



CARTERET COUNTY SPEEDWAY

ON-TRACK PROCEDURES

GENERAL

- Driver sign in & transponder / car number registration will be managed by Professional Motorsports Solutions. All drivers must register their name, division, car number and your rechargeable transponder number. No hardwire systems permitted. Only one fully charged transponder per car.
- Make sure your transponder is fully charged and on your car prior to any on-track activity. It is your responsibility to make sure that your transponder is properly mounted and in working condition.
- All results will be posted in a timely manner after they have been verified in the tower by scoring.
- CAR NUMBERS; If two or more cars show up with the same number, the car that registered first will be given priority for their number and the other cars with the same number will be asked to apply the first letter of their last name next their car number.
- Driving in the pit area = no faster than walking speed, at all times.
- Tech is located in the tech barn. Random cars will be selected after group qualifying and heat races. Top 5 finishers after each main event will report directly to tech. Please pay attention to the tech officials as you enter the tech area. Two people per car allowed in tech. Disruptive behavior will not be tolerated. Driver and crew are expected to conduct themselves in a professional manner at all times.
- BACK UP CARS; If a driver needs to change cars between qualifying and the features, then they must receive permission to do so from the race director. That driver will lose anything gained with the first car and must start at the rear of the field for their next race. Only the driver who qualifies for the feature may start the feature, substitute drivers are not permitted. Once the field has left the grid, drivers may not change cars for any reason.
- Appeals involving on-track race procedures or judgment calls by the race director will not be accepted.
- You must stay against the inside wall while exiting the track onto pit road, and always use hands signals to alert other drivers you are slowing and exiting the track.
- If you are involved in an on track incident, do not get out of your vehicle until Fire and Safety instructs you to do so.
- When the caution flag is waived - Fire and Safety will enter the racing surface from the infield.
- If you leave the track during a race, upon returning to the track you will be put at the back of the field.
- We revert back to the last completed lap for running positions on restarts.
- For all on track incidents, Race Control will determine involvement and penalize the driver(s) causing the caution to the back of the field.
- Do not attempt to "pull a caution". If you do "pull a caution" you will be dealt with in the appropriate manner.

STARTS & RESTARTS

- On initial starts; you may not pass the vehicle in front of you, high or low, until you have passed the start/finish line.
- On restarts; you may pass the vehicle in front of you, to the outside only, prior to the start/finish line.
- The start/restart box is in turn 4. The leader must wait until the first white line to accelerate.
- If you jump the start/restart we will penalize you at the next caution flag or the end of the race, whichever comes first.

FLAGS

- **YELLOW FLAG;** Please pay close attention to the raceceiver radio, the flagmen and the caution lights around the speedway. Once the caution is called, the track is yellow all over, slow down and get single file. Do not race back to the yellow flag. Cars that spin are expected to rejoin the race as quickly & safely as possible.
- **RED FLAG;** The red flag means stop as quickly & safely as possible. You will only move if instructed to by safety personnel or the race director (on the raceceiver).
- **BLACK FLAG;** The black flag will be displayed by the flagman and the car being penalized will be notified by the race director (on the raceceiver). If you receive the black flag, you must exit the track to pit road. Drivers will have 2 laps to heed the black flag.
- If a bumper comes off a car or the bumper is detached from the frame or the frame horns are exposed, that car will be black flagged to pit road for repairs.
- If a competitor is called for rough driving, that competitor will be black flagged and parked for the remainder of that race.
- If you have two un-assisted spins or are unable to maintain a safe speed, you may be black flagged at the discretion of the race director.
- **WHITE FLAG;** Once the white flag is displayed, the next flag ends the race. If the next flag is a caution flag we will revert back to the last completed lap for the finishing order, putting the vehicles involved in the caution at the back of the lead lap.
- Any car spinning another car on the final lap will finish no better than 1 position behind the car they spun.