

BAER FIELD SPEEDWAY – 2010 – GENERAL RULES

PIT AREA & PIT PARKING

- **The pit gate opens at 2:00; practice at 3:30; qualifying at 5:30; RACING at 7:30.**
- Your pit pass is your rain check for each event. You must have it to exchange it for a new pit pass at the next race. Rain checks may not be honored beyond the next two (2) completed race dates!
- Concrete slabs reserved for race cars only! Personal vehicles should be parked at the North end of the pit area.

PRACTICE & QUALIFYING

- Practice order will be posted on the lineup board
- Drivers must wear all required safety apparel at all times on the racetrack.
- Cars should be inspected before qualifying. All cars are subject to inspection at any time.
- You must be in line when your class qualifies. If not, you will qualify last with only one lap allowed.
- Once your class is completely qualified, no other cars from that class will be allowed to qualify.
- If you do not qualify, you will start all races on the tail. With the fastest qualifier's time IN THAT RACE being your "qualifying" time and you will be subject to the "quarter-second rule."
- If qualifying is suspended or eliminated for any reason, the race lineups will be determined by the best time of the year for each driver. For the first two races of the season, a draw may be used if necessary.

DRIVER'S MEETING

- Driver attendance is mandatory at meetings.
- Any driver change must notify the Pit Steward and start on the tail. If not reported, driver will be disqualified.
- Driver must notify the Pit Steward if they want to "Scratch" their Qualifying time.
- "Scratching" time will start you on the tail of all races.
- Drivers have the option to start on the tail, please inform steward before race if possible.

RACE PROCEDURES

- Inversion for feature lineup will be drawn by the #1 qualifier. **All cars must be within 1.25 seconds of fast qualifier to be eligible for inversion.**
- Top-16 qualified cars will lock into the A-Main. Up to 24 cars may start the A-Main. A total of 25 cars or more will result in a last chance race. In the event of a last chance race, 20 cars will start the A-Main.
- The front row of the field must control the start at a consistent pace. The white flag will be displayed to drivers telling them that their race will start on the next lap. All starts to be bumper-to-bumper, nose-to-tail with **NO PASSING** until the green flag! Any "false-start" may result in a complete "re-start". Officials have the option to penalize any driver or drivers creating a false-start. Penalty may be loss of starting position or DQ.
- **YELLOW FLAG RULES:** "Spinner-Spinee." Cars Involved in the initial incident creating a yellow flag will restart on the tail. Drivers must stay in their cars, or may be subject to a penalty, unless there is immediate danger to the driver or directed by an official. Any driver causing two yellow flags may be disqualified from a race. Heat Races: The third yellow flag of a heat race may end that heat race. False start(s) will count as one yellow. Cars going into the pit area, during a heat race, may not return to the track. There will be no "green-white-checker" restarts in a heat race. Should yellow appear after the majority of the field has received the white flag, race will be deemed complete. Scoring will revert to the last completed lap with cars involved in the incident placed to the tail. **Features: There will be TWO (2) attempts at a "green-white-checker" restart and finish. After that, race may be called with scoring reverting to the last completed lap and cars involved in the final incident(s) placed to the tail.**

RACE PROCEDURES

- **TAP OUT RULE:** If you feel you were responsible for causing an accident, you may “tap out” and allow the other car(s) to regain their positions for the restart. If choosing to “tap out”, you MUST pull to the inside of the track on the front stretch, stop, and tap your hand repeatedly on the roof of your car. You MUST make that decision in a timely manner or “tap” may be declined.
- **RED FLAG RULE:** Stop as quickly and safely, as possible. Drivers must stay in their cars, or may be subject to a penalty, unless there is immediate danger to the driver or directed by an official. Unless instructed otherwise, no one is allowed on the track except Officials. Anyone who pits under a red will restart on the tail.
- **RESTART RULES:** The Restart Lineup is determined by the scoring of the race on the last completed green-flag lap. Any car stopped by an official for inspection will restart race in its restart position. If a car must have any safety equipment secured by an Official it will restart race on the tail. Cars going into the pit area during the Feature must restart on the tail, provided they can be directed by an Official to return to the racetrack under safe conditions. **Cars exiting the pits must be to the pit exit before the field receives the white flag, or they will be held until the next yellow.** NO ONE may re-enter the racetrack under a green-flag condition! Bumper-to Bumper, single-file restarts with **NO PASSING** until the green flag. Any driver deliberately passing before the green flag will be penalized a “jump-start” penalty of one position, per car, “jumped.” Penalty will be enforced at the next yellow or the end of the race, whichever comes first. Leader is responsible for maintaining reasonable restart pace. Any “game playing” by the leader may result in penalties.
- **BLACK FLAG: DISQUALIFICATION - PENALTY RULES:** Cars may be disqualified if they are judged to be illegal by the technical rules. The driver may lose points and awards, depending upon the circumstances, for qualifying, a heat race, feature race, or the entire event. Any race car that is creating a safety hazard will be disqualified. Drivers will be penalized for rough driving. Drivers will be disqualified from a race for running one-quarter (.025) of a second quicker than their qualifying time and start on the tail of any other race that night. Only the Fast Qualifier is exempt from the one-quarter second rule.

GENERAL RULES

- Car owners and drivers will be held responsible for the conduct of their race team members.
- Drivers may lose all points and awards for an entire event for inappropriate conduct.
- The speedway management reserves the right to suspend any driver or race team member from competition and/or attendance at the speedway until further notice.

MISCELLANEOUS RULES

- No alcoholic beverages or drugs will be tolerated in the Pits by any and all persons during the racing activities. Any violation of this rule will come with severe penalty. All penalties will be sent by registered mail the following week.
- No radios or mirrors allowed! No communications between driver and crew of any kind!
- All “Rookie” drivers are required to display two 3-inch high yellow stripes on rear bumper.
- No one, except a driver, can ride inside a race vehicle at any time.
- No one can ride on the outside of a race vehicle at any time.
- All used oil, lubricants, coolants and trash must be disposed of properly.
- No tires of any kind are allowed to be left on the speedway property.
- Duplicate car numbers are not allowed in any class unless permitted by speedway officials with the use of a letter next to the number.
- Car number must be painted on upper-right corner of windshield. Must be white and 6” tall.
- Baer Field Speedway, nor its officials, will be held responsible for any qualifying, lineup, scoring or award error because of duplicate car numbers.
- Baer Field Speedway “sponsor” decals required to be displayed on any race car in competition. The decals are to be located in a position determined by speedway management.

Capitol Promotions and/or Baer Field Speedway reserves the right to change, alter, modify, or clarify any of its rules and procedures during the course of the year.