



2017 CANADIAN SPRINT CAR NATIONALS - September 16, 2017
2017 NIGHT BEFORE THE NATIONALS - September 15, 2017

PROCEDURAL RULES:

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 the orderly conduct of racing events within the 360 Sprint Car Division at Ohsweken Speedway. 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. NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATION OF OR THE COMPLIANCE WITH THESE RULES AND/OR REGULATIONS. They are intended as a guide for the conduct of the sport and are in no way a guarantee against injury or death to a participant, spectator, or official. The Race Director or Director of Racing Operations (Event Coordinator) shall be empowered to permit reasonable and appropriate deviation from any of these specifications herein or impose any further restrictions that in his/her opinion do not alter the minimum acceptable requirements. NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM SUCH ALTERATION OF SPECIFICATIONS. Any interpretation or deviation of these rules is left to the discretion of the officials. Their decision is final."

- **1.0 - General :**

- a) Rough driving, verbal abuse, or inappropriate behavior will not be tolerated.
- b) No warning will be given. If violated, the team may be disqualified.
- c) Any drivers stopping on the track to protest will be disqualified for the remainder of the evening, scored last in that event, and forfeit **all monies earned for the evening.**
- d) Any team entering onto the racetrack at any time without permission will be assessed a \$500.00 fine, and forfeit all monies earned for the evening.

- **2.0 - Alternates :**

- a) Alternates may be taken to fill vacancies that occur in the A-Feature before the White Flag is displayed (as time permits).
- b) The second place finisher (and so on) in the non-qualifiers Little Feature will be given the position. In the event that the non-qualifiers Little Feature is not required to be run, the highest time-trialed, non-qualified car that completes a B-Feature will be selected to fill the vacancy.
- c) If alternate is taken, the original qualified car will receive alternate's pay.
- d) No alternate will be taken after the original green flag is displayed.

- **3.0 - Driver/Car/Engine Changes :**

- a) Car and driver qualify as a team.
- b) Each driver may time-trial only one car.
- c) If an engine or car change is required, the change must be reported to the technical director, and the driver must start in the scratch (last) position in their next race.
- d) If a qualifying attempt is not possible due to time constraints and no time has been registered, the driver may start their assigned heat race in the scratch (last) position.
- e) In the case of any engine/car changes after qualifying has taken place, the original engine/car WILL BE subject to further inspection at a later time as deemed necessary.

- **4.0 - Pill Draw & Line Ups:**

- a) The starting positions for heat races for the Night before the Nationals will be aligned through a blind draw with the registrar on the day of the event.
- b) Qualifying positions for the Canadian Sprint Car Nationals will be determined by time trials and a separate blind draw with the registrar on the day of the event.
- c) All line ups will be posted by the registrar in the tech garage.

- **5.0 - Racing:**

- Cars are allowed only one push-off per race.
- If a car requires a second push-off, it will go to the tail.
- After drivers have been called to line up for a race, all drivers must be staged and ready for push-off with the group, or will start at the tail.
- If safety belts come loose, the driver must stop by an official to buckle up and will not be penalized.
- Rows will move straight up to fill voids in the scheduled line up caused by cars scratching or failing to show.

- **5.1 - Yellow flag:**

- a) All cars that stop on the race track or spin and bring out a yellow will go to the tail.
- b) During yellow flags, no working on the car is allowed on the track or the car will be disqualified.
- c) Cars stopping on the race track TWICE during heat races or THREE TIMES during the B or A Features causing and/or being involved in an incident where a yellow or red flag needs to be displayed will be disqualified from that race at that time.
- d) First lap restarts; inside or outside row will move straight up to fill a void for a missing car.
- e) Any car that does a 360 spin and does not bring out a yellow flag will continue to race where it falls in line. If the yellow does come out, the car will be placed at the tail of the field and be charged with a yellow.
- f) A yellow flag will be displayed for any debris deemed to be in the racing groove and a danger to the competitors. Any car that can be identified as causing a yellow flag for depositing the debris will be charged with the yellow and placed at the tail of the field.
- g) The track flag person in conjunction with the Race Director will determine if a yellow flag is needed, and will have final say as to what any yellow flag was displayed for. If the one-way radio communication is provided by approved track personnel other than the Race Director, they should not initiate the call for yellow (or red) until directed.

- **5.2 - Red flag:**

- a) DO NOT PASS THE CRASH SITE. PULL TO THE TOP SIDE OF THE TRACK AND STOP IMMEDIATELY.
- b) "CLOSED" red flags only.
- c) On a closed red, crew members will not be allowed on the racing surface unless directed to do so by the Race Director.
- d) No work is allowed at any time on the racing surface by any team.
- e) During B & A Features, any car wishing to make repairs under a red flag may advance to the pit area prior to the yellow flag being displayed, provided they DO NOT have to go through the accident scene, and then only after they are given permission to do so by the RACE DIRECTOR, and ONLY at his/her discretion.

- f) The work area 2 minute timer will begin once the track goes back to yellow flag condition.
 - g) Violation of red flag procedures will result in disqualification for the evening, and FORFEITURE OF ANY MONIES EARNED.
 - h) No red flag will be displayed for a fuel stop.
- **5.3 - Starts:**
 - a) The pole-sitter must set a moderate, steady pace.
 - b) One (1) chalk line will be placed in turn four. The race starts when the front row reaches the chalk line.
 - c) ALL cars must be in a tight nose-to-tail formation and in their correct starting lineup position until the pole-sitter starts the race.
 - d) A yellow flag will be displayed for EITHER CAR on the front row passing before the start of the race. (Passing is defined as being clear of the car beside you).
 - e) The offending car will be charged with the yellow, and will be moved back one row in their line for the double file restart.
 - f) All other cars in rows two and beyond will be charged with a jump start if they are out of line, leave an excessive amount of room between themselves and the car directly ahead of them, or pass before the start of the race.
 - g) No yellow flag will be displayed for the violations of cars in rows two and beyond, and a two-positions-per-car-passed penalty will be assessed at the first yellow or red flag period. If neither instance occurs, the penalty will be assessed at the conclusion of the race.

“FALSE STARTS WILL NOT BE TOLERATED”

- **5.4 - Restarts:**
 - a) Restarts will be double file until two (2) laps remain in Heat Races, Dash races, and B-Features, and five (5) laps remain in A-Features.
 - b) All restarts will take place with the lead lap cars moved to the front of the field. Lapped cars will pull to the inside and fall in behind the last car on the lead lap.
 - c) The leader has lane choice for double file restarts with the rest of the field following – if the leader chooses to start on the outside of the front row, cars running in other odd-numbered positions will also line up in the outside row.
 - d) Should there be an immediate caution following a double file restart without a lap being scored complete (other than calling the restart back for an infraction), the ensuing restart(s) will be single file until the next lap is completed.
 - e) Two (2) chalk lines will be placed in turn four to mark the restart zone. The pole-sitter/leader has the option to increase speed anywhere in this zone.

- f) Single file restarts will be at the cone placed on the front stretch. Cars must drive to the right of the cone (between the cone and the outside barrier of the track). No passing before cone, driving below cone, or hitting cone. Any car passing before, driving below, or hitting cone will be charged with two-positions-per car-passed penalty, or penalized two positions for hitting or driving below cone.
 - g) Penalties will be assessed at the next yellow or red flag, or at the end of the race if further slowdown does not occur.
 - h) If a yellow flag must come out for a cone incident, the car hitting the cone will be charged with a yellow, and must start at the tail.
- **5.5 - Work Area:**
 - a) A designated work area will be announced at the drivers meeting.
 - b) You may change a tire or complete other work under yellow flag only in designated work area if declared.
 - c) A two (2) minute allowance will be given while under a Yellow Flag once the car reaches the designated work area during Heat Races, B-Features, & A-Feature only.
 - d) The two (2) minutes will begin when the Pit Steward indicates that the car has reached their work area, and will be monitored by the Race Director or designate.
 - e) When the one lap signal (white flag) is displayed, the car will not be allowed to return to the track.
 - f) Any car performing work, including changing or removing a tire for any reason, will start at the tail.
 - g) Any work completed outside of the declared work area will result in disqualification from that event, and the car will be scored last.
 - h) Cars may fire from the work area using an official track push truck only, and re-enter the race track in turn three without going to the small warm up track, or stopping at the top of turn three.
- **5.6 - Completed Race:**
 - a) A race is not considered complete until the checkered flag appears.
 - b) If a yellow or red flag must be thrown after the checkered flag appears, the race is officially over and the posted pay-off will be made in the same manner as a yellow or red flag realignment.
 - c) One lap over half-way through the "A" Main shall constitute a complete race in the event that a stoppage is required.
 - d) If the race is stopped and ruled complete, the finishing positions will be paid according to the last officially scored lap by the leader previous to the red flag.
 - e) Any cars causing the stoppage will be put to the rear of the line-up of official finish as appears for a restart.