your car washing up into the cars lapping you.
- 2:20 WHITE FLAG.** Means one lap is left in the race. If a caution / wreck happens on the White Flag lap the Caution Flag will be displayed and the race will be considered over. **NO RACING BACK TO THE Checkered Flag.**
- 2:21 LAST- LAP SPIN / WRECK / Scored Position.** If a wreck occurs after the leader has been given the white flag the caution flag will be displayed and all cars will stop racing & slow to a pace lap speed. All Cars **NOT** involved in the white FLAG caution will be scored from the last completed lap at (At White Flag)
- 2:22 LAST LAP WRECK / SPIN-OUT RULE.** Once the White Flag has been given, if you intentionally wreck, spin or cause the leader to lose his position the best you can finish is one position behind that car. If the actions to the leader caused any other cars to be involved and lose positions you will finish no better than one spot behind the lowest finishing car that was involved. **Example:** If you wreck the leader and the 3rd 4th and 7th place cars are involved you will finish behind the lowest finishing car that was involved. This rule also applies throughout the field.
- 2:23 CHECKERED FLAG.** The race has officially ended. All cars must pass under the checkered flag to be scored as having completed the last lap. Top Three cars should go to the scales and tech area immediately following all races
- 2:24 FEATURE LINE UPS:** for all Feature Events will be determined by the qualifying order after the Roll of the dice for inversion. The dice will have a 2,3,4,5, and two 6's on it.
- 2:25 Heat Races**
All Veteran Motorplex Divisions may run Heat races.
All Qualifying races will be double file unless we are having issues getting the race started and then we may go single file.
- 2:26 HEAT RACE LINE UPS:** Line up will be in Reverse Order of Championship Points with the Points leader starting at the rear of the field and the driver with the least amount of points starting on the pole. Any car with no points will start in the next position behind the points leader in all qualifying races.

After the first three races of the season have been ran any new driver coming into the division may be required to start behind the points leader for up to 3 events until they can establish themselves in the division.

3:00

BREAKOUT DIVISIONS

Screamin Demons 17:50 Road Warriors 17:00 Road Dogs 16:50

ROAD WARRIOR RACING DIVISION: Break out Penalty Flag Racing. Road Warrior break out single lap time is normally 17:00 but that may change each race.

To help create more competition and more winners the **BREAKOUT LAP TIME MAY VARY week to week as well as the direction we race.** Drivers will be notified in the drivers meeting if the breakout time will change for that night.

These break out divisions are designed for having **FUN so if your SERIOUS** about only turning left with no breakout rule then you are in the **WRONG division** and you should **choose another division to race in.**

What is a breakout time? A predetermined individual lap time will be set by track officials and the cars cannot run faster than that lap. If it is 17:00 that means if you run a 16:99 lap or faster you can be penalized or disqualified especially if you continue to run faster than the designated break out time set. This rule is in place to make it more affordable to be competitive.

Road Warriors.....When qualifying you will receive 2 laps and the best lap you turn without going faster than a 17:00 will be counted as your official qualified lap. Screamin Demons, Road Warriors and Road Dogs will start by computer draw when you sign in with your transponder you will be given a number generated by the computer. Lowest number starts on the pole (1st).

Screamin Demons break out single lap time is normally 17:50 but that may change
Road Warrior break out single lap time is normally 17:00 but that may change
Road Dogs break out single lap time is normally 16:50 but that may change

Any of the break out times may have a certain amount of laps ran in each direction.

BREAK OUT TIMES... (17:00 is the break out time (Road Warriors) we are starting with however it may be adjusted as we go through out the year).

HOW THE BREAK OUT WORKS... Any car on the track is subject to being clocked and penalized. The cars in positions #1 & #2 will be clocked the most and will be the most likely to be penalized. If the lead car/ cars are running faster than the break out time the Flagman will give the **BLACK FLAG with a Big White X in the middle of it to the driver or drivers...** If you are given this flag you must slow down entering turn one and let the car in the next position completely pass your car before you go back racing. **The X Flag will not come out unless the lead car breaks out.**

Once you receive the flag with the X you have the rest of that lap to let the car in the position behind you pass. If the lead two cars are given the X flag the third place car will assume the lead etc...

Anyone ignoring the Black Flag with the X or failing to yield may be black flagged to the infield to serve a stop and go penalty or more. Purposely ignoring the race procedures of this division including the flag procedures during the race may result in the race being stopped and the offending driver being disqualified and possibly escorted off the property by security and face additional penalties and fines before returning to race..

BLOCKING THE RACING SURFACE: Refusing to move your car on the speedway as you are instructed may result in disqualification and lose all monies, points, suspension and fine.

The break out divisions could be the Future of the FWD divisions across America. We should all embrace any change that helps make it easier for new participants to enter the sport of auto racing so we can see our sport grow and prosper.

You may be penalized on **ANY LAP of the race** for running faster than a 17:00 lap time or the designated lap time given for that event. In the Road Warriors we mainly focus on giving the X flag to the top 2-3 cars however any car may be given the X Flag on any lap up until 2 laps from the end. Once you reach the 18th lap in a 20th lap you can race wide open until the finish (last two laps) however please remember there is BONUS money for a 3 wide finish.

TRANSPONDERS are a tool for us to use.. Because of poor internet service in our area we CANNOT guarantee what My Race Pass or Race monitor posts is correct information. They are depending on a fast internet service and we do not always have a fast internet service. Remember Transponders are a tool and they work great but they can fail and again what My Race Pass & Race Monitor posts may not be what the Transponders transmit to our computers.

Transponders are an electronic way of scoring and clocking every lap you make to make scoring a race more accurate. Because of different wheel bases the final lap will be judged by which car touches the start finish line first.

We will rent transponders for \$25 per night (must leave your Driver's License when you rent a transponder and you will be responsible for damages to the transponder).

If you purchase and own your Transponder there will be a \$5 per night cost to monitor your transponder

Transponder Equals Points. Two drivers cannot use the same transponder.

If a driver different than the registered cars driver is driving a car the only way the driver will get the points is if the driver has paid his or her Monitoring fee at the gate for today's racing) transponder on the car and has notified Mrs. Carolyn in Writing at the pit gate of the driver change for each race the day of the race. A driver cannot get points for a running car unless they actually take the green flag for the feature race in the car.

DIRECTION OF THE ROAD WARRIOR RACE OR ROAD RUNNER Races: The direction that the race will run will be decided by the management before the feature event starts. Heat Races and Feature races may be run in either direction (clockwise or counter clockwise) on the track with no notice to the driver or crew until the cars are ready to take the green flag. You may run a specific number of laps in one direction and then the balance of the race in the opposite direction.

Previous Race Winner: Can start no better than one position behind the inversion number. If the **Previous Race Winner Skips the next race after they win a feature race** then next race they compete in they will be considered as a **PREVIOUS WINNER** and they will start behind the true previous race winner for the feature if both previous winners finish high enough to be in the redraw for the feature.

If a driver or car is dominating they may be required to add weight, start in the rear of the field or the race director may choose some other method to equalize the competition.

EIRI = Except in Rare instances.

Screamin Demons & ROAD WARRIORS IS WHERE MANY DRIVERS GET THEIR START: Any driver can compete in this division however you must understand this is a Novice entry level class and that mistakes will be made. If you are an experienced driver and you want to race with the break out divisions you will be on placed on probation if any incident evolves around you or your intolerance for rookie driving or mistakes made by rookies

TEAM RACING / BLOCKING: No team racing or team blocking allowed. If you have a team car this will be watched closely and if it is determined this is going on you will be blacked flagged for a stop and go penalty. If it happens again you will be disqualified from the event and lose all points and may receive additional penalties.