

Race Procedures: 2020 KCRP HALF-MILE 3.13

Initial Start:

1. Double file, once the Starter shows the 'one to go' signal, cars need to position nose-to-tail. Front row does not have choice 'inside/outside' on original start.
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, the pace must never slow down, must maintain pace car speed, until the green flag starts the race.
3. No passing allowed until S/F line – You may not pull out of line until the S/F line.
4. 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. When the 'double up' sign or directive is given, the leader will choose to start inside or outside. Everyone else will double up, odd positions on the inside, even positions on the outside.
4. On restarts the front row must stay even or the leader be slightly ahead, the pace must never slow down, 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 white line, the starter will display the green flag.
5. No passing allowed until S/F line – You may not pull out of line until the S/F line for double or single file restarts.

Yellow Flag:

1. When the yellow flag is displayed stop racing, slow and maintain your position, proceed with caution.
2. All restart lineups will be derived from the how the field crossed Start/ Finish line on the LAST COMPLETED GREENFLAG LAP.
3. Those deemed the cause of 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. If a driver does anything to intentionally cause a yellow, it's a minimum two-lap penalty.
6. DO NOT SCRUB YOUR TIRES IN THE AREA OF ON-TRACK SAFETY WORKERS YOU WILL ONLY GET ONE WARNING.
7. CARS DO NOT RACE BACK TO THE FINISH LINE UNDER YELLOW.
8. 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 it's 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.

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.

Free Pass Award:

1. On any yellow flag, the first car a lap down will be instructed to join the tail of the field, and gain back 1 lap. Any car causing a yellow will not be the recipient of the "Free Pass".
2. The "Free Pass" car needs to drop back to the tail of the field as soon as they are notified that they are the "Free Pass".
3. If the "Free Pass" car does not reach the rear of the field by the time the green flag is displayed to restart the race, the "Free Pass" may be rescinded from that driver and he/she will remain one lap down.

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.

Two Lane Policy:

If a car gets its nose to your rear bumper cover down the straight away, the track is now considered two lanes as you enter the turn, you must stay in your lane.

RESPONSIBILITY: You are responsible for the cars around you, and 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.

Qualifying Ties - Ties in qualifying times will go to first car to establish that time.

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