

NCSI

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2011 TRACK RULES

GENERAL REGULATIONS:

1. All general rules, general regulations, protest rules, safety procedures, race procedures, and lineup procedures will apply to **ALL DRIVERS AND THEIR PIT CREWS. IT IS YOUR RESPONSIBILITY TO KNOW THESE RULES!**
2. The NCSI reserves the right to refuse any team from racing at the NCSI for any reason. This may include any activities by a driver or team member that is deemed detrimental to the success of the NCSI.
3. DRIVERS AND THEIR PIT CREWS PRIOR TO, OR DURING ANY RACING EVENT WILL NOT CONSUME ANY ALCOHOLIC BEVERAGES. NO ONE UNDER THE INFLUENCE OF DRUGS OR ALCOHOL WILL BE ALLOWED AT THE RACEWAY.
4. All calls are final! No arguing with track officials during or after the races.
5. **DRIVERS** will be the person responsible for the actions of their crew and /or families. Unsportsmanlike conduct (excessive foul language, pushing, fighting, etc) may result in the driver losing their pay and points for the night or ejection from the track. Conflict between two cars that carries over into the pits or tech area, the actions of the driver or pit crew may result in previous actions listed above.
6. The driver shall be the sole spokesman for the crew or owner in and all matters pertaining to the program and only the driver shall take part in any arbitration with officials in charge.
7. No one will be allowed on the track at intermission unless they are the sponsor of the race and need to participate in activities at the front grandstand.
8. All the car class rules will be enforced at NCSI.
9. NCSI RESERVES THE RIGHT TO UPDATE, MODIFY, ADD TO OR DELETE RULES ANYTIME WITHOUT PRIOR NOTIFICATION. Be at all the pit meetings to be aware of any changes.
10. Any driver or pit personnel giving a track official a finger gesture will be fined \$50.00.
11. Foul language directed at an official or a competitor is a \$100.00 fine.
12. Off track rough driving or excessive speed in pit area \$150.00 fine.
13. Fighting in the pits \$250.00 fine.
14. Pushing, shoving or assaulting a track official is \$250.00 fine.
15. Fines will be at the discretion of the Board of Directors of the NCSI. All fines must be paid before you can return to participate in any event at NSCI.

PIT AREA SIGN IN:

1. All drivers, pit members, and any other personnel entering the pits must sign a waiver before entering the pit area.
2. You must be 13 years of age to race hornets and 16 years of age for all other classes at the NCSI.
3. Anyone under the age of 18 years of age must have a signed and notarized consent from his or her parents or guardian, which must be in addition to the signed waiver pit pass.
4. Everyone in the pit area is required to have a wristband, in which should be in plain sight at all times.
5. Signing the waiver form will be considered evidence that you have read and understand the contest rules, program and pay-offs, and agree to compete accordingly.
6. No person will be allowed to sign any forms for another person.

STARING TIME:

1. All regular season races start at 6:00 p.m. sharp.
2. Pit gate opens up at 3:30 p.m.
3. When you unload your cars bring them to the Tech Area for inspection.
4. Pit meeting will be held before hot laps (every driver is expected to attend).

5. WE WILL ASK FOR EVERYONE OUT TO PACK THE TRACK, IF CONDITIONS ON THE TRACK EXIST TO GET THE PROGRAM STARTED ON TIME.

6. Hot laps are at 5:15 p.m.
7. National Anthem 5:50 p.m.
8. Racing starts 6:00 p.m. **SHARP**
9. If a rain out occurs we will race post a make up date.

ORDER OF PROGRAM:

1. NCSI will determine the order of events. It will be announced at the pit meeting and written on the line-up board.
2. We will bring all cars on the track in the number four corner and they will exit on the straight away just past the number two corner.
3. When one class of cars enters the to race we expect the next class to arrive at the staging area immediately and get in line for their race. Anyone entering the staging area late will start in the back of the field.
4. You must leave the line-up area under your own power. If you need a push you will be sent to the rear of the field.

LAPS & TIME LIMITS:

1. Laps for heat races are as follows: Hornets (6 laps)- Sportsman: (6 laps) – Hobby Stock: (6 laps) – 360 Mods (6 laps) – Street Stock (8 laps) – Mods (8 laps).
2. Laps for feature races are as follows: hornets (10 laps) – sportsman (10 laps) – hobby stock (14 laps) “B” mods (14 laps) – street stock (16 – “A” mods (18 laps).
3. Time limits for feature races are as follows: Hornets: (15 minutes) – Sportsman: (15 minutes) – Hobby Stock: (20 minutes) – 360 Mods (20 minutes) – Street Stock: (20 minutes) – Mods: (20 minutes).
4. NCSI track officials will determine if “B” features will be run.
5. Time does stop when a red flag is thrown for an accident on the track.
6. When time limited expires the green, white, checked flag would finish the race. **THIS WILL BE DONE ONLY ONCE.**

WORK AREA FOR FEATURE RACES ONLY:

1. This year there is no set time in the work area. We will have a light in the work area that is hooked up with the yellow caution light on the track. When the caution light is shown on the track you will be allowed to go to the work area and work on your car. When the field is ready for racing the yellow caution light goes off, the work area light will simultaneous also go off. Your car must be moving from the work area to be allowed back on the track. **(NOTE: IF YOUR CAR IS NOT IN MOTION WHEN THE LIGHT GOES OUT YOU MUST GO DIRECTLY TO YOUR PIT AREA. YOU WILL NOT BE ALLOWED BACK ON THE TRACK.)**
2. Any car that is hooked up to a wrecker to assist them from the track will not be allowed to come to the work area. The wrecker will take them directly to their pit stall.
3. If you exit the track during the race to go to the pits you will not be allowed back on the track during that race. All work done on cars must be done in the work area.
4. Pit crews, or anyone from the pit area, will not be allowed on the track at anytime. If anyone attempts to come on the track- that car will be disqualified.
5. **BE A SPORTSMEN:** If you have a flat tire you might want to consider pulling your car to the infield so a yellow caution won't be displayed. **REMEMBER ALL FEATURE RACES HAVE A TIME LIMIT. DOES YOUR RACE TEAM WANT TO BE RESPONSIBLE FOR THE OTHER DRIVERS NOT BEING ABLE TO COMPLETE ALL THE LAPS IN THEIR FEATURE RACE?**
6. When you go to the work area for any reason, even if you were involved in an accident and you were not the cause of the yellow, you must start in the back of the field on the restart of the race.
7. A car is not allowed to stop on the track for any reason unless it is by a track official. If you stop you will start in the back of the field on the restart of the race.

GREEN FLAG ORIGINAL STARTS:

1. All original starts will be two wide and should start at the white line in number four corner. The pole car sets the pace and starts the race. This pace should be a steady and not too fast or too slow. The rest of the field should be nose to tail. Anyone jumping way outside or inside from the rest of the field **before the green flag is thrown** will start at the rear of the field.
2. The flagman will indicate green flag racing next lap by showing the curled up green flag and the green light flashing as the cars go by the flag stand.
3. On the initial start, if we are having trouble getting the first lap in, we may have a single file start.

GREEN FLAG RESTARTS:

1. All restarts will be with an orange cone located on the front straight. When the flagman signals the rolled up green flag and the flashing green light on the front straight a restart will occur next lap. The leader will set a steady pace and will not accelerate until reaching the white line in number four corner. Everyone else in the field should be nose to tail. The entire field must pass between the cone and outside wall. No passing shall take place before you go by the cone. Going on the wrong side of the cone or hitting the cone will result in yellow caution flag being thrown and that car going to the back of the field.

YELLOW FLAGS:

1. In the event that a yellow flag is shown for an accident, debris on track, or the flagman determines the track is unsafe to race, the track the flagman will make the determination which car or cars caused the yellow flag. The car or cars that caused the yellow flag will be sent to the rear the field.
2. Any driver in the heat or feature races causing two yellow flags will be disqualified for the rest of that race and will go directly to the pits.
3. When a yellow flag is displayed all cars should **immediately get in single file on the topside of the track**. Officials will place you in the correct order. Officials may stop the field to line you up in the correct running order.
4. All drivers are to remain inside car unless told otherwise by a track official.

RED FLAGS:

1. All cars must stop as soon as possible! If you fail to do so, you will be placed in the rear of the field on the restart. Do not pass the accident scene under red.
2. All the **REDS** are closed and no one is allowed on the track.
3. All drivers are to stay in the car unless told otherwise by a track official.

BLACK FLAGS:

The following circumstances will result in the black flag being used:

1. Flagrant bad driving.
2. Bad sportsmanship by a driver or his pit crewmembers. **NO PAY! NO POINTS!**
3. Being charged with two yellow flags in any one race whether it is a heat or feature race.
4. Any use of the "BUDDY SYSTEM" to block out other drivers. **NO PAY! NO POINTS!**

WHITE FLAG:

1. If the leader of the race has taken the white flag and crossed the finish line and the yellow flag caution comes out, the race is officially over. The car or cars that are deemed responsible for the yellow flag being displayed will finish last in the race and the other cars will finish according to the last completed lap.

ACCIDENTS:

1. If you are involved in an accident and the ambulance personnel or the fire department rescue are asked to assist track personnel at the accident scene, you must sign a release and waiver form before you will be allowed to continue any racing that evening.
2. If you have any type of a rollover accident you will not be allowed to race the rest of the evening.
3. If the ambulance takes you to receive medical treatment at the hospital you will not be allowed to race the rest of the evening.

TROPHY PRESENTATION:

1. If you win the feature, go directly to victory lane for a photo and trophy presentation to the driver only.
2. After the trophy presentation you must go directly to the tech area. If you fail to do so you will be disqualified for the evening.

TECH AREA/WEIGHING:

1. The Tech Area is located behind where you exit your cars on the back straight away.
2. The top four finishers in the sportsman class and the top five finishers in the hornet, hobbies, B mods, street stock and A mods feature race will go directly to the Tech Area. (NOTE: The feature winner will do this right after the trophy presentation).

- 3.If you are one of the top four in the hornet and sportsman or top five finishers in the hobbies, B mods, street stock and A mods and do not go directly to the Tech Area you will be disqualified.
4. If you are not sure if you finished in the top four or five (depending on which class you run) remain at the Tech Area until a track official tells you that you didn't finish in the top four or five.
5. The driver and one pit member will be allowed in the Tech Area. They must stay with their car, no movement between others cars in the inspection area.
6. Any car caught in Tech Area after the feature race that is illegal will be disqualified for that night. **NO EXCEPTIONS. THAT MEANS NO MONEY AND NO POINTS FOR THAT NIGHT. IT ALSO MEANS THAT YOU WILL NOT BE RECORDED AS BEING AT THE TRACK FOR YOUR POINT AVERAGE.**
7. All protests are by the driver only. All protests shall be in writing and must be filed with the **TRACK TECH** inspector within five minutes after the feature race is completed. Such protests must be specific in charges and alleged violations so that determination can be made whether they are allowable or rejected. Protest, which involve alterations of score results, engine teardowns, ect. must be accompanied with a \$50.00 cash protest deposit. If the track officials do not sustain the protest, the protest deposit will be forfeited. If the protest is allowed the money will be refunded to the protester.

POINTS:

- 1.Points go to the driver of the car in the sportsman, hobby stock, B-mods, street stock, and A- mods.
- 2.Points go to the car in both hornet classes.

PAYOUT:

- 1.Drivers, owner or designated individual, must pickup and sign for the checks in the infield payout building. Payout building closes ½ hour after last feature race.
- 2.Driver must take the green flag in heat or feature race to receive tow money and points for the night.

DRIVER AND CAR CHANGES:

1. The driver of a car that is racing in the A or B features must be the same person that qualified that car in the heat race.
- 2.A car that is built for a certain class can only be raced in that class. (Examples: A hobby stock cannot race in a street stock class, a 360 mod cannot be raced in the A mod class.
- 3.A driver **IS NOT ALLOWED** to use a different car to race in the feature, only the car he qualified in the heat race.
4. If a driver races in more than one class he needs to register for each class and pay driver registration for each class.