

# Mt Lawn Speedway 2023

## RACE PROCEDURES:

**Rules:** Division rules are posted so understand them prior to the race event. Tech Man decisions are FINAL.

**Practice:** Normal night will consist of each division getting 2 sessions with a set lap amount per session.

**WE WILL TRY TO POST** times on the pit concession stand after each session as quickly as possible.

**Qualifying:** Group qualifying will be used with the second session fastest time being your official qualifying time.

A breakout rule will be in effect during ALL races.

**Any Stock Compact going faster than 19.80 during any race will be DQed.**

- 1. Pre-Race:** Once the field has been gridded on track, any car that goes to the pits will be placed at the tail of the field. Unless directed by an Official for a track reason. **Forgetting a safety item is NOT a track reason.**
- 2. Initial start:** On the initial start the green flag will be displayed when the leader is at the start line **off** turn 4. If a green flag lap is not completed, there will be a total restart with all cars back in their original starting position except for any cars that are penalized or cars that pit.
- 3. Yellow Flag:** There will be no racing back to the caution. When the yellow flag is displayed, all cars must hold their position. All cars must get single file and stay single file. All cars must slow to a caution pace and bunch up as quickly as safety allows so safety crews can work on the track. If a yellow or red flag is thrown once the leader has taken the white flag there will be a green, white, checker restart, event is completed after three green, white, checker restarts.
- 4. Cars Involved in the Caution:** Only the car(s) directly involved in bringing out the caution will go to the tail of the field. Any cars that spin or stops but were not directly involved with the initial cause of the caution, will get their spots back if they do not go to pit road. Rough driving will not be tolerated. If contact with a car causes a yellow flag and the contact is not a "racing incident", that car will also be sent to the tail. Rough driving can result in penalties including being sent to the tail of the field or possible disqualification from the event. The race director exclusively will be responsible for determining responsibility for the caution and any cars penalized by moving them to the tail. Cars stopping on the track to create their own caution will receive a two-lap penalty.

**Track Officials Will Not work on your race car once the race has started.**

Track officials **can** assist with a Safety issue . Example: Seat Belts, Window Net , Raceceiver etc

**DO NOT GET OUT OF YOUR RACE CAR ON THE RACETRACK ( UNLESS ON FIRE ) UNTIL SAFETY HAS ARRIVED AT THE SCENE AND TALKED WITH YOU. PENALTIES WILL BE ENFORCED !!!!!**

- 5. Pitting Procedure:** You must stay single file behind the pace car during the cautions unless you are coming to the pits. All cars that go to the pits must re-start at the tail of the field. NO cars will re-enter the track after the flagman waves the green flag. Can re- enter at the next caution if desired.
- 6. Pit Road Work:** During any race IF you go to the pits ANY work done on a car must be done on the road in front of the pit grandstands (between track and poles) If you go behind the bleachers / cones you are officially out of that race.
- 7. Red Flag:** All cars must stop as quickly and safely as possible when the red flag is displayed. Drivers may go to the pits for crews to work on their cars, but only after the officials ( raceceiver) have given them permission to do so. All cars that go to the pits under red must re-start at the tail of the field.

8. **Black Flag:** Cars that receive the black flag must go to pit road immediately. If you do not go to pit road, your scoring will stop until the situation is rectified.

9. **Restart Line-Up:** Restart Line-up will revert to the last completed lap with any penalized cars or cars that pit, going to the tail. Lead lap cars will be placed in front of lapped cars under yellow. Restarts will always take place at the start line 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 start finish line when given the two 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. The leader should gradually and steadily **maintain** the pace after the pace car has pulled away. Leader's car should always hit the start line first when coming to green. No slowing, weaving, brake checking or decrease in acceleration once the pace car leaves the field. 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 or cars that pit. Officials, at their discretion, may change to single file restarts at any time.

10. **Lucky Dog:** No Lucky Dog Program

11. **Slow Cars:** Slow cars must stay on the **TOP OF THE TRACK** 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 wrong side 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. ( Be courteous to fellow racers ) **\*\*\*FEATURES ONLY\*\*\***

12. **Scoring Systems:** Transponders will be used for scoring. **Teams must pick up their transponder upon arrival to the track and return the transponder to the pit office before leaving the racetrack ( after your race is over please ) ...**

There is a \$400 PENALTY for failure to turn in your operable transponder.

13. **Scanners/Raceceiver :** All competitors **MUST** have a working scanner/raceceiver in order to race, these are available for purchase online or at Racing Electronics.com. **467.600 \*\*\*IS THE RACECEIVER FREQUENCY\*\*\***

14. **Post-Race:** The top three (3) finishers must go to the Victory Lane/Tech area immediately following the completion of the race. Crews may touch the cars only when directed to by track officials.

**Fighting is Absolutely Not tolerated:** Police have complete control of the Pits . Do not enter another team's pit area during a confrontation as penalties can occur. **Verbal or Physical abuse to an Official WILL NOT be tolerated!!!**

**All aspects of these procedures are subject to change at the official's discretion**

### **Line Up Procedures:**

1. Qualifying times will determine the line-up for the heat races, which will be lined up totally inverted.

Group Qualifying will be used which will take place during the final scheduled practice session.

Qualifications will determine the feature line up. For Modifieds & Late Models a blind draw will determine the invert.

Cars after the invert will start straight up from qualifying or last chance race. Cars arriving after qualifying is completed will have to start on the tail of any racing events. Feature event lengths will vary between classes and events, check the day's schedule. All division lineups will be done through an invert.

2. Cars Must be lined up when you're in the next race. Late drivers may be sent to the tail of that race if needed.

**\*IF NOT IN POSITION WHEN YOUR RACE STARTS MOVING, YOU WILL START ON THE TAIL\*** Unless approved.

Cars will pull onto the track as soon as the prior race takes the checkered flag. **BE IN YOUR CAR AND READY !!**