



2019 FLAG RULES AND RACE PROCEDURES

RULE BOOK DISCLAIMER

The rules and/or regulations set forth herein are designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for 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 EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATIONS 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 to a participant, spectator, or official.

The race director shall be empowered to permit reasonable and appropriate deviation from any of the specifications herein or impose any further restrictions that in his/her opinion does not alter the minimum acceptable requirements. **NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM SUCH ALTERATION OF SPECIFICATIONS.** Any interpretation or deviation of these rules is left to the discretion of the officials. Their decision is final.

The management of Highland Rim Speedway

Section 1: Flag Rules

1.1 GREEN FLAG. The track is open for racing.

- (a) Any cars jumping positions on any start may be black flagged and sent to the rear of the field.
- (b) **On any green flag**, passing is only allowed after cars have crossed the start/finish line EIRI.
- (c) If a car is unable to make the starting lineup or has been relocated because of race procedures previous wins etc..., each row of cars will move directly up. Rows **WILL NOT** criss-cross.
- (d) Cars **MUST** take the initial green flag to be scored for the race and receive monies. Cars unable to start the race on the initial green flag may not enter the race at a later time.
- (e) The inside of the outside wall and inside walls will be painted Green for 2018 season. The leader of the race can start the race at **ANY POINT** once they reach the Green painted area of the wall.

1.2 YELLOW FLAG. Danger on the track. All cars must come to a parade lap speed as soon as safely possible and fall into single file formation. Cars will restart in the position they were running on the last completed green flag lap.

SPIN OUT RULE. The car or cars deemed as the cause of the caution will restart at rear of field, behind lapped cars.

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.

A car spinning to avoid a wreck may receive his position back if no work is done to the car. Spins due to blown engines or major fluid loss of another competitor will result in the spinning car receiving his position back. If a car stops to avoid a wreck and is pushed into it; that car will receive its position back, if no work is done to the car. The determination of involved cars is a judgment call; and the Race Director's decision is final.

INTENTIONALLY CAUSING A CAUTION. If the Race Director determines that a car stopped on the track to cause a caution to benefit its track position, that car will be issued a one (1) lap penalty and put to the rear of the field.

THREE CAUTION RULE. If a driver is deemed to be the cause of three (3) cautions in a race, he may be parked for the remainder of the event.

DRIVERS BEING LAPPED THAT CAUSE A CAUTION. If a driver is about to go a lap down, and is involved in an accident with the race leader, the race leader will receive his position back, and the driver being lapped will restart at the rear of the field, and lose one (1) lap. If the accident occurs on final lap, the race leader involved in the caution will finish in the order that he crosses the start / finish line. The car being lapped will be penalized one lap.

(a) **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.

(b) **CAUTION LAP COUNTING.** Caution laps will be counted in races of one hundred (100) laps or more for all divisions except Late Models.

(c) **RESTARTS.** All restarts will be double file, with leader on the inside line.

(d) **CONE RULE.** When using the cone each driver can select to start in the inside line or the outside line when using the Cone Rule on the front straight. You cannot change lanes once you past the cone.

(e) **RESTART ORDER.** 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

(f) **LUCKY DOG.** A lucky dog will be awarded on each caution. The highest running car one or more laps down will be given one lap back. If the car eligible to receive the lucky dog is involved in the caution or pits under the caution, there will be no lucky dog.

1.3 RED FLAG. All cars must come to a complete stop.

(a) Any car that pits and is worked on will be penalized one (1) lap.

(b) During a red flag; a track official may advise you of damage or an issue, but no one, including officials are allowed to work on the car on the track.

1.4 ROLLED UP BLACK FLAG. Warning that a driver may be being too aggressive toward fellow competitors.

1.5 BLACK FLAG. Pit immediately. Failing to pit and obey the black flag will cause the car to no longer be scored.

1.6 BLUE FLAG WITH ORANGE DIAGONAL STRIPE. Warns a driver that he is about to be lapped by a faster car. Driver being lapped should yield to the inside and get out of the racing groove and let faster cars by.

- 1.7 WHITE FLAG.** One lap remains in the race. Next flag will be the checkered flag, even if there is a wreck.
- (a) **LAST-LAP WRECK.** If a wreck occurs after the leader has taken the white flag, the caution may be waved; but drivers must race back to the start/finish line. The order in which cars cross the start/finish line is the final running order. The caution will only be thrown if Race Director deems that there is a safety concern.
- (b) **LAST LAP SPIN-OUT RULE.** Once the leader has taken the White Flag, any car involved in a last lap spin out will be scored so that the lead car will finish in front of the other car involved in the spin, even if that car keeps going.
- (c) **SPINNING LEADER ON LAST LAP.** If another driver spins the first place driver, while racing for first place, after the first place driver has taken the white flag, that car may finish no better than one spot behind the white flag lap leader. If a car is involved in a spin on the last lap and does not cross the finish line, it will be scored as the last car on the last lap.
- (d) **CHECKERED FLAG.** The race is officially ended. All cars must pass under the checkered flag to be scored as having completed the last lap. Top Three cars should go to the scales and tech area immediately following all races.

Qualifying Races

2.0 All HRS Divisions run Qualifying races.

2.1 Single file Starts and Restarts on all Qualifying races.,

2.2 Line up will be in Reverse Order of Championship Points with the Points leader starting at the rear of the field and the driver with the least amount of points starting on the pole. Any car with no points will start in the next position behind the points leader in all qualifying races.

2.3 After the first three races of the season have been ran any new driver coming into the division may be required to start behind the points leader for up to 3 events until they can establish themselves in the division.

3.0 ROAD WARRIOR Break out Penalty Flag Racing.

What is a break out time? A predetermined individual lap time will be set by track officials and the cars cannot run faster than that lap. If it is 17:00 that means if you run a 16:99 lap or faster you can be penalized or disqualified especially if you continue to run faster than the designated break out time set. This rule is in place to make it more affordable to be competitive.

- 3.1 **Road Warrior break out single lap time is 17:00**
- 3.2 **Omitted**
- 3.3 **BREAK OUT TIMES...** (17:00 is the break out time we are starting with however it may be adjusted as we go) Any car capable of running faster than a 17:00 lap will be required to install a throttle stop to allow them to dial in to the break out time. HRS will furnish an adjustable throttle stop free of charge to anyone building a Road Warrior Car.
- 3.4 **HOW IT WILL WORK...** Any car on the track is subject to being clocked. The car in position #1 will be clocked the most and will be the most likely to be penalized. If the lead car/ cars are running faster than the break out time the Flagman will give the **BLACK FLAG with a Big White X in the middle of it to the driver or drivers...** If you are given this flag you must slow down and let the car in the next position completely pass your car before you go back racing. Once you receive the flag with the X you have the rest of that lap to let the car in the position behind you pass. If the lead two cars are given the flag the third place car will assume the lead
- 3.5 Anyone ignoring the Black Flag with the X will be penalized positions, laps or disqualified and possibly not allowed back on the property. Purposely ignoring the race procedures of this division including the flag procedures during the race may result in the race being stopped and the offending driver may be escorted off the property by security.
- The Road Warrior break out class could be the Future of the FWD divisions across America. We should all embrace any change that helps make it easier for new participants to enter the sport of auto racing so we can see our sport grow and prosper.
- Looking forward these cars with the adjustable throttle stop will make it much easier to start a true youth division by adjusting the throttle stop to a proper speed.
- 3.6 **Road Warriors ONLY...** Any car clocked by scoring running faster than a 16:70 lap may be given the Black Flag and sent to the rear of the field.
- 3.7 **Road Warriors ONLY...** Any car clocked by scoring running faster than a 16:40 lap WILL be black flagged and sent the rear of the event and penalized one (1) lap. If clocked running faster than a 16:40 during the same race again they will be Black Flagged and Disqualified from the event.
- 4.0 **Starting line up for all Feature Events will be determined by the finishing order from the qualifying race by roll of the dice. The dice will have a 2,3,4,5, and two 6's on it.**

4.3 Previous Race Winner can start no better than the inversion number

- 4.4 If the previous race winner skips the week after they win a feature race the next race they compete in they will be considered as a previous winner and they will start behind the true previous race winner for the feature if both previous winners finish high enough to be in the redraw for the feature.
- 4.5 EIRI = Except in Rare instances.
- 4.6 Any driver can compete in this division however you must understand this is a Novice entry level class and that mistakes will be made.
- 4.7 No team racing or team blocking allowed. If you have a team car this will be watched closely.