

Race Procedures: 2019 KCRP 1/4-MILE

Initial Start:

1. Double file, once the Starter shows the 'one to go' signal, cars need to position nose-to-tail.
2. The front row must maintain "Pace Car" speed until they accelerate at the drop of the green flag. On the initial start the Flagman starts the race, the front row must stay even or the pole position be slightly ahead, must maintain pace car speed, until the green flag starts the race.
3. If you do not enter the track until after the field has completed a full first pace lap, or if you re-enter the pits after the pace laps begin, you will start at the tail end of the field.

Restart:

1. All restarts will be double file unless Race Control states otherwise.
 2. All cars one or more laps down restart behind lead lap cars.
 3. On restarts the front row must stay even or the leader be slightly ahead, must maintain pace car speed, once the front row enters the restart box, the leader can accelerate to restart the race anytime within the designated restart area. The second place car cannot go before the leader and may not pull ahead of the leader anytime before the green flag is waved.
- The leader restarts the race. If the leader has not accelerated by the time he or she reaches the second cone, the starter will display the green flag.

Complete Restart:

If the first lap was not completed, there will be a complete restart, with all cars starting in their original positions, unless the car entered the pits.

Yellow Flag:

1. When the yellow flag is displayed stop racing, slow and maintain your position, proceed with caution.
2. Restart lineups derived from the how the field crossed S F on the LAST COMPLETED GREENFLAG LAP.
3. Those deemed part of the occurrence that caused the immediate yellow flag or cars that pit will be positioned at the rear of the field.
4. Officials reserve the right to utilize the yellow to check cars that are suspect and are being considered for a black flag (leaks, smoke, sparks, etc.). After they are checked, if okay - they keep their position.
5. TWO YELLOWS – If a driver is responsible for TWO YELLOWS, their race is over for the night.
6. If a driver does anything to intentionally cause a yellow, it's a minimum two-lap penalty.
7. DO NOT SCRUB YOUR TIRES IN THE AREA OF ON-TRACK SAFETY WORKERS YOU WILL ONLY GET ONE WARNING.
8. CARS DO NOT RACE BACK TO THE FINISH LINE UNDER YELLOW.
9. After the leader crosses the Start/Finish line on the white flag lap, if a yellow or red flag comes out before the checkered flag, the race is over. The race will be scored as how you cross the Start/Finish line of the last completed lap.

Cars involved in the incident will be scored last on the lap they are on, the last completed green flag lap.

Red Flag:

1. Stop single file in a safe manner – if a car does not re-start on its own, it may be pushed started and maintain position.
2. WORK may be done on cars during red flag conditions in the pit area, once it is authorized by race control. MUST BE AUTHORIZED BY RACE CONTROL.
3. Positions will revert back to the previous completed green. Those deemed part of the occurrence that caused immediate red flag or cars that pit will be positioned at the rear of the field.

Contact:

1. Contact - Any contact between competitors will be determined by race control if any penalty will be imposed. If a driver is penalized for rough driving.
2. Protect the Leader - Any competitor having contact with the race leader, resulting in the leader spinning and or being eliminated from competition will be penalized.

RESPONSIBILITY: You are responsible for the cars around you, you must control your race car in a way that others are not adversely affected by your driving.

Tie Finish - If there is an exact time (per the scoring system) for two cars at the finish of a race, the tie will go to the car that was ahead on the previous lap. 6.27