



KCRP DIRT TRACK - RACE PROCEDURE

1. YELLOW - The dirt track at KCRP will utilize a split yellow system. A lap is considered a lap when the leader has passed the start finish line. Once the yellow or red light is displayed all scoring stops. Do not race back to the flag stand. If the lap counts, all cars passing the flagman BEFORE the yellow or red flag will retain their positions. The remainder of the field will be aligned based on scoring from the last completed lap. In both cases, **the cars involved in the yellow flag incident will go to the back of the pack.** Also, all cars in both cases will restart on the same lap. A yellow flag on the first lap of a race constitutes a complete restart. Line up two abreast in your original position (unless sent to the back by the officials). Any car that is thought to have started racing before the green flag may be relegated to the rear of the field.

2. SINGLE FILE - When the race is yellow flagged after at least one full lap of racing, cars will line up single file so officials can put cars in order via Raceciever. If cars do not go single file for line up, they will be sent to the back for holding up the show.

3. CAUSE/INVOLVED IN THE YELLOW - The car or cars involved in the yellow flag incident will go to the back of the pack. **If your car spins, makes contact, or stops for any reason on the track, your car will be considered – involved.**

4. DRAW THE YELLOW - If you spin out or stop and intentionally cause a yellow flag or a restart, you may be disqualified at the track official's discretion.

5. BOUNDARIES - The only people allowed on the race track or the infield are race officials. Everyone else must stay behind the boundary of the outside crash wall, unless requested to assist by officials. When involved in an incident, DO NOT get out of your car (unless there is a safety reason, such as fire) until you are off the race track.

6. ONE & DONE - A car that causes a yellow during a heat race will be black flagged and sent to the pits. Known as, "one and done."

7. TWO YELLOWS - Any driver that causes two yellow flags in a feature or consi race will be black flagged and sent to the pits.

8. POST RACE - The top three cars from each feature must stop on the front stretch for post race interview (please park your race cars diagonally under the flag stand) The top five to the scales immediately after the race. If you are light after a race, you may re-weigh, but the car must stay at the scale (if you go to the your pits first you will be moved to the rear of the finishing order)

9. Raceceivers and Transponders are required for ALL drivers ANYTIME the car is on the track, if you have your helmet on, the Raceciver must be on. If officials think you do not have a working Raceceiver, the car will be black flagged. Raceceiver channel is

000. Frequency is 454.0000.

10. A competitor must COMPLETE a competitive green flag lap to receive payout.

11. YELLOW/CHECKERED - During feature races only, a yellow flag occurring after leader has taken the white flag will constitute a yellow checkered finish, cars will finish in order of last completed lap, with the offending car taking last position on the lap.

12. TIME LIMITS - All Features have a time limit, excluding time for red flags.

13. RESTARTS - Restart lineup, first place car is out front alone. Second place picks inside or outside of second row, third place gets remaining position. Fourth place car is always on the inside of the third row. Remaining cars line up in order.

14. Restarts may be single file at discretion of the officials.

15. HOT PIT – The Hot Pit Lane is located on the track access road between the scales and the track entrance on the back straightaway. Pit equipment will be set up on driver's right along Hot Pit Lane. This is the only place you can service your car during your race. **If you go to the main pit area (beyond the designated line of cones) during the race, your race is over.**

Flags

1. Green Flag will be given at the cone in turn four this means speedway is open for racing. No passing before the cone. Do not jump the start or restart

2. Yellow Flag: All cars are required to slow down immediately upon seeing the caution light or flag and get single file as soon as possible. No passing, stopping or racing to the starting line on a yellow. **Cars involved in the yellow flag incident will go to the back of the pack.** Cars found to be passing or otherwise messing up the lineup may be put to the back of the pack. When involved in an incident, DO NOT get out of your car (unless there is a safety reason, such as fire) until you are off the race track.

3. Black Flag: A black flag is a consultation flag and will be given whenever it is determined that a competitor must go to the pits. Drivers who receive a black flag and refuse to stop racing and cause the race to be stopped may be fined up to \$100. Anyone who approaches the flag stand physically or verbally after receiving a Black Flag will be fined \$100.00 minimum and or a suspension.

4. Red flag means there is a serious condition on the speedway. (See rule #14 under Race Procedure for further clarification.)

5. Yellow flag crossed with black, this means that any driver causing any yellow from the point on will be black flagged

6. A black flag folded up or shaking black flag at driver, warning to a driver he/she may be too aggressive towards fellow competitors and will be black flagged if it continues.

NOTE: NO ONE UNDER 18 ALLOWED TO DRIVE QUADS, GOLF CARTS, ETC. per Liability Insurance carrier for KCRP. 5.31.18