

Paragon Speedway 2011 Track Rules

Saturday Night Racing

Phones: Track (765) 537-2366 - Office (765) 537-9326

Website: www.paragonsspeedway.com



RaceCeiver Required for All Sprint Cars

Lineups and Starts:

- The lineups will be posted on the boards for all classes. It is your responsibility to make it to the lineup chute.
- The order of racing events will be posted on the boards and will be announced over the P.A. system. You may also ask a pit official when your race is scheduled.
- Once the cars are on the track and ready to start or restart a race, no cars will be allowed to enter the track.
- At the beginning of a race, the car on the inside of row 1 or the pole car will set the pace of the cars for the start. If you are on the outside of row 1 and jump the start you will receive 1 warning. If you jump the start twice you will go to the tail of the field. If you fail to go to the tail you will be disqualified. The race does not start until the pole car reaches the cone at the end of turn 4.
- Once you are on the track and you return to the pits you will stay in the pits whether the race has started or not. This includes a red flag where work may only be conducted on the backstretch.
- If you delay a racing event, you will be disqualified.
- Once a car enters the racetrack, no official or crewmember is allowed to work on the car. If a car has loose components, a flat tire, etc., the car must return to the pits and is disqualified from that event. NO car may leave staging area twice in one event.
- If a driver elects to go to the tail of his race then everyone in that row will move straight up.

Wheel Packing:

- All sprint cars must participate in wheel packing if called on to do so. If failure to do so, subject to no hot laps.

Yellow Flag:

- Once you enter the track, if you stop on the track for any reason you will be placed on the tail.
- A lap is considered a lap when the leader has passed the flag stand. Once the yellow or red light is displayed, all scoring stops. **Do not race back to the flag stand.** The remaining cars will be lined up to the last scored lap.
- Form a single line, nose to tail and do not race. Officials will correct the lineup when they receive it from the scorers. Remember that the scorers go back to the previous lap scored.
- All scoring will be done at the start/finish line. Results and decisions will be made by scorers and/or track officials.

No videos, pictures, etc. will be used to make rulings.

- If you get out of your car under a yellow flag condition you are disqualified and must go to the pits.
- During a yellow flag, no work may be done on your car. If any person associated with your car enters the track, you will be disqualified.
- Due to safety reasons we will not remove any loose or dragging components from cars, the car must leave the track.

Spin Rule:

- If you are involved in or cause a yellow you must go to the tail. If you are involved in or cause **2 yellows**, you will be disqualified and must go to the pits.
- Driver's who repeatedly spin race after race will be regulated to a one-spin rule.

Red Flag:

- When the red flag is displayed you must **STOP** immediately. If you drive through an accident scene you will be disqualified.
- No one is allowed to enter the track or go to the accident scene!!!!!!
- If you are involved in a red flag and any person associated with your car goes to the accident scene; you are disqualified for the remainder of the night. If a driver, car owner, or crewmember associated with another car goes to the accident scene, that car will be disqualified for the remainder of the night. If you are not associated with a car and go to the accident scene you will be escorted from the pits.
- During a red flag situation, track officials will have the cars brought to the backstretch where you may work on your car. You may do anything to your car as long as it is completed by the time we are ready to resume racing.
- Any car left unattended in the infield will be left in the infield.

Restarts:

- o Once you are advised of your position for a restart you will have 2 laps to get in position or you will be disqualified.
- o Once you are given the black flag, you will have 2 laps to go to the pits and will no longer be scored. If you fail to go to the pits, the track owner/promoter may administer further penalties.
- o Restarts will be at the cone on the front stretch. You cannot pass any car until you have passed the cone. All restarts are nose to tail single file. If you pass before, drive inside the cone or hit the cone you will be penalized and placed on the tail of the field, (even if no laps are scored and the yellow comes out because you jumped). If you jump the start, the yellow will come out and you will be sent to the tail. All cars must go between the cone and the wall.



this **NOT** like this:



- o Restarts are nose to tail like

Lap cars:

- o All lap cars will go to the tail on restarts.
- o Lapped cars are responsible for holding their line in all races all the way around the track. If you run high stay high, if you are running low stay low.

White Flag:

- o Due to the time involved in getting all cars lined up in proper order if a yellow or red flag is displayed after the leader or leaders take the white flag, race is complete. All cars not scored on the white flag lap will be scored according to last green flag lap.

Time Limit:

- o Feature - 35-minute time limit for ALL CLASSES (Red flag Excluded). This rule applies to Regular Shows only.

Switching Cars:

- o Car must run heat race drawn for. Driver change car must start on tail.
- o If driver does not make the race in his/her own car, he can start the race in a qualified car but must start from the tail. During the race no switching of cars will be allowed. If you qualify two cars you automatically scratch your first car. Inform one of the officials if you are switching cars.
- o Alternate car(s) may be added to the feature field if the initial green flag has not been waved.
- o **To receive any monetary awards you must be scored 1 lap (exception unless you are involved in an accident).. You will not be paid simply because you qualified for a race.**

Rulings and Complaints:

- o No one is allowed to approach the flagman on the flag stand or the scorers in the tower. If you have a question or complaint see a pit official after the event is complete, we cannot and will not stop a race for a complaint.
- o **Protest Procedure:** Only 1 person per crew (team or family, etc) is allowed to approach Track official or Track Management to discuss a protest. If more than 1 crew member (team or family, etc.) get involved – the matter will be immediately dismissed.
- o Track officials will do their best to observe and penalize drivers for rough driving.
- o Track officials will act upon any situation not specifically covered. Their decisions are final.

Points:

- o No show up points will be awarded unless the driver is present to run heat race. Two drivers cannot receive show up points for the same car.
- o No 100% bonus points for the year will be awarded unless show up points have been earned.
- o Car **MUST** run heat race to be eligible for B-Main or A-Main.
- o Show up points will only be awarded if all Heat races have been completed in your division.
- o You must take the green flag in a race to receive points for that race (for example if you race in a heat race and transfer to the A-Main and fail to take the green flag for the A-Main you will only receive heat race points)

Handicap:

- o If you win 2 Features in a row, you will be handicapped for 1 show. (Does not apply to Special Events)

Rules Updated on January 30, 2010