

## 2014 CAN AM MOTORSPORTS PARK GENERAL RULES AND PROCEDURES



The officials of Can Am Motorsports Park attempt to be fair and yet maintain a certain amount of firmness in these rules to keep stock car racing on a par with the leading tracks of the United States. Our objectives have been Fairness and Safety. With each new season, we attempt to keep in step with the times in the face of rising costs. We have developed rules to assist in balanced competition.

Every organization, to be successful, must have rules and enforce them. The cooperation of officials and competitors will assure our sport of a bright future.

The management reserves the right to change any rule(s) if they feel it is necessary, and refuse any protest if they feel it is unnecessary and being used for harassing reasons. All fines, and/or suspensions will be in effect at all Can Am Motorsports Park events. Can Am Motorsports Park officials in their professional discretion shall determine the interpretation and invoking of the rules published herein.

### TRACK POLICY

The speedway is private property. Any person on this property without the permission of Can Am Motorsports park owners is guilty of trespass and subject to penalties prescribed by law. Through your pit registration, you have been given the authority to be on this property in conjunction with racing activities. However, the Administration reserves the right to revoke and cancel this authority at any time that it is felt that your presence or conduct is not in the best interests of racing, your fellow competitors, the fans, management, and employees of Can Am Motorsports Park. It is ultimately the obligation of each participant to insure that his/her conduct and equipment comply with all applicable rules and regulations, which may be amended from time to time.

## **GENERAL INFORMATION**

Any driver entering any racing events is considered to have inspected the track and agreed all conditions are satisfactory to him/her...if not, HE/SHE SHOULD NOT RACE. The further indicated that he/she is aware of these risks with full awareness and knowledge. The speedway assumes no responsibility for damages to or loss of your equipment, vehicle, or any parts by any means, whatsoever.

## **MINORS**

1 yr. - 16 yr. require parents or guardians to fill out and sign a release form.

## **CLAIM INFORMATION AND/OR INJURY INFORMATION**

When involved in an accident involving injury to yourself, advise the racing officials immediately so the necessary reporting will be accomplished...NO CLAIMS WILL BE CONSIDERED UNLESS REPORTED PRIOR TO LEAVING THE SPEEDWAY PROPERTY THAT DAY. Contact the rescue vehicle driver or Safety Director and give him/her a full report before you leave the Speedway. If you are physically unable, your crew is responsible for the report.

## **HANDICAPPING**

1. Whenever possible, requested numbers will be assigned, but the handicapper reserves the right to issue numbers in order to prevent duplications.
2. All numbers will be limited to 1, 2, or 3 digits. If 3 digits are used, two shall be primary numbers.
3. The number of cars to be qualified in each heat will be decided by the track handicapper and announced before the first heat for each division.
4. If a driver qualifies 2 or more cars, he/she must drive the last car qualified in the feature race. The other cars are not eligible. Car and driver must be qualified except for guaranteed starters. In the event the car the driver qualified is unable to compete, the driver may use another car but must start in the scratch position.
5. All driver changes must be recorded to the pit steward/handicapper. All drivers that change cars must go to the rear (driver's responsibility).
6. On postponed events, the driver is qualified.
7. No car or driver can compete in two (2) classes on a sanctioned event, unless approved by the handicapper or race director.

8. Top 5 in point standings are guaranteed starters.
9. Driver and car must report to the handicapper one hour before the original race program starting time to use handicapped starting position.
10. It is the driver's responsibility to read the pit notes each week.

### **GENERAL RULES**

1. All cars should be neatly painted and carry numbers at least 18" high on doors, roof, and rear back and 8" numbers on front. The use of number decals is acceptable if the number is legible.
2. It is recommended that there be no solid black or dark blue paint jobs. All dark colored cars shall have a contrasting light color somewhere else on the car.
3. No wording painted on the car that may be offensive. Information will be supplied in the pit area for announcements.

### **CONTINGENCIES**

Ample space must be left on a designated spot of the car (front door), to be set forth by the officials, for participating Can Am Motorsports Park sponsor decals. These decals must be displayed at all times in these divisions.

### **RACE TIME**

Racing will begin at 7:30 p.m. every Friday Night throughout the race season. Regular HOT LAP practice is scheduled before racing time. All practice laps are at the discretion of the starter (Usually green, white, and checkered).

Hot laps will begin by 7:00 p.m. sharp on most Friday Nights.

\*Be prepared to begin Hot Laps by 6:45 on nights we have the Empire Super Sprints or Special Events.

## RACE TRACK PROCEDURAL RULES /GUIDELINES / DISCIPLINARY ACTION

1. All decisions by the officials at the track involving race procedures and tech are final. Videotapes are not admissible as evidence for protests.
2. No drinking of intoxicants by any participants allowed at any time before or during the racing program, or any evidence thereof by any driver, owner or crew member.
3. At all races, driver assumes responsibility for the action of their pit crew in every respect. The driver is the only spokesperson for the car and pit crew.
4. Physical or verbal abuse at any official or unsportsmanlike conduct by a driver, owner, or crewmember may result in the driver being disqualified, suspended, and/or fined.
5. Any member taking physical action against an individual or personal property, for any reason, may be fined and/or suspended. If it is the car owner, the suspension includes the owner's car. Suspension and fine may be extended at the discretion of officials and/or management.
6. No one shall enter the control tower during the racing program. All officials have radio contact with the control tower and can straighten out any problem.
7. Anyone deliberately disobeying an order of any official may be subject to a fine and/or suspended. The car he/she is connected with will not be allowed to participate in future events until fine is paid.
8. No excessive speeding in pit area.
9. Only safety crews and wrecker crews will be allowed on the track in the event of any accident. At no time will any of the driver's crew be allowed on the track.
10. No repairs to cars are to be made on the track at any time. You must pull off the track to make any repair no matter how minor. During restarts, if a car needs any attention and pulls off the track for any reason, this car must restart in scratch position.
11. Each car will start each event on his/her own power or will go to the rear.
12. All equipment is subject to the approval of track officials. No equipment will be considered as having been approved by reason of having passed through inspection unobserved.
13. All cars must take the green flag to be eligible for payoff and points.
14. All drivers must be ready to compete and have their cars in line before each event enters the track or will be sent to the rear.

16. The starter has complete charge of track while racing. No protest allowed on starter's decision.
17. The driver receiving the checkered flag in any feature race must bring his/her car to the scales first then to victory lane ceremonies. The race winner is to remain in victory lane until released by track official in charge of the event.
18. Any driver guilty of violating any of the flag or light rules will be penalized at the discretion of the starter.
19. Rough riding will be left up to the discretion of the starter. If he feels that the occasion warrants, whether intentional or not, the driver may be fined, suspended and/or disqualified. Fined driver will not be allowed to compete until the fine is paid.
20. Once the field of cars is lined up and the starter signals the drivers to be ready, preliminary laps may be set at the discretion of the officials. During the preliminary laps, if a car does not maintain its designated position in the starting field, the car may be repositioned in their discretion.
21. The race begins at the commencement of pace laps, but scoring and official distance begins when the green flag is displayed.
22. Cars breaking under green flag conditions may exit the race track off of turn 3, off of turn 4 or anywhere safe in the middle of the infield. Please use caution.
23. No person will be permitted to ride on the outside of a car at any time.

### **ONE-WAY RADIOS**

1. For the 2014 Season, One way Radios will be mandatory in all divisions. The Frequency used will be 454.0000. One-way radios must be on and working every time you are on the racetrack. If you have a non working radio you will be sent to the pits to get it working correctly for safety reasons.
2. You will be given 1 lap to obey the one-way radio during a race. If you disobey the position you are told to go into, you will be sent to the rear of the field or to the pit area. The starter and or Race Director will assume your radio is not working and will decide the penalty.

## **STARTS AND RESTARTS**

1. All original starts, double file restarts and single file restarts will be at the orange cone in turn 4.
2. All original starts will be side-by-side off turn four at the orange cone.
3. All double file restarts will be at the orange cone in turn 4. On all double file restarts before the half way point, the leader has lane choice of inside or outside and the leader must fire just prior to the cone in turn 4. Again, the leader must be gone by the time the leader hits the cone.
4. All single file restarts will be at the orange cone in turn 4. On all single file restarts after half way, competitors must stay single file, nose to tail until they pass the restart cone in turn 4. The leader must fire just prior to the cone.
5. Any drivers caught jumping before the green flag is displayed will be set back two (2) cars for every car passed prior to the race start.
6. Any competitor gaining advantage on another competitor or any competitor passing a car or cars prior to the cone on a restart will be penalized 2 spots for every car passed.
7. The leader must maintain the pace established by the pace car and will be signaled to do so on the one-way radio, if in the judgment of the Starter or Race Director, the pace is not maintained a penalty and/or penalties may be issued.

## **CAUTION/RED FLAG PROCEDURES**

1. When the caution is displayed, slow down, hold your position and get into single-file order, the line-up will be signaled over the one-way radio.
2. If there is an accident before the first lap is official, the field will be completely restarted with the car or cars bringing out the caution going to the rear of the field.
3. On a caution or red flag, any car going to the infield or pit area must return to the rear of the field.
4. When caution is displayed, the lap of which the leaders are about to complete will be counted.
5. Any car falling out of position during a caution flag must pick up their position whenever he/she picks up his/her momentum again. If the field passes him, he must fall in at the rear. The only exceptions are if the car is coming to the start-finish line to either check his/her position or inform the starter of track hazards. (This rule is designed to keep the race under as little delay as possible. Sometimes

it will work to a drivers advantage, other times disadvantage, but as long as the rules are understood, there will be little or no problem getting restarted.) NO racing back to Start/Finish line.

6. Any car involved in or spins to avoid an accident where the yellow flag is displayed must pick up position in the field wherever they fall in. All others must maintain position.

7. Passing under caution will be penalized two (2) positions for each car passed. When the caution flag flies, cars will fall into single file, passing car giving way to the lead car. The passing car must be completely ahead to assume the forward position.

8. Any driver causing excessive delays in a race, such as spinning out three times on his/her own and bringing out the caution will be disqualified at starter's discretion.

9. If at any time the red flag is displayed and competitors are signaled to stop due to a red flag condition, cars must come to a complete stop. After the field is stopped and is under control of the pace car, Can-Am officials will instruct any vehicle not involved in the red flag incident into position to get ready to re-start the race. Any car that pits during the red flag period will be required to restart at the tail of the field in their respective position. If any car heads to the pits without following the instructing over the one-way radio, a penalty may be issued.

### **BLACK FLAG PROCEDURES**

When given the black flag, the driver has one lap to pull off the track. The car will be not be scored if given the black flag.

### **PASSING FLAG / LAP CAR PROCEDURES**

1. When the passing flag is displayed please hold your line on the track and let the leader or lead pack of cars by. If you are running high on the straightaway run high in the corners. If you are running low on the straightaway run low in the corners.

2. The passing flag is to inform you that the leaders are right on you. If you wreck the leader or lead pack for not obeying the passing flag you will be sent to the pits.

3. For all divisions - If a yellow is displayed within the last 10 laps of a feature event, all lead lap cars will be placed at the front - lapped cars will drop to the inside under caution and rejoin the field beginning after the last car on the lead lap in their order of running on the race track at the time of the caution.

## POINTS AWARDED

1. Track points will be awarded for all events, unless sanctioned event is by invitation or otherwise stated. The number of cars in the heats, consolation and feature events are determined by the handicapper.
2. In the event of a driver change during a point race event, the driver of the pace lap will earn the points based on their car's finish.
3. Point fund money will be awarded at the Banquet. Based on 75% attendance.

Points as follows:

Position Event

1 60

2 56

3 52

4 50

5 48

6 46

7 44

8 42

9 40

10 38

11 36

12 34

13 32

14 30

15 28

16 27

17 26

18 25

19 24

20 23

21 22

22 -30 20 pts

DNQ - 10 pts

In an Event of a tie in the points standings at the end of there year the driver with more feature wins will get the higher paying spot. If still tied they will split the money between the two positions evenly.