

STARTS / RESTARTS/ FIRST LAP CAUTIONS

UNACCEPTABLE 1st START / Jumping the Start / Displaying of the Yellow.

The car on the inside sets the pace on the initial start. If the Front row fails to produce a good start the race director & flagman will normally go ahead and give the green flag but wait until the back stretch to turn the caution lights on and put the Yellow Flag out for a complete restart. Everyone gets back into their original places unless a car went to the infield in which case your line will pull up. We will try another Start to the event.

1.17.1 2nd UNACCEPTABLE START: if we do not get a good start the second time and its because of the front row of cars we will swap the front row of cars with the second row of cars and try it again.

1.17.2 FIRST LAP CAUTIONS: If a caution comes out before the completion of the first lap, the cars involved will return to their original starting positions, unless a car must pit for repairs. If a car pits for repairs after a first lap accident that car must start at the REAR of the field of cars. All rows will move straight up if cars fall out. NO CRISS X CROSSING

1.18 CARS NOT MAKING THE ORIGINAL LINE UP Any Cars not making the first 2 attempts at the start of the race may still officially enter the race by starting at the rear before one lap is complete. Once we have completed one complete Green Flag Lap you can NO LONGER enter the race.

1.19 OFFICIAL GREEN FLAG that starts the race: All Cars MUST take the official green flag to be scored for the race and receive monies.

2.0 YELLOW FLAG. Danger on the track. All drivers should signal to the car behind them anytime they are slowing and all cars must come to a parade lap speed as soon as safely possible and then fall **into SINGLE file** formation in the position you are running. Cars will restart in the position they were running on the last completed green flag lap unless a car falls out.

2.1 SPIN OUT RULE. The car or cars deemed as the cause of the caution will restart at rear of field, behind lapped cars. **Unless someone taps out.** EIRI

TAP Out Rule

When two drivers are involved in an on the track accident the rule is both cars go to the back of the pack. However we now have a **Tap Out Rule...** If one of the drivers involved knows they were the one that caused the accident they can drive to the front stretch and stop at the start / finish line and **TAP on The Roof** of their car signaling the wreck was their fault by accident.

If this happens the driver that tapped their roof (**Tapped out**) will go to the Rear of the field and the other driver will get their position back. EIRI

The **TAP OUT RULE** will apply to all divisions (unless noted) however if it is obvious that someone was spun on purpose or by a team car the **RACE DIRECTOR** has the authority to put the driver that got spun back into their original position even if they had to make repairs... The race director also has the authority to penalize or park the driver that caused the wreck. EIRI

- 2.3 SPINNING TO AVOID THE WRECK:** A car spinning to avoid a wreck may receive their position back if no work is done to the car. After the fact Spins due to a wreck, blown engines or major fluid loss of another competitor will result in the spinning car receiving their position back. EIRI. If a car stops to avoid a wreck and is pushed into it or slides into it; that car will receive its position back providing the car stays on the track no work is done to the car in the infield. The determination of involved cars is a judgment call; and the Race Director's decision is final. EIRI

RESTART ORDER after one lap is completed.

Cars will restart the race in the following order:

- a. Lead Lap Cars
- b. Lap Down Cars
- c. Penalized Cars/Cars Causing the Caution
- d. Cars Pitting Under Caution
- e. Lucky Dog