

RULE BOOK DISCLAIMER: The rules and/or regulations set forth herein are designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for such events. These rules shall govern the condition of all events, and by participating in these events, all participants are deemed to have complied with these rules. Carteret County Speedway Competition Director, Race Director, and Tech Staff shall be empowered to permit any and all deviation from any of the specifications herein or impose any further restrictions to keep the competition close. Any interpretation or deviation of these rules is left to the discretion of the Carteret County Speedway Competition Director, Race Director, and Tech Staff, their decision is final. By entering the facility you accept that you will follow all rules set forth herein and accept the appropriate punishment shall those rules be broken. Carteret County Speedway reserves the right to add, modify, or remove any rule at any time for any reason without notifying the participants and patrons of the event.

1. Event Procedures

1.1. Registration

- 1.1.1. Registration for the event will take place at the pit gate before entrance into the facility.
- 1.1.2. Drivers must register their transponder at the scoring office inside the tech shed.
- 1.1.3. All drivers must register in a timely fashion to be officially entered into the event.
- 1.1.4. Registration fees must be paid in full at the time of registering.

1.2. Drivers' Meeting

- 1.2.1. Drivers' meeting attendance is mandatory for a driver or crew member representing their driver.
- 1.2.2. Drivers' meeting will be held in the tech building in the pit area unless otherwise noted.

1.3. Qualifying

- 1.3.1. Qualifying will be two timed laps or group qualifying. Drivers will be notified of qualifying procedures during the drivers' meeting.

1.3.2. *Single Car Qualifying*

- 1.3.2.1. Once you have taken the green flag your qualifying attempt is considered official. If you lose power, spin, or crash there will be no reattempts. If you completed one timed lap then that will be your official time. If no timed lap was completed then you will be marked as DNQ with no time.
- 1.3.2.2. After you receive the checkered flag you are not permitted to complete another lap unless told to do so at the drivers' meeting as part of the qualifying procedures. If you complete an extra 'free' lap then your fastest lap will be disallowed. If your qualifying attempt was only one lap then 0.500 seconds will be added to your time.
- 1.3.2.3. If there happens to be a tie on lap times then the tie breaker will go to the driver with the fastest slowest lap. If a driver only has one timed lap then he will automatically forfeit the tie breaker.
- 1.3.2.4. If you are late for your qualifying run you will only be given one lap and moved to the end of qualifying.

1.4. Race (Heat Race, LCQ, Feature)

1.4.1. Starts

- 1.4.1.1. The initial start to any race is to take place in the restart zone in turn 4. The flagman is in control and will start the race. Any starts deemed before by officials will be waived off and a second attempt will happen. If a third attempt is needed

the leader or second place, whoever jumped the start, will fall to the rear of the field.

- 1.4.1.2. Once the field has been given the one-to-go signal the leader and front row must maintain a steady pace around the whole speedway until the restart zone.
- 1.4.1.3. The initial start will have up to 3 attempts at double file. If a 4th attempt is needed, the field will be lined up single file and the single file restart rules as explained below will take place.
- 1.4.1.4. Once the green flag has dropped, you must maintain your line until after the start/finish line.

1.4.2. Restarts

- 1.4.2.1. Restarts will be lined up via the “cone” (orange painted triangle on the front stretch). The two-to-go signal will be given under caution and at that point, drivers will then utilize the choose cone to line up in their selected lines. [Fields with under 10 cars will utilize the chose cone with the one-to-go signal.]
- 1.4.2.2. Cars involved in the caution and sent to the rear and lapped cars can not choose their line. They will line up on the inside line after all other cars have chose.
- 1.4.2.3. The flagman controls the restart. The flagman may drop the green anywhere within the restart zone in turn four. If the leader fires early the restart will be waived off.
- 1.4.2.4. At any time officials may decide to implement single file restarts. If this occurs drivers will be notified on the raceceiver and every restart thereafter will be single file.
- 1.4.2.5. All lapped cars will fall to the end of the restart order.
- 1.4.2.6. Once the green flag has dropped, you must maintain your line until after the start/finish line.
- 1.4.2.7. Junior Mini Cup and Bandoleros will have single file restarts.

1.4.3. General Procedures

- 1.4.3.1. If for any reason a car is unable to start in it’s designated position after the field has exited the pits then the “hole” in the grid will be filled by either the inside or outside line moving up.
- 1.4.3.2. The only reason a driver may stop on the track is to alert an official about any potential unsafe conditions. This can include but is not limited to: debris on track, safety equipment malfunction, or any other safety concerns as deemed by officials.
- 1.4.3.3. If a car spins, does a 360, but is able to continue a caution may be called. The driver that spun will be the cause of that caution and will be moved to the rear.
- 1.4.3.4. Any driver that brings out 2 cautions unaided may be parked for the remainder of the race at the discretion of officials.
- 1.4.3.5. Any car that deliberately causes a caution or holds up the flow of the program by not lining up correctly, passing cars under yellow, or any other reason deemed to delay the program by officials may be disqualified and parked for the night with the possibility of prize money forfeited.
- 1.4.3.6. Any car that stops because of a blocked track or that stops to avoid making contact with another vehicle may be given their position back at the discretion of officials.
- 1.4.3.7. If the leader has taken the white flag but does not make it around to the checkered before a caution or red flag is displayed then the race will not be completed and green-white-checkered restart will ensue. There will be an

unlimited amount of GWC's to determine a winner if necessary unless in any instance the officials deem the event unsafe to continue which at that point the race will be called official and the finishing results will be the order of the last completed green flag lap. If the leader takes the checkered no matter how many other cars have taken the checkered, if a yellow or red flag is displayed, then drivers are to react to the flag and stop racing immediately. The leader who crossed the line will be declared the winner and the race complete. All other drivers who did not cross the line before the yellow or red will be scored as they were on the previous lap.

1.4.3.8. If you are involved in a crash you must stay in your car. The exceptions are if you feel in danger or if an official deems the situation unsafe and instructs you to exit. If you must exit your car do not leave the scene or you will face penalty including but not limited to: disqualification, fine, probation, suspension.

1.4.3.9. A two lap work period may be given to cars with damage or a flat tire in the feature event only. Once 10 to go has been reached no work periods will be given.

1.4.4. Yellow Flags

1.4.4.1. If the yellow flag is displayed and/or caution lights illuminated then all racing must cease immediately and you are to slow down as quickly and as safely as possible. Be sure to follow directions from race control and on-track officials to navigate through the accident scene or to avoid any debris.

1.4.4.2. Once you have slowed down you are to maintain your position on track (single file) until told to do otherwise by race control. Pace car will pick up the leader once the field has slowed.

1.4.4.3. Any car(s) involved in causing the yellow will be sent to the rear.

1.4.5. Red Flags

1.4.5.1. If the red flag is displayed and/or red lights illuminated then all racing must cease immediately and you are to stop as quickly and as safely as possible no matter where you are located on the race track.

1.4.5.2. Any car(s) involved in causing the red, shall they be able to continue, will be sent to the rear.

1.4.5.3. Red flags are serious situations so please be aware of any safety officials and/or vehicles while you are coming to a stop.

1.5. Time Limits

1.5.1. All events and races will be timed to be certain that all events are completed prior to our curfew time (11:00).

1.5.2. The time limit will be posted beside the laps on the official event schedule.

1.5.3. Once the time limit is reached the following will occur:

1.5.3.1. **Time limit reached under green:** Once the time limit is reached under green, the field will receive the two to go signal no matter what the lap count may be. If the caution waves after the time limit is reached under green then the race will be completed and the last green flag lap will determine the finishing order.

1.5.3.2. **Time limit reached under yellow:** If the field is under a caution period and the time limit is reached, then the race will be restarted with a green-white-checkered. There will only be one attempt if the time limit is reached.

2. Licenses/Memberships

2.1. Memberships

- 2.1.1. Track memberships are not mandatory but do provide some nice rewards and incentives.
- 2.1.2. Memberships can be purchased for \$150 for the driver and \$150 for crew members, car owner, sponsors, spouses, etc.
- 2.1.3. Memberships are only active for the current calendar year until December 31st.
- 2.1.4. Members will receive \$5 off of every pit pass for the entirety of the season.
- 2.1.5. Members will receive a free pit pass for practice nights.
- 2.1.6. Members will receive a free meal at each event.
- 2.1.7. Membership hard cards will be given out and must be presented to receive discounted pit passes.

3. Rainouts/Cancellations

3.1. Rainouts/Inclement Weather

- 3.1.1. Events can be cancelled or postponed at any time by either the venue, event promoters, or series officials. If it is evident that any participant or attendee will be put into an unsafe situation we will act as will feel necessary to protect the safety and well being of the patrons either already on the grounds or enroute. Unsafe situations can include but are not limited to: Excessive rainfall, severe thunderstorms, high winds, hail, excessive cold and heat, icy conditions, snowfall.

3.2. Cancellations

- 3.2.1. Events can be cancelled at any time from days in advance to the white flag in the final feature of the night. Weather can play a factor in cancellations (see 3.1.1.) or other situations such as: Fence or retaining wall damage, unsafe track conditions, blackouts, etc.
- 3.2.2. Cancellation procedures for different times are listed below. Do note: Some instances can not be predicted and which at that point the actions will be determined by officials. Their decision is final.
- 3.2.3. ***Cancellation before pit gates open:***
 - 3.2.3.1. No action will be needed in this instance.
- 3.2.4. ***Cancellation after pit gates open until Practice begin:***
 - 3.2.4.1. Those that entered the pits prior to the cancellation will be given a rain check for their pit pass.
- 3.2.5. ***Cancellation after Practice begins until the Feature is staged:***
 - 3.2.5.1. The event will be postponed until a later date.
 - 3.2.5.2. The event will be completely restarted as a new event.
 - 3.2.5.3. Rain checks will be given for pit passes.
- 3.2.6. ***Cancellation after the Feature is staged:***
 - 3.2.6.1. The A-Main must take the green flag for the race to become "official." A cancellation before the green flag will revert to the instance above.
 - 3.2.6.2. If a lap has not yet been completed but the field did take the green flag then the race will be deemed "official" and the finishing order will be the starting lineup BEFORE the feature invert.
 - 3.2.6.3. If a lap or laps have been completed and a cancellation occurs then the last scored green flag lap order will be considered the finishing order.

4. Scoring/Championship/Payout

4.1. Event Scoring

- 4.1.1. All scoring will be done electronically with the use of transponders. If there is a system fail then an alternate way of scoring will be used. This will not delay the program in any way.
- 4.1.2. All cars competing must have their transponder mounted on their car in approved location for all on track activity.
- 4.1.3. All cars must fire on the initial start of the race or else be deemed a DNS(Did Not Start). DNS cars in the feature will receive no points.
- 4.1.4. A lap will not be considered complete on the initial start if all cars do not pass the start/finish line.

4.2. Championship

4.2.1. Points are awarded as follows from 1st-last:

- 4.2.1.1. Feature: 10,9,8,7,6,5,4,3,2,1-last
- 4.2.1.2. Qualifying: no points

4.2.2. Bonus points:

- 4.2.2.1. 1 point - Pre-regestering for the race weekend.
- 4.2.2.2. 5 points - Compete in three(3) consecutive points-earning race weekends. Points awarded at every third consecutive race you compete.
- 4.2.2.3. 25 points - Compete in all points-earning events during the season. (Two missed races allowed)

4.3. Payout

- 4.3.1. Each division is listed below with the monetary winnings from 1st through last. (special events may vary)
- 4.3.2. Carteret County Speedway reserves the right to alter any pay amount in response, but not limited to: car count, disqualification, penalties, etc.
- 4.3.3. **Street Stock:** 500,400,300,200,150,100,75,50-last
- 4.3.4. **Mini-Stock:** 500,300,275,200,175,150,125,100,75,75,50-last
- 4.3.5. **UCAR:** 300,175,125,100,50-last
- 4.3.6. **Legend:** 500,200,125,100,75,50-last
- 4.3.7. **Bombers:** 200,100,75,50
- 4.3.8. **LMS/LLM:** 2000,800,600,500,400,300-last

5. General Rules

5.1. Raceceivers

- 5.1.1. Raceceivers are mandatory in all divisions.
 - 5.1.1.1. Jr Mini Cup and Bandoleros; Spotters must listen to the raceceiver, not mandatory for the driver to be listening.
- 5.1.2. Raceceivers must be in your ear and on during all on track activity including practice, qualifying, and races. Spotters will be allowed to wear the raceceiver and relay information to the driver.
- 5.1.3. Drivers will not be permitted on to the track without a raceceiver.
- 5.1.4. Drivers not listening or following instructions given by the race director on the raceceiver may be black flagged at the discretion of the officials.

5.2. Spotters

- 5.2.1. Spotters are mandatory for every car.

5.3. Push/Transport Vehicles

- 5.3.1. It is highly recommended that all push/transport vehicles are adequately lit and have some form of strobing/flashing light system. All lights are to be turned off during races.

- 5.3.2. On four wheelers, ATVs, and quads only a driver and one passenger is allowed - the driver must be age 14+. On Side-by-sides, golf carts, buggies, and other utility vehicles only a driver and two passengers are allowed - the driver must be age 14+.
- 5.3.3. No bicycles, motorized two wheel vehicles, skateboards, scooters, hover-rounds, or any other personal vehicles are allowed to be operated once practice begins for the day.

5.4. Penalties and Fines

- 5.4.1. All fines are subject to be withheld from payout on the day of the penalty. If the competitor has not won the appropriate money then all fines must be paid in full before that driver is allowed to compete in a future event. If a fine is issued to a patron/crew member, they are not allowed admittance into the venue until the fine is paid in full.
- 5.4.2. Any competitor or patron/crew member that attempts and/or does physical abuse to any official including pushing, punching, touching, grabbing, or in any way harming and/or attempting to harm will be subject to disqualification and/or fine and/or legal action and/or suspension. \$3,000 maximum fine.
- 5.4.3. Any competitor or patron/crew member that verbally abuses any official no matter the circumstance will be subject to disqualification and/or fine and/or legal action and/or suspension. \$1,000 maximum fine.
- 5.4.4. Any competitor that attempts to drive roughly and/or bump and/or hit another competitor will be subject to disqualification and/or fine and/or suspension. \$1,000 maximum fine. Total fine to be split with the victim of the incident.
- 5.4.5. Any competitor that fails to stop in a timely manner for a red flag will be subject to a 2 lap penalty and/or disqualification and/or fine and/or suspension. \$500 maximum fine.
- 5.4.6. Any competitor or patron/crew member that becomes involved in an altercation that becomes physical is subject to disqualification and/or fine and/or suspension and/or legal action. The aggressor will receive the penalty. The aggressor is the individual that approaches another competitor's car or pit area. If no aggressor can be determined or the altercation is mutual then both parties involved will receive the penalty and be forced to split the fine. \$1,500 maximum fine.
- 5.4.7. Any competitor that exits their car or patron/crew member that enters the track on a live racetrack except for a safety reason or unless otherwise told to do so (see 1.4.3.8.) will be subject to disqualification and/or fine and/or suspension. \$500 maximum fine.
- 5.4.8. Any competitor or patron/crew member that publicly criticizes the speedway on social media in any way and/or in interviews with media will be subject to a fine. \$500 maximum fine.
- 5.4.9. Any competitor or patron/crew member that purposely delays the program by stopping on the track to draw a caution, stopping on the track under caution (with no safety concern), or in any other way manipulates the natural 'flow' of the event will be subject to disqualification and/or fine and/or suspension. \$500 maximum fine.

5.5. Protests

- 5.5.1. All protests must be turned in to an official within 10 minutes of completing the feature. A verbal protest will be accepted but must be followed in written form before the protest is carried out.
- 5.5.2. Protest fees must be presented at the time of protest in cash.
- 5.5.3. Protest fees are outlined in the technical rulebook for each division or are available by request.
- 5.5.4. Officials have the right to deny any protest request for any reason.

5.6. Alcohol/Drugs/Illegal Substance

- 5.6.1. Absolutely no alcohol will be permitted in the pit area. If alcohol is found it will be confiscated and destroyed. There are no warnings.
- 5.6.2. Absolutely no drugs and/or illegal substances will be permitted on the property. If they are found, they will be confiscated and the appropriate authorities notified.
- 5.6.3. CCS reserves the right to test any event participant or any patron with a pit pass at any time for reasonable suspicion.
 - 5.6.3.1. Any individual that is selected to be tested will be notified within 30 minutes of the test being administered.
 - 5.6.3.2. Refusing to test, failing to appear for a test, leaving before the test is over, or failing to cooperate is considered a positive test.
 - 5.6.3.3. If the test is positive then the individual will not be allowed to compete, will be escorted off the property, and will be indefinitely suspended and not allowed on property until an evaluation with an appropriate substance abuse professional is completed to advise on the creation of a "Road to Recovery" plan, which may include substance abuse counseling, treatment or rehabilitation.
- 5.6.4. CCS will conduct random tests for alcohol, drugs, and any other illegal substance (using a computerized method for the random selection). Collection of urine, blood, saliva, hair, and/or breath specimens will be transported to a local lab which then processes the samples if needed. Some tests will not require the lab to process the results.
 - 5.6.4.1. Any individual that is selected to be tested will be notified within 30 minutes of the test being administered.

5.7. Weather Protocols

5.7.1. Severe Thunderstorm Warning

- 5.7.1.1. If a severe thunderstorm warning is issued at any time that includes Carteret County Speedway in the warned polygon, all on-track activity will be halted and patrons are urged to seek shelter immediately.

5.7.2. Tornado Warning

- 5.7.2.1. If a tornado warning is issued at any time that includes Carteret County Speedway in the warned polygon, all on-track activity will be halted and patrons are urged to seek shelter immediately.

5.7.3. Lightning

- 5.7.3.1. If lightning is detected within eight(8) miles of Carteret County Speedway all on-track activity will be halted and patrons are urged to seek shelter immediately.
- 5.7.3.2. On-track activity will resume after 10 minutes if no other lightning strikes have been detected.

5.7.4. Rain

- 5.7.4.1. No on-track activity will occur while rain is falling.
- 5.7.4.2. General admission ticket holders may receive a rain check if event organizers deem it appropriate.