

Central Washington State Fair Raceway Racing Procedures and Guidelines 2010

The rules and regulations set forth herein are designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements of 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 EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATION 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 of a participant, spectator, or official. The Officials are empowered to permit deviations from any of the specifications herein or impose any further restrictions that in his or her opinion do not alter the minimum acceptable requirements. NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM SUCH ALTERATION OF SPECIFICATION. Any interpretation or deviation of these rules is left to the discretion of the officials, their decision is final. The following color flags (first three may also be lights) will be obeyed without question.

Driver And Car Eligibility: Any person 15 years of age or older may race. Any persons under the age of 18 entering the pit area must have a release form signed by both parents or guardians. Only release forms provided by YRA will be accepted. No exceptions.

GREEN FLAG: Go, race has started or restarted.

YELLOW/CAUTION FLAG: When the track goes yellow, whether it is a yellow flag or light, you will slow down and maintain your position. No racing back to the yellow or passing allowed, failure to do so could result in being put to the back of the field.

RED FLAG: Emergency; race has stopped; stop your car safely as soon as possible without causing an accident. **Drivers must remain seatbelted in your racecar unless an official gives you permission, except in case of fire.**

WHITE FLAG: One lap to go.

CHECKERED FLAG: Race is completed when the checkered flag is displayed. Exit track safely and observe pit speed rule.

BLACK FLAG: Report to the on track or Pit official immediately. The Pit Boss or YRA official must clear any car that receives a mechanical black flag during an event before re-entering the race.

BLUE w/YELLOW DIAGONAL STRIPE: Hold your position; you are being lapped. Don't freak out, hold your line, you are still racing!

Race Procedure:

PRE RACE INSPECTION: All cars entered to compete in the racing event must pass pre-race inspection prior to any on-track activity. Pre-race inspection may take place in a specified area and/or in the regards of space directly at the team's transporter. Refusal to present vehicle or preventing officials from completing pre-race inspection will result in disqualification from that event in addition to potential penalties.

DRIVER'S MEETING: All drivers, owners, and crew must attend.

GRID/PRE GRID: Any driver or crew that does not take their car to the line-up grid when requested by the track officials may be required to start at the back of the line-up for that race. All cars/drivers must be ready and in line at the staging area when called for and **under no circumstances is a car not in the staging line-up to enter the race after the completion of the first green flag lap or green flag attempt.** If a car drops out while gridded in the pits the car will be realigned by the officials. If the car drops out while on the race surface, the affected row will move straight ahead.

START OF RACE: The initial start will take place at the white line maintained by the official on corner four. Any car out of line and/or passing before this point will bring out a caution period. If the same car commits a second offense it will be penalized by the official (points, position, or removed from that race). The race starts when the flagman waves the green flag. The flagman will wave the green flag when the front row hits the white line.

RESTARTS: Race is started for all drivers when the green flag is displayed to the lead car. The same white line policy will be used on all restarts. No passing before the green flag is displayed. Cars may pass and race at will after receiving the green flag. All restarts will be in single file.

RACE STARTS: All races, all divisions will be started by the flagman with the waving of the green flag. The pole sitters (on starts) and race leader (on restart) will remain at caution speed until the green flag is displayed. Jumping starts, brake checking, speeding up and slowing down by the pole/leader will not be tolerated. If the yellow flag is waved directly after the green flag due to a poor start, there will be a restart.

PACE LAP: When the pole/leader travels through corner one and two they need to maintain an even and consistent speed dictated by the caution speed the pole/leader has been running. This speed needs to be maintained consistently until the apex of three and four and not to "substantially increase" or "decrease at all" until the flagman waves the green flag. No scrubbing, weaving, or warming up your tires on the "one to go" pace lap after you pass the start-finish line.

STARTS AND RESTARTS: Completion of the first lap shall be when the lead car crosses the start-finish line for the first time after the green flag is displayed. If there is an accident that causes a red or yellow flag before the leader completes his or her first lap there will be a complete restart **and all cars will return to their original positions.** Any car that chooses to exit the racing surface or enter the pits will be placed at the rear of the field for the restart. **You will not be allowed to enter the race or be scored in the race if you do not take the initial green flag or green flag attempt.** It will be at the discretion of the home track official to wave any last minute car onto the track. Do not enter the race track unless you are instructed to do so. Any car entering the track late or not with the "bulk of the pack" will be placed at the rear of the field.

YELLOW FLAG: When the caution is displayed cars will maintain their position and will be restarted according to the last full completed green flag lap scored. Do not race back to the

yellow flag. Failure to do so could result in being put to the back of the pack. If your wheels or racecar stops you go to the rear of the pack. If you are unsure what position you are in, pull up beside the driver in question and wait for a track official to direct you to your proper restart position. No yellow flag laps will be scored. **Any racer causing two yellow or red flags in a heat or three in a main event may be sent to the pits and they will be scored accordingly.**

DUMP AND RUN RULE: If you spin someone out you will be assessed a yellow flag penalty and you and the car you spun out will be sent to the rear of the pack in the same position prior to the incident. No rough driving. Penalties or disqualifications are at the discretion of the officials and flagman.

RED FLAG: If you are involved in a red flag incident you will be placed at the back of the pack. In the event of an accident, cars will be towed immediately to the pit area. If a car enters the pits or exits the racing surface under a red flag condition it will restart at the rear of the field. **All red flag conditions, will be "closed red" or no pit person will enter the race surface.** If the officials communicate an "open red" only one crew person per car can enter the racing surface to clean face shield. No tools or air allowed. No working on the car while on the racing surface. All participants except officials, wrecker, and ambulance and clean up crew must stay off the racing surface.

CHECKERED FLAG: Race is completed when the checkered flag is displayed. Exit track safely and observe pit speed rule. Any unsportsmanlike conduct, contact after the checkered flag, or aggressive behavior by a driver or crew member will be handled with extreme prejudice. If, for some reason, you feel post-race retaliation may happen to you, slowly proceed inside the tech area and wait in your car for instruction. **Any crew member found uninvited and unwanted in another team's pit will be handled with extreme prejudice by the officials.**

BLACK FLAG: If the official starter displays the black flag to any car, it must adhere to the flag within three laps. Car will not be scored after receiving the black flag for three consecutive laps. Report to the on track or pit official immediately. The pit boss or official must clear any car that receives a mechanical black flag during an event before re-entering the event. No protesting of black flag. Explanation may be given. Blatent disregard of black flag for three consecutive laps will result in removal of all points and money for the race program and possible further disciplinary action.

BLUE w/YELLOW DIAGONAL STRIPE: Hold your position; you are being lapped. Run a consistent line. Maintain your lane, run clean and dependable. If you are low, stay low. If you are high, stay high. Allow a full lane for the leaders to make their way around you. We are not asking you to stop racing, we are asking you to not affect the outcome of others.

CAR ON INSIDE HAS THE DOOR: Except when being lapped. **Right of way is established when front wheel of inside car is even with driver's door of outside car.**

YELLOW FLAG REPAIRS: If you exit the racing surface during your race, you will be given two laps to facilitate a repair. If a race official feels you have no support or the repair looks like it cannot be completed in time you may be denied two laps.

NOTE: An official has the right to stop and consult a driver or safety check the car without loss of position to the driver. Consultation with an official is allowed, however; any driver who stops on the track to argue with an official decision will be subject to being placed at the rear of the field and/or scored as losing a lap or laps to the leader. Furthermore, any driver who refuses to remove the race car from the track upon request from the officials will be disqualified for the night's event(s) and face other penalties.

SPORTSMANSHIP: Poor sportsmanship, rough driving, causing an "issue", showing bad temper, ignoring black flag, fighting, using bad language, distracting flagman during a race etc. will not be tolerated. Any of these may get you a \$25.00 to \$200.00 fine, banned from two or more races, or barred from the Racing Series. **The driver is responsible for all people associated with his/her car.** Suspension can include car number. If you touch an official you may be arrested, suspended, or both. The car owner and/or driver will be responsible for the conduct of all persons associated with that car. This includes cleaning and housekeeping. Only the car owner or driver shall bring matters to the officials. No rough driving. All penalties and/or disqualifications will be at the discretion of the officials.

DRIVER FITNESS: Any driver involved in an accident of any consequence must be released by a track EMT, or if removed to the hospital must, upon returning to the track at any events thereafter, show a written release from the examining doctor before being allowed to drive in another race. Drivers may be required to show adequate safety maneuverability in and out of car from time to time. Also, a release from a medical doctor may be required at the officials' discretion.

SAFETY: If your car slows or stops bringing out the caution, if you cannot continue, wait until help arrives with seatbelt on or driver may be penalized and/or fined. No exiting car while on track until safety crew tells you it is okay to do so. Drivers must remain seat-belted in their cars until in the pits or an official gives you permission to unbelt and get out except in case of fire. No one is allowed on the racing surface at any time without permission from an official.

CONDUCT: Teams adhere to the directions of the officials at all times. Any participant (driver, crew etc.) who chooses to make a mockery of the Raceway, its officials, the race director, promoter or owners will be dealt with severely. Drivers, crew members and "hang arounds" should always be mindful. Negative action by one will affect the whole team and the racing official's decisions are final. Any competitor or crew member who has a restricted area pit wristband and is suspected of partaking in the consumption or distribution of alcoholic beverages, stimulants, depressants, or tranquilizing drugs or is otherwise under the influence will be disqualified and be fined a minimum of \$500.00 along with a suspension. **No drinking is allowed until the last checkered flag is thrown on the last race of all the classes.** Verbal or physical abuse of anyone will not be tolerated. Minimum suspension of one points race, a fine, or both. Any competitor or crew member who participated in a fight in the pits or on the race track or premises will be subject to loss of points and/or positions in the event. Any driver or crew member entering another pit space to confront someone will receive a minimum suspension of points, a fine, or both. And competing car whose speed has been reduced to the point where it could cause a safety problem may be removed from the racing surface at the discretion of the

officials. No person shall be permitted to ride on the outside of a racecar or any other vehicle at any time. No riding on trailers, racecars, or tow vehicles. No speeding in the pits. You must use caution while driving in the pit area or you will be subject to a fine or suspension. No donuts, burnouts etc. allowed in the pits. We need to keep the pit area safe for all drivers and others. Yakima Racers Association and track officials reserves the right to change the racing program at any time and at their discretion. All cars, haulers, and trailers entering the pits are subject to random inspection at tech discretion at any time. All racing events may be stopped at the discretion of the official at any time they consider it dangerous, unsafe or due to time constraints. **Any illegal parts will be impounded and will not be returned.**

All classes will have mandatory emergency shut off (Battery disconnect) switches within drivers reach and accessible to safety crews.