

2016 Drivers Information

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 opinion do 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.

- RACE RECIEVERS MANDATORY – It is in your best interest to have one. The scorer will direct you no more than three times to get into your position. If you cannot line up within that time frame you will be ask to go to the rear or exit the race track.
- Driver's sign-in and pay booth is located at the bottom of the score tower. All drivers must be signed-in 45 minutes before posted race time or start at rear of heat race. Heat race line-ups are determined by draw. "B" feature line-ups will be heads up from heat finishes, unless otherwise noted. Cars qualified for the "A" from the heats will line-up by heat finish. Cars qualified for the "A" from the "B" feature will be heads-up from "B" finish. On weekends of large car counts with time issues, we have the option to take cars from the heat races only for the A feature and not run a B feature.
- Numbers on cars must be able to be read by scorers. Make them large and legible. Must be on both sides of the car and on the roof. Numbers must be at least 18 inches tall. If your number cannot be read you may not be scored correctly. Please make sure your numbers are clean, visible and easy to read.
- NO SPEEDING IN THE PITS – This includes 4-wheelers and all types of pit vehicles. No children allowed to ride 4-wheelers in the pits. No 4-wheelers in use 30 minutes after the last race.
- No hot laps after races start.
- Order of events is on the pit board. Know when you race. Be in the staging area, in line and ready to race when your race is called to go on to the track or go to the rear of

that race. We will not wait on you. Be in your starting spot and ready to race when you come on the track. There will be no “jumping” of heats.

- When you enter the staging area you should stay to the far left or far right hand side (inside row cars to the left and outside row cars to the right), this will leave the middle open to keep traffic jams to a minimum.
- The flagman will start all races, no cone, no line. Stay nose to tail, when you see the green flag or green light you are racing. Leaders must maintain a reasonable pace until we go green. Pay attention to the lights, if the lights are out you will be getting the green.
- Cars should enter the track in turn four and exit the track in turn one. Cars leaving the track should yield to cars in the next race coming on to the track. There will be a track official to control cars going onto the track.
- There is a “hot pit” work area to work on your car during the race. If you go to the “hot pit” work area, you will be on the rear for the re-start. No one coming from the “hot pit” area will get their spot back. If you go back to the main pit area you are done for that race.
- We race green/yellow. When the yellow flag comes out get single file. Stay single file until an official splits the field for the re-start. If you do not get single file you will go to the back for the re-start.
- During heat and feature races, if you cause two unassisted yellow you are done for that race.
- Yellow flag re-starts will be double file with the leader being the only car on the front row. When the cars are in the correct order the officials will direct you to split with the leader out front by themselves and split the rest of the field to inside and outside rows. The 2nd place car will have the option of the inside or outside lane to re-start. After excessive restarts, we may elect to restart in single file.
- Line-ups after a red or yellow flag will be according to the last completed scored lap with the cars involved in the red or yellow flag lined-up on the rear. In obvious cases where a car stops to avoid being involved in the incident, they will get their spot back. Otherwise all of the involved cars will go to the rear on the re-start.
- No pit crew personnel on the track. Track officials will assist you in any way they can. No pit crew personnel in the tech area unless otherwise instructed by the tech man or you will be disqualified.
- Lapped cars will maintain their position for re-starts but may go to the rear if they elect to do so.
- Contact with another car after the red, yellow, or checkered flag has been thrown will not be tolerated and will result in a disqualification – no points and no money! This is the

minimum penalty. If a driver is blacked flag or Disqualified in the Tech area, the driver will lose money & position points for that night.

- Competing in multiple classes: If a driver is scheduled to run in back to back races he or she should notify an official as soon as the line-ups are posted. The car for the next race needs to be staged in the "hot pit" area. This will ensure that the driver is given adequate time to switch cars and join the line-up of the next race.
- All drivers and passengers in all classes must wear either a 1 pc or 2 pc SFI certified firesuit.
- The driver is qualified. If you change cars between races you will go to the rear of the next race. You cannot change cars after a race has begun. If you borrow a car from a fellow driver, that driver cannot drive that car again that night. You must notify an official before changing cars and must be done before that race starts.
- The number of cars going to tech after each race will be posted on the line-up for that race. If you go to the pits before going to tech you will be disqualified from that race. If you are not sure where you finished go to tech anyway. Tech is located next to the hot pit area. Claims are made in the tech area immediately after the feature.
- Fighting in the pits will result in loss of points and pay that night. If you go to another drivers pit and a fight starts you will be the one penalized. Drivers are responsible for their pit personnel. The Caddo Parish Sheriff's Office will handle all fights according to Caddo Parish Laws.
- Any driver in the same race on the lead lap may protest another car immediately after the "A" feature in the tech area. \$ 250.00 cash per component. \$ 50.00 to the track, if legal, protested car gets \$ 200.00 if illegal protester gets \$ 200.00 back. If parts are found illegal, or if driver refuses to submit to protest, it will result in forfeiture of all cash and points earned in feature. Driver may not protest another driver finishing in a position behind them and may not protest same driver more than once per calendar year.

RAIN OUT POLICY

If all heat races have been run we will call it a show and pay our starting money. All drivers will receive their heat race points and last place points. If all heat races are not run, Keep your pit pass or general admission ticket stub. You may use the armband or stub to get in free at one of the regular Saturday Night shows in the next 2 weeks.