



2017 GENERAL, SCORING, and LINE-UP PROCEDURES

General Track Procedures

1. Promoters and/or Track Officials reserve **the right to reject any car** or driver **without recourse**. **All cars and drivers** are subject to inspection **at any time** by Safety/Tech Officials. Inspection does not deem the car to be safe. This is the responsibility of the individual competitors.
2. **Drivers under 16 years old must fill out 2016 Youth Membership and Competition Application and be approved by DIRTcar. To enter the pits or drive, anyone under 18 years of age will need a Parental Consent Release and Waiver of Liability, Assumption of Risk, and Indemnity Agreement read and signed by a parent or guardian.** Minor will need to read and sign a Minor's Assumption of Risk Acknowledgment.
3. **No** alcoholic beverages or firearms allowed in pits or infield during a race event. Violators **will** be ejected from pits and **may** be barred from future race events by Track Management. Illegal drugs **will not** be tolerated on track property at any time. Violators **will be** turned over to Local and/or State Law Enforcement Officers and may be barred from future race events held at the track.
4. Any participant involved in any accident while on track premises **must** report it to the Pit Steward or a Track Promoter **before leaving the premises** (provided the individual is physically able to make a report). If individual is **not** able to make the report, then someone from that race team/crew should make the report. **Negligence** in this matter could result in loss of medical benefits.
5. The Driver and/or Owner, assumes the responsibility for **all** actions of **all** members of their race team at **all** times while on track property and shall be the spokesperson(s) for the car and race team in any and all matters pertaining to the race event and in any discussions with Track Officials in charge. No unauthorized person is permitted on the track without permission from an official.
6. **No** participant shall subject any Track Official to verbal and/or physical abuse or the use of profane and/or threatening language at any time. Anyone taking part in discourteous conduct or causing a public disturbance while on track property **may** be disqualified and/or suspended.
7. Track Officials may call a race, if dangerous or unsafe conditions arise. If a race is called because of an accident, the weather, a power outage, or other unforeseen incident, the **Official Race Finish Payoff will be based on the last scored lap**, with any cars involved in the accident being scored at the rear. However, 50% or more of the laps **must** be completed before it can be called an Official Race.
8. The Driver and/or Car Owner must file any protest concerning the race and/or scoring of the race with the **Pit Steward within ten (10) minutes of the posted finish** of the protested race. When necessary, some protest decisions will be made the following week. An appeal board will be convened to mediate any contested decisions.
9. A car can **only** compete in **one** division during a race night.
10. Points are awarded to the car **only** and **not** to the driver. Point Fund checks will be made out in the car owner's name unless otherwise advised. A driver may apply for a 10 point injury hardship, but must provide a doctor's note to verify the injury and a second note that the driver is cleared for competition.

11. PACE VEHICLE: Do **not** pass Pace Vehicle while it is on the track and in position. Car(s) passing the Pace Vehicle will be penalized two spots. (Exception: Race Director has the discretion to send vehicles past the Pace Vehicle for purposes of being sent to the tail of the field and/or to take their spot by way of the FlyBy Fueled by Turner's.)
12. No Driver, Car Owner, or Crew Member will have any claim for damages or expenses against Promoters or Track Officials for reasons of disqualification, and/or damages to car, and/or injuries to driver, owner, and/or crewmember. They all agree that the track is considered safe if they take part in the racing activities.
13. Only one (1) person in a car at any time while it is on the track or in the pit area.
14. Quads in the pits should be licensed and insured. **No** Quads are allowed on track during regular race events without special permission from track officials. A safe and reasonable speed of max. 15 mph will be observed in the pit area.
15. Approved racing helmet with goggles or full-face shield, flame retardant racing uniform, and racing-style, competition quick-release seat belt harness with shoulder straps, **must** be worn and fastened at all times while in the car for maximum driver safety. See DIRTcar Rule Book for Specifications.
16. Racing gloves, Nomex underwear and hood, neck support collar, and kneepads are highly recommended.
17. Race teams **must** have their own fire extinguishers with current inspection sticker. One (1) should be safely and securely mounted in **cockpit area of car** within easy reach of driver. One (1) should be located in pit stall area and/or at hauler. It is **highly recommended** that this extinguisher be at least a ten (10) pound unit.
18. Driver's compartment and fuel tank **must** be completely separated. Fuel lines should be sealed in rubber under the floorboards. **No** converted cans for fuel tanks. Use of fuel cells highly recommended and in some cases mandatory.
19. Crewed ambulance and fire truck **must** be on track premises, and Flagman **must** be in his/her stand **before** competition will take place on the track.
20. The transponders through the AMB-IT scoring system is what will make the official ruling as to the finish of a race.
21. Cars **must** have legible numbers painted on both sides of car ("Door Area") and on the roof / wing. The **Track Scorers will** modify duplicate numbers. Numbers **must** be **at least** 18 inches in height and legible and acceptable to Scorers during the race. A 6"x 6" plate, with car number in at least 5" letters, will be placed on right front windshield. The number on the car that comes through the sign-in pit gate will be the car number for the entire evening. A second team car with the same number must be pre-registered with the Pit Steward and tagged with an ID. Duplicate numbers will be assigned a letter that must be placed on the car large enough for pill draw, point keeping, scoring and publicity purposes.
22. Cars that **intentionally** stop a race (by bringing out a caution) are subject to a "lap down" penalty or possible disqualification, at the discretion of the officials. Disabled cars will pull into the pits or the infield if possible.
23. If a car is charged four (4) times totally for a caution/red flag condition (Heat, B-Main & Feature) they will be sent to the pits and will be scored based upon what the car had done to that point.
24. Black Flag: Car(s) **not** maintaining a safe speed and/or **deemed too unsafe** to be in the race, by the flagman, **for whatever reason**, will be black-flagged and may be disqualified from competition in that race. Car will get credit for what it had done up to that point.
25. In a change from the previous rule, any car(s) that took the initial green flag MAY re-enter the track after entering the pits during a heat race; so long as they are still on the lead lap.
26. No car will be permitted to enter or re-enter the track during heats, B-Main or feature until instructed to do so by a Track Official. If light at track entrance is on, a Track Official may direct a driver to join the field at the tail once the field has passed through turn four is safe.

27. In the event that a car, running in competition, gets “out of shape” (spins, bicycles, etc.), but recovers, and keeps racing, but a “quick” caution was displayed, that car will be permitted to maintain the position where it recovered. **Driver will not be charged with a caution.**
28. Two (2) Pit Crew/Team members, per car, allowed on track or in the infield during a fuel stop; **Fuel Only! No tools or gauges allowed**, unless otherwise directed by Pit Steward Announcement to all teams. Violations will constitute a Pit Stop.
29. **Start Rule:**
All races will begin at the second cone in turn four. Leaders must maintain an even and constant pace, staying side-by-side until reaching the “fire zone”. Rows 2 on back must maintain a two-row formation and remain nose-to-tail until the green is out.
30. **Restart Rule:**
All restarts will be conducted in the following manner:
- Sprint car restarts** will be single file using a cone on the front stretch. Cars may not hit the cone, drive below the cone, or pass the car in front of them before getting beyond the cone.
 - A two-cone box will be placed in turn four for **Late Models, Modifieds, and Sportsman Stocks** restarts. These cones will be the **designated starting point**. The race leader will lead the pack at a moderate and consistent pace while approaching the two-cone box. In features only, leaders will get their choice of starting on the inside or outside line.
 - All cars must stay in their line, **nose-to-tail**, without breaking the plane of the rear bumper of the car directly in front of them. There should be no gapping.
 - If a car passes the car directly in front of it before reaching the two-cone box (or cone on front stretch for Sprints), the car will be **penalized two line-up positions per car passed**. The penalty will be assessed at that time, if the **green flag is not thrown**. Otherwise, it will be assessed **when the next caution occurs**. If there is no other caution, the car will be docked two positions per car jumped for payoff and point purposes after the race.
 - Lapped cars shall be lined-up at the tail of the field in the order they are/were running according to timing and scoring. The first car one lap down will be given his/her lap back under the provisions of the “FlyBy Fueled by Turner’s”. The “first car one lap down” is determined by the last completed lap according to AMB-IT timing and scoring and is not subject to debate.
 - If a car should break down (stall, jump out of gear, etc.) while in line and other cars have to scatter **to avoid** an accident, that car shall go to the rear of the field and there will be a new restart. **No** excessive beating or bumping of the car in front of you.
 - If the leader **cannot** properly pace the restart, he will be given **one additional try**. If he is still not successful, the car will be penalized **two** line-up spots at that time.
 - An official may, at his discretion towards a driver who may not be maintaining a race speed, place that driver to the rear of the field for restarts.
31. In a heat, B-Main or feature, during a yellow or red condition, cars requiring service may go to or be taken to the pits, be repaired, and return to the rear of the field; **providing** time allows and they **do not** hold up the restart.
32. Cars **will** exit the track going into the pits at turn #3 off ramp (or turn #4 on ramp in emergencies). **All** cars **will** enter the track through the on ramp gate in turn #4 **only**. Failure to comply will cause disqualification and/or suspension.
33. While under power, drivers **must** be wearing racing helmet, driver’s suit, and safety harness when being “push-started” in the pits or while on the track. For safety reasons, the Track permits **no one** to enter the track by way of the turn 3 exit ramp. Violators may cause car to be penalized.
34. If a car goes to the pits, or a member of the pit crew enters and/or works on a car while it is on the track, that car will go to the back of the field. A driver may not exit nor work on the car, while it is on the track, during a caution or red flag condition. If a driver exits the car under caution or red and holds up the restart, the driver will be disqualified for the remainder of the event. (Exception: Car is on fire, driver is assisted out of the car by safety personnel, or driver is permitted by Race Director to exit the car during a red flag situation.)

35. **Drivers/Owners or Crew Members shall not introduce or generate any toxic waste, medical waste or any other substance requiring special handling, transportation, and disposal of which is governed by any law or regulation, other than such which has been approved by Management, governs disposal of which.** If approved, then Drivers/Owner or Crew Members shall be responsible for complying with such laws and regulations, and shall be responsible to make certain that all such waste is removed from the premises at their own expenses, in a manner consistent with governing law and as approved by Management.
36. **Official Rulings are final.** On occasions when situations arise that are not covered by written rules, the **Track Officials may put Special Rulings into effect** if it is deemed necessary.

Scoring Procedures

1. All scoring stops once a yellow or red flag/light is displayed. DO NOT race back to the flagman, it will not count nor change where you will line-up.
2. The race is officially started when the green is thrown. If a caution flag is thrown for a car or cars, after the green is displayed, car(s) will go to the back of the field for the restart. If the green was not displayed, all cars that can, will retain their position. Any car(s) pitting, during a heat, B-Main or feature will go to the rear of the field, whether it is a complete restart or not, once the race has officially started. Any car(s) that pit during a heat race may re-enter the race under yellow or red conditions if they are still on the lead lap. A race is officially started when the green flag waves. After one lap is officially scored, any car not taking the green flag cannot rejoin the field.
3. **For any lap to be considered complete, the leader plus one other car has to have passed the flagman. Do not race to the finish line, nothing counts** once the yellow or red lights come on. **If the laps count**, all cars passing the finish line **before** the yellow or red lights came on **will retain** their positions. The rest of the field will line up in the order they finished the previous lap the way they were scored on the previous lap. **The car(s) that the Flagman threw the yellow/red for** will go to the **back of the field**. Also, in both cases, **all cars will restart on the same lap**, even if they had **pitted** that lap **before** the yellow/red came out (**provided the car(s) were scored on the lap**).
 - a. If a yellow or red flag occurs during the first lap of the race, substitute the phrase “the way they were scored the previous lap” (in Rule #4), with the phrase “according to the original starting line-up.
4. If a yellow or red is displayed during the feature, on the white flag lap, two (2) consecutive green flag laps will be run. In a heat race, only one (1) lap will be run and the flagman will restart the race with the green and white flags.
5. If more than one (1) car exits the race on the same lap, their finish will be determined from their last completed lap. Exception: any car(s) that the yellow or red was thrown for, that exits the track and did not return, will be scored behind any other car(s) that exited the track on the same lap.
6. Under normal circumstances, a race **cannot** officially finish under a yellow or red flag. **Once the leader takes “checkered”, the race is officially over.** If the yellow or red is displayed after the leader takes the checkered flag, then all cars that passed the finish line **before** the yellow or red came out, will be scored accordingly. All other cars, still in competition, that did not pass the finish line before the yellow or red was displayed, will finish according to the last officially completed lap. Any car(s) that the yellow or red was thrown for, will be scored at the end of the last officially completed lap.
7. The transponders through the AMB-IT scoring system is what will make the official ruling as to the finish of a race.
8. When the red flag is displayed, all cars will come to a complete stop as soon as safety will permit, so that emergency vehicles and safety personnel can get to the scene of the accident quickly and safely.

9. Black Flag: Car(s) may be disqualified (black flagged) by the flagman for not maintaining a safe or adequate speed, being deemed unsafe (for whatever reason), causing too many cautions (yellow or red), or for blatant behavior violations.
 - a. If a car is disqualified (black flagged) for causing too many cautions (See: General Track Procedures Rule #22, #23, & #24), being deemed unsafe (for whatever reason), or not maintaining a safe and adequate speed, that car will be credited for what it had done up to that point.
 - b. If a car is disqualified (black flagged) for blatant behavioral violations (i.e. rough driving, failure to obey officials, rules, etc.) that car will receive the pay and points for the **last place finish** of the race. EXAMPLE: If 20 cars start the feature, the disqualified car will receive pay and points for 20th place.
10. NO participant shall subject Scorers or any other Track Officials to verbal and/or physical abuse or the use of profane and/or threatening language at any time. Drivers and/or owners assume the responsibility for **all** actions of their crew and themselves at **all** times. Anyone taking part in discourteous conduct and/or causing a public disturbance on track property will be disqualified and/or suspended.
11. Track officials **may** call a race, if dangerous or unsafe conditions arise. If a race is called because of an accident, weather, power outage, or some other unforeseen incident, the official race finish payoff will be based on the last scored lap. If the cause is an accident, any car(s) involved will be scored at the rear. However, 50% or more of the laps **must** be completed before it can be called an Official Race.
12. The AMB-IT electronic timing and scoring system is used for scoring purposes. All cars must be equipped with a working transponder. While track and officials attempt to ensure that all transponders are adequately working at all times, it remains the driver's responsibility that their transponder is working properly.
13. All lapped cars during feature events will be sent to the tail of the field by Race Director under caution. The first car one lap down will be given his/her lap back under the provisions of the "FlyBy Fueled by Turner's". The "first car one lap down" is determined by the last completed lap according to AMB-IT timing and scoring and is not subject to debate during the feature race.
14. Effective Opening Night 2017, in all divisions (except the Sprints), **ALL FINISHING FEATURE CARS** are required to scale before returning to the pits. The top **five (5)** sprint finishers must scale before returning to the pits. Any driver that exits the track to enter the pits before scaling will be disqualified from the feature event and forfeit feature points.
15. **Official Rulings are final.** On an occasion when a situation arises that is not covered by written rules, the Track Officials may put **Special Rulings** into effect, if it is deemed necessary.

Line-Up Procedures

1. **OPENING NIGHT LINE-UP:** Same procedure as Season Line-up (see#2 below) except for "previous feature winner" rule.
- 2A. SEASON LINE-UP for Sprints/Late Models/Modifieds:**
- A) Pills will be drawn for heats, with low number starting on the pole.
 - B) If winner of the previous regular feature race **does not** attend the next regular event, that car will start no better than tenth (10th) in the next regular feature race it **does attend**. Previous winner will start no better than ninth (9th) in the three heat format; no better than twelfth (12th) in four heat format.
 - C) **When Rule #2B is used: If two or more regular** feature winners return to track on the same night, winner of the **earliest regular** feature race will start **tenth (10th)**; 9th in the 3 heat format; 12th in the 4 heat format. Winner of the **last regular** feature race **will start ahead** of other previous feature winners (provided cars qualified through the heats).

- D) Feature winner previous to a special/sanctioned event (i.e. WoO, All Stars, All Stars, etc.) will start **tenth (10th)** in the **next regular** feature attended (provided car qualified through the heats). (Refer to Rules #2B and #2C if situation arises).

WEEKLY FORMAT

Two heats: Top **five (5)** finishers from each heat will redraw for feature starting spots. Winner from **previous regular** feature race starts no better than **tenth (10th)**, provided car qualified through heats. **Exceptions:** Refer to **Rules #2A, #2B, #2C, and/or #2D** if situation arises.

Three heats: Top **three (3)** finishers from each heat will redraw for feature starting spots. The top **five (5)** heat race finishers will transfer to the feature. Winner from **previous regular** feature race will start no better than **ninth (9th)**. **Exceptions:** Refer to **Rules #2A, #2B, #2C, and/or #2D** if situation arises. If a B-Main is run, then **five (5)** cars will transfer to the feature to make a total of **twenty (20)** cars starting.

Four Heats: Top **three (3)** qualifiers from each heat will draw for starting spots. The top **four (4)** heat race finishers will transfer to the feature. Winner of **previous regular** feature starts no better than **twelfth (12th)**. **Exceptions:** Refer to **Rules #2A, #2B, #2C, and/or #2D** if situation arises. If a B-Main is run, then **four (4)** cars will transfer to the feature to make a total of **twenty (20)** cars starting. In the event that two B-Mains are needed, **two (2)** cars will transfer from each B-Main to the feature.

- E) CONSECUTIVE WINS: If **one car**, in any division has **three (3) consecutive** feature wins (**regular Fab Four Races only**), that car **will start last** in the next and every subsequent regular feature race attended (provided the car qualifies), until that car **does not win** a feature.

- F) NUMBER OF CARS IN A HEAT: **Maximum of twelve (12) cars per heat.**

- G) LINE-UP CUT-OFF TIME: **7:00PM** will be the cutoff time for heat race line-ups. Any cars arriving **after 7:00PM** will line up at the rear of their heat. **After 7:15PM**, the number of heats will not be changed.

- H) PROVISIONAL SPOTS: Spot can **only** be awarded to the highest placing Lernerville **regular** that is currently in the Top 10 in points.

2B. SEASON LINE-UP for Sportsman/Stocks:

- A) Pills will be drawn for heats, with low number starting on the pole.
- B) If winner of the previous regular feature race **does not** attend the next regular event, that car will start no better than twelfth (12th) in the next regular feature race it **does attend**.
- C) **When Rule #2B is used:** If **two or more regular** feature winners return to track on the same night, winner of the **earliest regular** feature race will start no better than **twelfth (12th)**. Winner of the **last regular** feature race **will start ahead** of other previous feature winners (provided cars qualified through the heats).
- D) Feature winner previous to a special/sanctioned event (i.e. WoO, All Stars, All Stars, etc.) will start **tenth (10th)** in the **next regular** feature attended (provided car qualified through the heats). (Refer to Rules #2B and #2C if situation arises).

WEEKLY FORMAT

Two heats: Top **six (6)** finishers from each heat will redraw for feature starting spots. Winner from **previous regular** feature race starts no better than **twelfth (12th)**. **Exceptions:** Refer to **Rules #2A, #2B, #2C, and/or #2D** if situation arises.

Three heats: Top **four (4)** finishers from each heat will redraw for feature starting spots. The top **six (6)** heat race finishers will transfer to the feature. Winner from **previous regular** feature race will start no better than **twelfth (12th)**. **Exceptions:** Refer to **Rules #2A, #2B, #2C, and/or #2D** if situation arises. If a B-Main is run, then **six (6)** cars will transfer to the feature to make a total of **twenty-four (24)** cars starting.

Four Heats: Top **three (3)** finishers from each heat will draw for starting spots. The top **five (5)** heat race finishers will transfer to the feature. Winner of **previous regular** feature starts no better than **twelfth (12th)**.
Exceptions: Refer to **Rules #2A, #2B, #2C, and/or #2D** if situation arises. If a B-Main is run, then **four (4)** cars will transfer to the feature to make a total of **twenty-four (24)** cars starting. In the event that two B-Mains are needed, **two (2)** cars will transfer from each B-Main to the feature.

E) CONSECUTIVE WINS: If **one car**, in any division has **three (3) consecutive** feature wins (**regular Fab Four Races only**), that car **will start last** in the next and every subsequent regular feature race attended (provided the car qualifies), until that car **does not win** a feature.

F) NUMBER OF CARS IN A HEAT: **Maximum of twelve (12) cars per heat.**

G) LINE-UP CUT-OFF TIME: **7:00PM** will be the cutoff time for heat race line-ups. Any cars arriving **after 7:00PM** will line up at the rear of their heat. **After 7:15PM**, the number of heats will not be changed.

H) PROVISIONAL SPOTS: Spot can **only** be awarded to the highest placing Lernerville **regular** that is currently in the Top 10 in points.

3A. Mid-Season Championship Feature Redraw/Line-Up Procedures for Sprints/Late Models/Modifieds: The Fab Four Racing program will proceed as normal until it is time to redraw for the feature line up. Instead of the normal pill redraw format, features will be redrawn by current (including the night's heat race points) Budweiser Point Standings with the leader redrawing first and in descending order until the top ten (10) drivers in Bud Points are slotted into the starting grid; assuming they have **taken the green** transferred directly from their heat race. (If time permits, this will occur behind the flagstand on the front straightaway).

- A. Ties in the standings will be broken by order of feature wins, 2nd place finishes, 3rd place finishes, etc.
- B. Previous week's feature winner will not be penalized per normal Fab Four Racing procedures. They will redraw for the feature per Mid-Season Championships procedures noted above and start 10th or 9th (assuming a new feature winner) on the starting grid the following week.
- C. The top ten (10) cars (that are present and in competition) in Budweiser Points will be redrawn in this method, the rest of the 20-car field will be slotted by best heat race and/or B-Main finish.
- D. B-Main transfers are not eligible for the Mid-Season Championship redraw, only those that transfer directly into the feature from the heat races may redraw.

3B. Mid-Season Championship Feature Redraw/Line-Up Procedures for Sportsman/Stocks: The Fab Four Racing program will proceed as normal until it is time to redraw for the feature line up. Instead of the normal pill redraw format, features will be redrawn by current (including the night's heat race points) Budweiser Point Standings with the leader redrawing first and in descending order until the top twelve (12) drivers in Bud Points are slotted into the starting grid; assuming they have **taken the green** and transferred directly from their heat race. (If time permits, this will occur behind the flagstand on the front straightaway).

- A. Ties in the standings will be broken by order of feature wins, 2nd place finishes, 3rd place finishes, etc.
- B. Previous week's feature winner will not be penalized per normal Fab Four Racing procedures. They will redraw for the feature per Mid-Season Championships procedures noted above and be penalized (assuming a new feature winner) on the starting grid the following week.
- C. The top twelve (12) cars (that are present and in competition) in Budweiser Points will be redrawn in this method, the rest of the 24-car field will be slotted by best heat race finish and/or B-Main finish.
- D. B-Main transfers are not eligible for the Mid-Season Championship redraw, only those that transfer directly into the feature from the heat races may redraw.

4. LENGTH OF EVENTS

A. Heats: 8 laps for all divisions

B. Features: Sprints, Late Models and Modifieds run 25-lap feature, while Sportsman/Stocks run 20-lap features.

C. B-Mains:

- Number of laps to be raced will be based on the number of cars in the event and announced that night by track officials.
- If the number of cars **available for** the B-Main is the **same or less** than the feature spots they are qualifying for, **no B-Main will be run**.
- While the **B-Main is being run**, if the number of cars **still running** in competition becomes **equal or less than the number of spots available**, then the B-Main **may be checkered** and cars will tail the feature in the same order that they were **officially scored**.

5. **All rules will be enforced and points awarded** for a division during its **first night of racing** at the track. Every car will be **allowed its first regular race event** to get up to specs; **except in the case of extreme or unsafe rule infractions**.
6. If a car(s) scratches from the line-up prior to the completion of the first lap in all events, cars will be crisscrossed to fill position; if necessary.
7. Cars will enter line-up positions as directed by line-up officials. Car(s) refusing to line-up in position, as directed by line-up officials, will be assigned to the tail position. ***Car(s) failing to report to the tail position, if assigned, will not be scored.***
8. During realignment, cars will fall back and make a spot for another car to enter when directed on the Raceceiver by the Race Director. Cars refusing to **open up a spot** when directed by Race Director will be assigned to the tail position. **Cars failing to report to tail position will not be scored.**
9. JUMPING: Cars will remain in the spot assigned by Track Officials. Failure to remain in the spot assigned by the Track Officials, until the race has officially started or restarted, will result in being **penalized by two spots per car jumped**. Car may also be charged with a yellow flag, (that yellow will count towards disqualification rule/number of yellows), but not towards cone-restart rule (after third yellow). If there is no restart, then car will be penalized two positions for payoff purposes at finish.
10. Any car that does not run a heat race must start at the rear of the B-Main. If no B-Main is needed that night, the car may start at the rear of the feature line-up, providing there is not a full field of cars (20 or 24 depending on division). After the initial green, if a caution occurs, a car may join the field if the first lap has not been officially scored and there is not a full field.
11. Once a qualified car scratches from the feature, it can only be reinserted into the lineup if it does not cause the need for a B-Main., or if there is not more than 19 or 23 cars in the class.
12. If there is a driver substitution after a car has been qualified, that car goes to the rear of the line-up. No driver substitution(s) permitted once a race has officially been started. (Possible exception: in the case of a postponed race, driver substitution is permitted if qualified driver is unable to return for the make-up race.
13. If a car has scratched from its scheduled heat or drops out of its heat before that heat has been presented to the lineup chute, then that car may be allowed to start at the rear of the remaining heat, if the remaining heat(s) are NOT already FULL. (Maximum of 12 cars per heat). If ALL of the remaining heats (for that division) are FULL, the car will NOT be able to run a heat and will line-up according to rule #11 above.
14. TOTAL LAPS FOR FUEL STOPS (Sprints): 70 total laps before a fuel stop. Laps will be counted from the initial push-off for the feature race less two (2) laps. Cars must be on the track by the completion of the eighth pace lap for a feature or B-Main and the fourth pace lap of the Heat. Those cars not on the track will be assigned to the rear of the field. If the race has more laps remaining to be run than laps left in the 70-lap total, race will be stopped for fuel. If race comes out after 60 laps are completed and there are more than five laps remaining to be run, there will be a fuel stop. Two crew members per car are allowed on the track or in the infield during a pit stop. FUEL STOP ONLY! No tools

or gauges, unless otherwise directed by Pit Steward through an announcement to ALL crews. No crewmember will enter the track until given the OK by Gateman. Crewmembers must enter tack at on-ramp only. No crewmember allowed in the infield during the race. Driver/Owner is responsible for Crew. Violations count as a Pit Stop and car goes to the rear.

- 15. **SPRINT PUSH-OFFS:** There will be only one push-off per event. If car requires a second push-off, that car goes to the rear of the field. Exceptions: Push-offs after a red flag situation or after a fuel stop providing this does not cause a delay to the restart of the race; or if a car is stopped at the flag stand or by an official for a safety check.
- 17. All lapped cars during feature events will be sent to the tail of the field by Race Director under caution. The first car one lap down will be given his/her lap back under the provisions of the “FlyBy Fueled by Turner’s”. The “first car one lap down” is determined by the last completed lap according to AMB-IT timing and scoring and is not subject to debate during the feature race.
- 16. **Official Rulings are final.** On occasions when situations arise that are not covered by written rules, the **Track Officials may put Special Rulings into effect** if it is deemed necessary.

Points Breakdown

Sprint, LM, Mod Features	
Pos.	Points
1	30
2	28
3	26
4	24
5	22
6	20
7	19
8	18
9	17
10	16
11	15
12	14
13	13
14	12
15	11
16	10
17	9
18	8
19	7
20	6

Sportsman Features	
Pos.	Points
1	30
2	28
3	26
4	24
5	22
6	20
7	19
8	18
9	17
10	16
11	15
12	14
13	13
14	12
15	11
16	10
17	9
18	8
19	7
20	6
21	5
22	4
23	3
24	2

Heats	
Pos.	Points
1	10
2	9
3	8
4	7
5	6
6	5
7	4
8	3
9	2
10	1
11	1
12	1