



## **POWRi Race Procedures**

A. Pill Draw: All entrants must participate in pill draw in order to determine the heat race line ups or qualifying order.

1. The designated time for pill draw will be posted at the track.
2. If a participant fails to draw within the designated time:
  - a. The participant will not receive passing points if the event format calls for heat races. The participant will only receive finishing points from the heat race.

OR

- b. The participant will qualify last if the event format calls for qualifying.
3. Only one pill may be drawn per entry.

B. Event Format: The event format will be left to the discretion of the Director of Competition and will be posted at the track.

1. All full race programs shall be run in the following order:
  - a. Option 1: Passing Points Format
    - i. Pill Draw in lieu of qualifying to determine line up (No Qualifying)
    - ii. Heats
    - iii. Qualifiers (Optional)
    - iv. Trophy Dash (Optional)
    - v. Semi-Feature (Optional)
    - vi. Feature
  - b. Option 2: Qualifying Format
    - i. Qualifications (Optional)
    - ii. Trophy Dash (Optional)
    - iii. Heats
    - iv. Semi-Feature (Optional)
    - v. Feature

C. Passing Points Format

1. Passing points will be based on finishing position and cars passed.
2. The participant will not receive passing points if he/she does not partake in pill draw. The participant will only receive finishing points from the heat race.
3. The top 16 in passing points from the heat races will automatically transfer to the A-main. The number of cars that automatically transfer to the A-main from the heat races may be adjusted by the Director of Competition.
4. The balance of the cars remaining will be lined up in subsequent consolation events based on passing points.
5. The top finishing cars based on their finish will be lined up behind the cars that have already qualified for the main event. The number of cars taken out of each consolation event will be determined by the Director of Competition.

D. Qualifying Format

1. Qualification order will be determined by pill draw.
2. Any participant that does not participate in pill draw will automatically qualify last.
3. Any participant not ready to qualify when it is their turn will be penalized one lap.
4. Participants not in the proper qualifying order will be moved to the rear of the field and penalized one lap.
5. Qualifying is based on two consecutive laps, the faster counted as the official time. Heat races are then to be lined up according to the official times in an inverted, staggered manner.
6. In the event of a tie, the tie will be broken using the second fastest lap time. Should the second fastest lap time also result in a tie, the result will be decided in the favor of the participant who qualified first.

E. Warm-Up Laps: The Director of Competition will determine and explain warm-up procedures at the driver's meeting at each track. These will differ depending on track conditions and Promoter's options.

F. Flag Signals

1. Green Flag indicates START, course is clear.
  - a. **A Driver May Not Exit His/Her Car While On The Track During Green Flag Conditions.**

- i. Exceptions to this rule may be made for safety issues.
  - ii. The Director of Competition will determine if the driver exited his/her car for a safety issue.
- 2. Yellow Flag indicates CAUTION, slow down and maintain one's position.
  - a. The yellow flag will be displayed in the event of an accident or an unfavorable condition on the course. In the event of the yellow flag being displayed, the leader of the race is required to slow down to parade lap speed and the balance of the field will close in behind him/her in the order in which they crossed the start-finish line on the last scored lap.
  - b. The green flag will not be displayed until the field has been completely closed up and the course is clear. When the green flag is again displayed, the race will be resumed all around the course.
  - c. **A Driver May Not Exit His/Her Car While On The Track During Yellow Flag Conditions.**
    - i. Exceptions to this rule may be made for safety issues.
    - ii. The Director of Competition will determine if the driver exited his/her car for a safety issue.
- 3. Red Flag indicates STOP, race is halted. The Director of Competition will determine whether the Red Flag condition is open or closed.
  - a. Closed Red: Work on a car will be permitted during a closed red in the designated work area, but the car must be ready to resume racing when given the order and must start at the tail. Cars not back on the track before the one-to-go will not be permitted to resume the race.
  - b. Open Red: Work on a car will be permitted during an open red on both the track and in the designated work area, but the car must be ready to resume racing when given the order. Cars not back on the track before the one-to-go will not be permitted to resume the race.
    - i. Any work done on a car requiring a jack must be done in the work area during an open red.
    - ii. If a car goes to the work area during the open red, the car will start at the tail.
- 4. Black Flag indicates STOP NEXT LAP. Car will not be scored if it does not stop on the next lap.

5. White with Red Diagonal Flag indicates Ambulance Flag; an ambulance is on the track. Reduce speed and proceed with extreme caution.
6. Royal Blue with Orange Diagonal Stripe indicates a lapping competitor is attempting to pass, give him/her consideration.
7. White Flag indicates Entering the Last Lap.
8. Checkered Flag indicates Race Completion.

G. Method of Starting:

1. All races will be started with the flying start. The green flag will signal the start of the race.

H. Starting Speeds

1. No cars will hot lap or pass the designated pace car prior to the start of the race.
2. In the event the first row fails to properly address the starting line, whichever car or cars are involved shall be moved to the rear of the field at the discretion of the Director of Competition.
3. In the case of a start using a pace car, the pace car will leave the track before the starting lap and the lead pole car shall approach the starting line at a consistent speed, in accordance with track conditions and as required to keep the field in formation.
4. In the event a pace car is not used, the lead pole car will set the pace, which shall be slow and consistent, in accordance with track conditions and as required to keep the field in formation.
5. **No Driver May Deliberately Improve His Position Until the Green Flag Is Displayed.**

I. Initial Starts

1. Initial starts will be double file unless the Director of Competition specifies otherwise.
2. The leader sets the pace for a start. All starts occur coming out of turn four.
3. Any participant failing to take his/her proper starting position, deliberately obstructing a fellow competitor from taking his/her proper starting position, or intentionally delaying the start of a race event will be moved to the last running position.

J. Restarts

1. Restarts will be single file unless the Director of Competition specifies otherwise.
2. In the event of a yellow flag, cars will restart according to the last completed lap.

3. In the event of a red flag, cars will restart according to the last completed lap.
4. Stopping on the Track: A car that stops for any reason under green flag conditions will be placed at the tail of the field for the restart. Exceptions to this rule will be made for safety issues. The Director of Competition will determine if the stop was made for a safety issue.
5. 360 Spins: The offender will be sent to the tail of the field for the restart.
6. Accidents: Cars involved in an accident will restart at the rear of the field according to the running order they were in on the last completed lap.
7. Exiting the Track: If a participant exits the track for any reason during the race, he/she must restart at the tail of the field if permitted to resume the race. Exceptions to this rule will be made for safety issues. The Director of Competition will determine if the stop was made for a safety issue.
8. If two or more competitors engage in any combination of the events named in numbers 4 through 7 immediately above on the same lap, the participants will restart at the rear of the field according to the running order they were in on the last completed lap.
9. Any participant failing to take his/her proper restart position, deliberately obstructing a fellow competitor from taking his/her proper restarting position, or intentionally delaying the restart of a race event will be moved to the last running position.
10. The leader sets the pace for a restart. All starts and restarts occur coming out of turn four.
11. Participants cannot pass other competitors until they pass the cone on the front stretch. If a participant brings out the yellow flag because he/she passed another competitor before the cone, the participant will lose two positions on the restart.
12. Competitors cannot hit the cone. If a participant brings out the yellow flag because he/she hit the cone, that participant will forfeit two positions on the restart.
13. All lapped cars will be placed to the rear of the field on all restarts within 5 to go in the A-Main.

K. Backup Cars

1. The use of a backup car must be approved by the technical director.
2. A backup car does not have to be part of a team's original equipment. However, the backup car cannot have already competed in the event.

3. If a driver changes cars, prior to his/her scheduled heat race, that driver will start in the position designated to him/her on the official heat line-ups.
4. If driver changes cars at any point after his/her scheduled heat race, that driver will start at the tail of the next scheduled event that he/she has been locked into.
5. Once a race has commenced, a driver cannot change cars for that race after one scored lap has passed.
6. If a backup car is utilized, a driver change will not be permitted for the remainder of the event.

L. Changing Drivers

1. If a car changes drivers prior to its scheduled heat race, that car will start in the position designated to it on the official heat line-ups.
2. If a car changes drivers at any point after its scheduled heat race, that car will start at the tail of the next scheduled event that the car has been locked into.
3. If a car changes drivers, the use of a backup car will not be permitted for the remainder of the event.

M. Work Area: The designated work area will be determined by the Director of Competition at each track. The designated work area may be utilized under yellow or red flag conditions. Under yellow or closed red conditions, once a car arrives in the work area, the car must begin its return to the track within sixty seconds or before the one-to-go of the same lap in which the car exited the track.

1. The car will restart at the tail of the field.
2. If a car exits the track and does not return within sixty seconds or before the one-to-go of the same lap in which it exited the track, the car will not be permitted to resume the race.
3. If a car exits the track and one or more laps are completed in its absence, that car will not be permitted to resume the race.
4. If the number of times a car utilizes the work area impedes the race, the car will be prohibited from completing the race. Each car will receive sixty seconds the first time in the work area, after that you must be ready by the one to go.
5. There will be no opportunity to work on a car under yellow flag conditions during any event until after the heat races.

N. Stopping on the Track

1. A car that stops for any reason after leaving the grid and impedes the start of the race will be placed at the tail of the starting field. Exceptions to this rule will be made for safety issues. The Director of Competition has the discretion to determine if the stop was made for a safety issue.
  2. A car that stops for any reason under green flag conditions, including for an accident, will be placed at the tail of the field for the restart. Exceptions to this rule will be made for safety issues. The Director of Competition has the discretion to determine if the stop was made for a safety issue.
  3. If the Director of Competition determines that a participant is continuously impeding a race, the participant will not be permitted to resume the race.
- O. Spins:
1. Spins are not permitted and will not be tolerated. The director of competition has the discretion to determine if the spin does not impede the race to maintain racing.
- P. Rough Driving:
1. 1st Offense: Driver will be sent to tail.
  2. 2nd Offense: Driver will be disqualified, receive no points and no pay.
- Q. Slide Jobs: A participant's attempt to clear the car he/she intends to pass must be made in good faith. The good faith determination will be made by the Director of Competition.
- R. Retaliation: If a participant engages in retaliation before, during, or after a race, the participant will be disqualified and will receive no points or pay.
- S. Race Completion
1. A race will be considered complete when the checkered flag has been displayed or whenever the scheduled distance is finished, whichever occurs first. All feature races must be completed by a green, white, and checkered flag unless the discretion of the Promoter states otherwise.
  2. If the scheduled distance of a feature event has not been covered, it is within the Director of Competition's discretion to decide if the race is complete.
  3. Races which are completed on subsequent dates will complete the unfinished portion of the scheduled distance.
  4. The white flag will be displayed to the leader as he/she completes his/her last lap, and will continue to be displayed to each successive car during that lap of the race, indicating one more lap to be run.



5. The checkered flag will be displayed to the leader as he/she completes his/her last lap and to each successive car until all cars running have been signaled that the race has been completed.
6. If a race is stopped by a red flag after the leader and/or other cars have taken the checkered, those taking the checkered prior to the showing of the red flag will be scored according to how they crossed the start-finish line. Cars passing the start-finish line after the showing of the red flag will be scored according to their last scored lap (green). Those involved in the accident will be scored at the rear of the field.
7. If a race is stopped by use of the red flag and is ruled complete by virtue of more than 50% of the race event having been run, the finishing positions will be paid according to the last official scored lap by the leader, previous to the red flag being displayed. Any cars involved in the accident which resulted in the red flag being displayed, will be scored at the rear of the field.
8. If a feature race stopped by the use of the red flag is ruled incomplete by virtue of not having completed 50% of the race event, all race participants of that event will share equally in purse money paid for that event.