

OFFICIAL 2009 - 2011 RACING PROCEDURES AND GUIDELINES

Preface

To insure the safety of participants in stock car racing, as well as that of the spectators, and to provide for the orderly conduct of stock car racing events, requires close adherence to the rules and regulations hereinafter:

1. MEMBERSHIP

(a) Members:

- (1) Every driver and crewmember or person who desires to participate as a competitor, scorer, official promoter, manufacturer, sponsor or sales representative, in a NASCAR sanctioned event, must have and possess a valid NASCAR license.

(b) Non-Members: Any non-member person is only permitted access to the pit area.

2. REGISTRATION

(a) Credentials:

- (1) Every person must register at the credentials office.
- (2) Every person must sign a consent, release of liability and indemnity agreement prior entering the pit area. No person may sign for another individual.
- (3) Every driver and crewmember must show his or her NASCAR license to Officials upon registration at the credentials office.
- (4) No member will be allowed in the pit area until he or she has obtained a competitor permit for that particular event.
- (5) Competitors' permits are not transferable.
- (6) All competitors at Toyota Speedway at Irwindale's sanctioned events agree to abide by the decisions of the Officials.
- (7) No person shall be allowed inside the Credentials Office at any time.
- (8) All participants are subject to Toyota Speedway at Irwindale rules and regulations and sanction body rules when on the racing premises.
- (9) All participants entering the pit area must obtain a valid pit pass, and wristband that must be worn at all times. Upon request, all participants must show their pit pass and wristband.

(b) Drivers:

- (1) Drivers must submit an approved application and meet the driver requirements.

3. PIT AREA

(a) General:

- (1) No one under the age of 18 permitted, except for ages ~~16~~ and **14 - 17**, with Toyota Speedway at Irwindale's minor's release form, minor's proof of age, and parent identification.
 - (A) Proof of age for minors release requires either: minor's copy of notarized birth certificate, or a state issued pictured drivers license, or state issued pictured identification card.
 - (i) 600 sanctioned: minors must provide a copy of 600 Racing minors release.
 - (ii) **NASCAR sanctioned: minors must provide a copy of NASCAR's minors release.**
 - (B) Both parents must show state issued drivers license/identification card.
- (2) No shorts, short pants, sleeveless shirts, toe-less shoes or sandals.
- (3) No alcoholic beverages allowed in the pit area before or during any race.
- (4) No person may ride on or in trailers.
- (5) No glass containers or glass bottles.
- (6) No videotape recording of the race.
- (7) No animals.
- (8) No weapons.
- (9) No riding on skateboards, roller skates/blades, motorized scooters, or quads etc.
- (10) The maximum speed limit is 6 MPH at all times in the pit area.

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- (11) Anyone consuming alcohol during any practice or race event will be suspended from Toyota Speedway at Irwindale for a minimum of one-year and/or fined.
 - (12) Individuals must exit the pit area before or at the closing time of any event and persons are strictly prohibited from staying overnight in the pit area.
 - (13) Barbeques are not allowed in the pits, except when authorized by the Competition Director in a specified area.
 - (14) Spills of hazardous materials (gasoline & oil etc.), or any substance which presents a hazardous condition, must be immediately reported to Officials.
 - (15) Engine oil and filters must NOT be disposed of improperly. Waste oil and oil filter recycling collection drums are located in the hazardous waste room on the West side of Tech Bay. Gasoline must not be mixed with waste oil with or placed in waste oil collections drums.
 - (16) No person may be inside the pit area when pits are closed without permission.
 - (17) No one is allowed to work under a vehicle without safety jack-stands in place. Jack-stands must have a metal plate welded to the bottom of legs.
 - (18) Non-Members may not repair or work on racecars.
 - (19) Pit area must be kept clean. Participants must clean up any debris and trash from the pit area before leaving. All personal property brought to the speedway by a team MUST be removed with them when they leave. Please help keep Toyota Speedway at Irwindale beautiful.
 - (20) The following fuel containers are prohibited: plastic material containers, plastic jerricans, plastic drums, plastic receptacle containers, 1A1 and 1A2 steel drums, 55 gallon barrels.
- (b) **Re-Entry:**
- (1) Every person must show a paid receipt upon request to any security guard or Track Official.
 - (2) Any person who has consumed alcohol at the grandstand area may NOT re-enter the pit area.

4. DRIVER RESPONSIBILITY

- (1) Drivers are fully responsible for their team and crewmembers. Professional attitude must be maintained at all times by drivers, team members, and crewmembers.
- (2) Crew chiefs can be held responsible for crew members or team members.
- (3) Driver can be held responsible for crew members or team members.

5. PIT PARKING SPACES

(a) **General:**

- (1) Areas for parking for each division within the pit area will be assigned by Track Officials.
- (2) Only one trailer and one towing unit allowed at any time. No exceptions. No personal vehicles will be allowed to remain in the pit area or left parked or unattended in the fire lanes (22658VC).

(b) **Purchased Pit Spaces:**

- (1) Pit spaces may be purchased.
- (2) No team may park in any pit space purchased by another team who is either practicing or racing that day. Pit spaces are marked by Toyota Speedway at Irwindale Officials with the racecar division acronym and car number within a painted square.

6. FRIDAY PRACTICE

- (a) Practice every Friday from 4:30PM to 9:00PM.
- (b) Cars must display an issued identification pass as requested or will not be allowed on the racetrack for practice.
- (c) Cost for each car to practice: \$200.00, subject to change.

7. RACE DAY SCHEDULE

- (a) The schedule for the day will be available on the morning of race day. The schedule will be available in the Tech Bay or may be passed out at the pit entry gate.

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8. TECH INSPECTION PROCEDURES

(a) General:

- (1) All cars, car parts, components, and equipment are subject to inspection by the Tech Officials, at any time and in any manner determined by Officials.
- (2) All cars including substitute cars must be inspected and issued a tech inspection sticker or the car will not be allowed on the racetrack.
- (3) Every SLM, LM, and SS Division carburetor/restrictor plate must be inspected and sealed by a Tech Official before any event. Any car found without a seal may be disqualified.
- (4) Visiting cars from other tracks not meeting the Toyota Speedway at Irwindale rules may be subject to weight penalty depending upon circumstances.
- (5) Cars may not be driven or coasted into the tech bay. Cars must stop outside the tech bay and be pushed through.
- (6) Cars may not have engines running inside the tech bay.
- (7) Pre-qualifying or pre-race tech inspection mechanical delays must be reported to Track Officials. Failure to do so will result with the driver starting the event from the back of the field. Tech Officials reserve the right to determine whether to allow any mechanical delay.
- (8) Engines may be tested for CID and compression ratio pre-race or post-race.
- (9) Drivers and crewmembers must be prepared for any racecar check as deemed necessary by Tech Officials, including disassemble and assemble of components.

(b) Pre-Qualifying Tech:

- (1) All cars must go through tech inspection.
- (2) All cars may be weighed and have ground clearance checked, etc.
- (3) Any car that does not come through the tech bay within the allotted time may result with the driver not permitted to qualify.

(c) Post-Qualifying Tech:

- (1) The top five cars must report to the tech impound area directly after qualifying.
- (2) Only the driver and four crewmembers allowed in the impound area.

(d) Pre-Race Tech:

- (1) All cars must go through tech.
- (2) Cars must enter the tech bay similar to their track starting position.
- (3) All cars may be weighed and have ground clearance checked, etc.
- (4) Any car that does not come through the tech bay within the allotted time may result with the driver starting the event from the back of the field.

(e) Post-Race Tech:

- (1) The top five cars must report to the tech impound area directly after the race.
- (2) Only the driver and four crewmembers allowed in the impound area.

9. TRANSPONDERS

- (a) Every driver participant must be issued an Toyota Speedway at Irwindale transponder.
- (b) The racecar driver's valid state issued drivers license or state issued identification card is required to be left with Track Officials in exchange for the issued transponder. Drivers in two or more divisions may exchange a crewmember's license for additional transponder(s).
- (c) Every car must have a transponder attached to a transponder bracket securely affixed on the racecar at the specified location. In order to mount the transponder, teams must purchase a transponder bracket. Transponders must not be mounted no higher than 1-1/2 feet above the ground. No metal should be between the transponder and the ground. Correctly mounting the transponder allows the system to accurately measure within 1/1000th of a second.
- (d) SLM, LM, SS, ST, S-2, and PS, shall attach the transponder holder 14'2" back from the leading edge of the nose, on the right side frame rail.

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- (e) MINI Stocks shall attach the transponder holder 12 feet back from the leading edge of the nose, on the right side frame rail.
- (f) Transponders must be returned after the race event.
- (g) Drivers will be responsible for the loss or damage of assigned transponders.
- (h) Only one transponder issued per person at a time.

10. GRANDSTANDS

(a) Main Grand Stands:

- (1) Pit passes will allow participants into the main grandstand area.

(b) Pit Stands:

- (1) Do not remain standing along the front aisle or on the stairs during any race event.

11. TIRES

- (a) LM, SS, ST, MINI, tire branding required.
- (b) All tire/wheel balance weights must be on the inside of wheel.
- (c) Used tires must be disposed of properly.
 - (1) Used tires may be disposed at the tire shop for a fee of \$5.00 per tire.
 - (2) Used tires may NOT be left in the pit area or placed in any trash receptacle.

12. SATURDAY PRACTICE

- (a) Practice times will be according to race day schedule.

13. DRIVER'S MEETINGS

- (a) All drivers must attend the driver's meeting.
- (b) Any driver who arrives late to the drivers meeting may be started at the back of the event subject to the Competition Director discretion.
- (c) Any driver who competes in any race that is absent from the drivers meeting shall start at the back of the field.
- (d) Roll call may be taken at any time deemed necessary during the meeting by the Competition Director.
- (e) Any driver that misses the driver's meeting without prior approval from the Competition Director will start the main event from the back.

14. SPOTTERS

(a) Designated Spotter's Roof Area:

- (1) Super Late Model, Late Model, Super Stock, Super Trucks and Grand American Modified divisions must have a designated spotter on the roof area.
- (2) Mini Stock and Pure Stock divisions may have a spotter in the designated area during their event.
- (3) Spotters will not be allowed on the roof except for their division's event.
- (4) Spotters must be present prior to the start of the event.
- (5) All spotters on the roof must wear an Toyota Speedway at Irwindale assigned identification badge.
- (6) Only one designated spotter allowed on the roof at any time.
- (7) Toyota Speedway at Irwindale Officials will determine and assign the spotters' position.
- (8) All messages and communication between the race team and Toyota Speedway at Irwindale Officials will be relayed exclusively through the designated spotter.
- (9) Spotters must relay any message, as directed by the Track Official or Race Control, to the driver and must verify the message was received.

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- (10) Spotters harassing, threatening or disobeying a Toyota Speedway at Irwindale Official will not be tolerated at any time and shall be subject to a penalty of: expulsion or suspension from the facility, and disqualification of the racecar.
- (b) **Spotter Areas:**
- (1) Spotters or crewmembers may NOT stand next to the corner fence at turn 2 during a race event.
 - (2) Spotters or crewmembers may NOT stand in the hot pits behind the back straight during a race event.
- (c) **Communications:**
- (1) All 1/2-mile track spotters must monitor race control. All 1/2-mile competitors must maintain two-way radio communications between the driver and a spotter any time the driver is on the racetrack.
 - (2) All 1/3-mile drivers must use a radio that monitors race control. Legend Division drivers on the 1/3-mile track must have a radio that monitors race control frequency only and may not have any ability of two-way communication with anyone. All 1/3-mile track Mini Stock and Pure Stock drivers must have a radio that monitors race control.
 - (3) All competitors must have Frank's Radios verify race control frequency on their radio. No drivers will be allowed on the track without having their radio verified. All radios may only receive/monitor race control and may not have two-way communication with race control.
 - (4) Frank's Radio is Toyota Speedway at Irwindale's authorized track vendor for radio purchases, rentals, and repairs, etc. Frank's Radio, 41758 12th St., Palmdale CA 93551, (800) 869-9712 or (661) 940-3302, or visit www.franksradio.com on the web.
- (d) **Race Control:**
- (1) Race control communications will be broadcasted on frequency 464.0500.
 - (2) Any standard scanner can receive race control broadcasts.
 - (3) Race control broadcasts: green, yellow, red, and black flags; and one lap to go calls; posted drivers; penalty calls; line-ups; and scoring, etc.

15. STAGING QUALIFYING

- (a) **Pre-Qualifying Line Up:**
- (1) All cars will line up in the designated staging area prior to their respective time trials.
 - (2) Cars in the staging area may only have a maximum of two (2) crewmembers present while waiting. Cars in the hot-staging (back straight) area may only have one (1) crewmember present while waiting.

16. QUALIFYING

- (a) All drivers must be on time to compete in the events for which they are scheduled.
- (b) A driver may only qualify one (1) car per division per event.
- (c) Qualifications must be run on branded tires.
- (d) All drivers or their crew must review the official qualifying order posted on the board by Track Officials and every driver must know which position by order or group he/she is to qualify.
- (e) SLM and LM will single car qualifying according lotto drawn in the Tech Bay. Lotto drawings may be done when picking up transponders.
- (f) SS, PS, ST, and MINI will group session qualify according to practice times. Competitors will be grouped 7 to 8 cars on the 1/2-mile track and 6 to 7 cars on the 1/3-mile track.
 - (1) Blocking will not be tolerated.
 - (2) Once the green flag is displayed, competitors will be given 1-1/2 minutes to qualify.
 - (3) If the caution flag is displayed, the clock will be stopped and remaining time will continue once the track is clear and the green flag is displayed.
- (g) **Boundaries:**
 - (1) 1/2 mile: the white solid line on the inside of the track designates inside of the racing surface.

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- (2) 1/3 mile: the yellow line on the inside of the track designates inside of the racing surface. The yellow line on the top of the straightaway designates the outside of the track.
- (3) Any laps run outside these lines will be deleted and the times will not count for qualifications.
- (h) Any driver not ready to compete when called or failing to make the qualifying event will result with the driver starting the event from the back of the field or back of the lowest main.
- (i) The fastest single lap will be recorded as the competitor's qualifying time. The time accredited to each car determines its starting position. Once you take the green flag, your qualifying is considered final. Drivers may only qualify in a division they are registered.
- (j) Anytime there is more than a 5 minute lag in qualifications, the division qualifying will be considered finished.
- (k) The fast time starting positions will be inverted accordingly; the fastest qualifier will spin the invert wheel under the direction and supervision of Track Officials.
- (l) Official qualifying results will be posted on the Tech Bay East side board.
- (m) Drivers receiving first, second, third, fourth, and fifth fast times must stop outside the track exit and remain at the exit heading towards the tech bay, until instructed to proceed to the tech impound area by Track Officials.

17. STAGING MAIN

- (a) All cars will line up in the designated staging area prior to their respective main race.
- (b) Any competitor arriving to staging after the first car has entered the track for the event must start in back of the field.
- (c) Cars in the staging area may only have a maximum of two (2) crewmembers present while waiting. Cars in the hot-staging (back straight) area may only have one (1) crewmember present while waiting.

18. LINE-UPS

- (a) Once the field is lined up and the starter signals the drivers to be ready, a limit of three preliminary laps under yellow may be set at the discretion of the starter, who will then start the race. Disposition of cars not in position shall be at the discretion of the Toyota Speedway at Irwindale officials.

19. PACE CAR

- (a) The leader must maintain the pace car speed and maintain a consistent line until he or she starts the race.
- (b) When cars get underway on a pace lap, it shall be considered the start of an event.
- (c) When the pace car lights go out, the race will be going green the next time past the designated start/finish line.
- (d) All starts and restarts will be at a consistent medium speed. This speed will be set by the pace car. The leaders must maintain this speed throughout the entire start or restart. Failure to maintain the proper speed will result in being penalized to the rear of the field.
- (e) No car unless directed to do so by a Track Official, may pass the pace car, and any car illegally passing the pace car shall be black-flagged.

20. START OF RACE

- (a) All drivers must be on time to compete in the events for which they are scheduled.
- (b) Race begins at commencement of pace lap. Scoring and official distance begins when the starting green flag is displayed.
- (c) All initial race starts will take place when the green flag is dropped. All initial starts will be double file starts, nose-to-tail formation, until reaching the start/finish line.
- (d) All initial race starts, no one is allowed to pass any car until the racecar has past the start/finish line.
- (e) When a race is stopped before the completion of first lap, there shall be a complete double file restart in the original starting positions EXCEPT the cars involved in the accident. Cars involved in the

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accident will start in the rear. In the complete restart line-up, cars not involved will move straight forward from their original position. In event that rows are uneven, not involved cars may be criss-crossed towards the rear.

- (f) Any driver(s) deemed to be the cause of the caution and/or causing the caution will be sent to the rear of the field for the complete restart if they are able to continue.
- (g) Interpretation of the word "SPINOUT" and "IMMEDIATELY" shall be left to the judgment of the Toyota Speedway at Irwindale Officials and their decision shall be final.
- (h) All alternate/substitute racecars will start at the back of the field.
- (i) In all races, once the pace lap starts NO car will be allowed to enter the track, except as allowed after a car has pitted.

21. ACCIDENT RULES

- (a) Any driver(s) deemed to be the cause of the caution and/or causing the caution will be sent to the rear of the field for the restart if they are able to continue. The race control tower and race officials will use this rule at their own discretion, based on their view of the incident.

22. SPIN OUTS

- (a) Drivers that spin out on the track must try to get going immediately and not stop the race. If anyone is deemed to be deliberately stopping a race, they will be black-flagged and relegated to the pits.

23. RESTARTS

- (a) A line-up will be posted on the roof for spotters with ALL cars in order of the last completed green scored lap.
- (b) Restarts will be single file, nose-to-tail formation, except as indicated below.
- (c) SLM and LM restarts, one lap down cars only may pull down to the inside and pull up to the front on the left side in a double file formation (except under the 10 lap rule).
- (d) Races with 31 or more event laps: 10 lap rule: with ten or less laps to go, all lap down cars must go the rear of all cars on the lead lap, regardless of the posted line up. Cars with two laps or more down must line up behind one lap down cars who are behind the lead lap cars. One lap down cars must fall back behind lead lap cars in the order they were on the last completed green flag lap. Races with 30 or less event laps: 5 lap rule: with five or less laps to go, all lap down cars must go the rear of all cars on the lead lap, regardless of the posted line up. Cars with two laps or more down must line up behind one lap down cars who are behind the lead lap cars. One lap down cars must fall back behind lead lap cars in the order they were on the last completed green flag lap.
- (e) Drivers choosing not to go to their designated position at an official's request may be relegated to the rear of the field or posted at the Track Official's discretion.
- (f) On restarts, lapped drivers will remain in the field in their position unless they voluntarily choose to go to the rear of the entire field.
- (g) Once the field is lined up with one lap to go before the restart, the starter will signal the drivers to be ready by lights out. Disposition of cars not in position shall be at the discretion of the Toyota Speedway at Irwindale officials.
- (h) The leader must re-start the race when the green flag is displayed.
- (i) No one is allowed to pass any car until you have made it past the start/finish line.

24. RACE PROCEDURE AND COMPETITION RULES

(a) Track Entry and Exit:

- (1) All cars must be on the racetrack ready to go when the pace lap starts, and under no circumstances is any car not in the starting line-up to go on the track or enter the race after the completion of the pace lap.
- (2) 1/2 mile: No car may exit the track under a green flag. Violation of this rule will result in a fine and/or disqualification.

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- (3) Any car may exit the track under a yellow flag.
- (4) No car may be pushed past the Track Official at the track entrance. After race is underway, cars may be started by hand pushing in pit area only, but under no circumstances is any car to be pushed or towed onto the racetrack from pit area.
- (5) Under no circumstances, may any team member enter the track at track exit while cars are still on the track or exiting the track. All team members must remain behind the fence barricade until access is permitted by Track Officials.

(b) **Cautions:**

- (1) When a race is under caution after the completion of one lap, cars shall line up in the order in which they were running at the completion of the last full lap before the caution was displayed. Cars, who caused the yellow, if any, shall start in the rear of those not involved.
- (2) A race may be stopped at the discretion of the starter or Officials at any time they consider it dangerous or unsafe to continue.

(c) **Racing:**

- (1) All races shall run until the leader covers the advertised distance. In the event unforeseen circumstances prevent the completion of the advertised distance, the race will be considered officially completed at the discretion of the Competition Director provided circumstances make it impossible to continue the race within a reasonable time after it has been stopped.
- (2) Any driver withdrawing during a race event must do so cautiously. Drivers may not get out of their cars except in an emergency (such as fire or a fuel leak) or if requested by an official. If you are in a safe place and the race remains green, do not take off your helmet or unbuckle your safety harness until you are brought safely back into the pit area. Any 1/2 mile cars must drop down to the 1/3 mile track inside turn 2 or turn 4 k-rails. Any 1/3 mile cars must pull out on the 1/2 mile track, and park outside turn 2 or turn 4 or take the exit and leave the track completely.
- (3) Lapped cars must yield to cars on the lead lap.
- (4) If a driver is shown the "move over" flag (blue with yellow diagonal) for two (2) consecutive laps and does not move out of the racing groove to allow faster drivers to pass, a black flag will be displayed to that driver.
- (5) All major car repairs must be performed in the pit area.
- (6) Lap or time penalties can be executed by bringing violator to the infield or pit area, and penalty imposed. Drivers can receive a lap or time penalty after the completion of race, subject to the Toyota Speedway at Irwindale Officials' discretion.
- (7) Anyone who willfully or maliciously uses a racecar on the track or in the pits to injure, destroy or damage another person or property will be suspended plus subject to arrest.
- (8) All mufflers must be capable of maintaining a maximum of 90 DECIBALS AT 100 FEET.
- (9) 1/3 mile: the yellow line on the inside of the track designates inside of the racing surface. The yellow line on the top of the straightaway designates the outside of the track. Any car that spins outside the designated racing surface must re-enter the track as close to the area that he/she spun off, when safe. If a competitor drives outside lines, he/she will be brought in for a stop and go penalty. Drivers failing to comply with a stop and go penalty for driving over the line, will have laps deducted from scoring as appropriate.
- (10) Drivers receiving the checkered flag for first, second and third in any feature race must bring his or her car to the start/finish line and remain there until released by the official in charge of the event. The first place driver shall then proceed to Victory Square for photographs prior to proceeding to the Tech impound area, unless otherwise directed by track official. Second and third place drivers proceed directly to the impound area.
- (11) Drivers receiving the checkered flag for fourth and fifth, must proceed directly to the impound area as directed by Track Officials.

(d) **Passing:**

- (1) It is the responsibility of both the overtaking and overtaken driver to assure safe passing at racing speeds. A driver being overtaken must give the overtaking driver a lane to race. A driver

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traveling alone may use the full width of the track, but once he or she is challenged, they must choose a lane to race in.

(e) **Pitting:**

- (1) 1/2 mile: All drivers going to the pits may only exit the track under a yellow.
- (2) Drivers returning must go to the rear of the field.
- (3) Any car(s) wanting to return to the track after the race has been started must do so as directed by the entrance Track Official. Cars must stop and wait behind the Track Official at track entrance. Cars will only be allowed to return to the racetrack at the discretion of the control tower.

(f) **Rough Driving:**

- (1) Rough driving will not be tolerated.
- (2) If anyone is observed causing other drivers to spin or lose control of their car, that driver will be warned, penalized or disqualified at the Track Official's discretion depending on severity.

25. UNSPORTSMANLIKE CONDUCT

- (a) Any unsportsmanlike conduct by drivers, owners and/or pit crews will not be tolerated and shall be grounds for disqualification and/or suspension and/or fine by Toyota Speedway at Irwindale and will be strictly enforced.

26. FLAGS

(a) **General:**

- (1) Any driver who does not obey the flag rules will be subject to disqualification and/or fine. Where light signals are also used, definite understanding concerning these signals in relation to the flags shall be made before the race.
- (2) The Official in charge of the event will decide final disposition of any flag dispute.

(b) **Green Flag:** Start of race.

- (1) When the starter gives the green flag, cars must retain position until they have crossed the start/finish line. In all races, each car must remain in assigned starting position until the start/finish line has been crossed, and the No. 2 qualifier must not beat the NO. 1 qualifier to the green flag. On restarts, the race will resume immediately when the green flag is displayed.

(c) **Blue with Diagonal Yellow Strip Flag:** Passing.

- (1) Indicates that the leader and/or other cars are overtaking another car. Cars being given this flag must yield to overtaking cars and move down to the lower lane of the track or as directed in the driver's meeting.

(d) **Yellow Flag:** Caution.

- (1) Slow down to cautious pace, hold position, and form a single line behind the lead car. NO PASSING. Do not race back to the start/finish line. Do not pass the pace car.
- (2) The yellow flag signifies caution and this flag will be given to the first car passing the starter. After the yellow flag is displayed, cars must hold position until either the green flag is again displayed, or the red flag, which would automatically stop the race.
- (3) Any driver attempting to improve his or her position while running under the yellow will be warned and returned to its rightful running position and faces possible penalty for delaying the race. Refusal to maintain proper positions will result in a one (1) lap penalty or disqualification from the event.
- (4) In case of a yellow or red flag situation, all remaining cars will revert back to the last completed green flag scored lap.
- (5) When the yellow flag is displayed, the last lap that the complete field has completed under the green will be scored. Scoring will cease when the yellow flag is displayed and up to the first three laps will not be counted. If after three yellow laps have been completed and we have not restarted the race, we will then bring out the rescoring flag (previously known as the non-score flag) and begin counting laps again, unless otherwise stated at the drivers meeting.

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- (6) Any lapped car may choose to go to the rear of the field but remains lapped for scoring purposes.
- (7) If yellow flag is being displayed with two or less laps to go, a green-white-checker will finish race.
- (e) **Red Flag:** Stop immediately.
 - (1) All drivers must come to a complete stop where they are on the track.
 - (2) The red flag means that the race must be stopped immediately regardless of position of cars on track. The red flag shall be used if, in the opinion of starter, the track is unsafe to continue race. Cars should be brought to start/finish line if possible and kept on the track when directed by a Track Officials.
 - (3) No repairs of any nature or refueling will be permitted on any race car while on the race track when the race is halted due to a red flag. Repairs may be performed on any race car in the pit when red flag is displayed.
 - (4) All work must stop on any car in the pit when red flag is displayed, and work cannot be resumed until race is restarted.
 - (5) Any driver not obeying red flag signal shall be subject to disqualification, fine and/or suspension.
 - (6) Scoring will revert to the last completed lap for restart line up.
- (f) **Black Flag:** Pull off the track.
 - (1) Black flag means to go into the infield immediately and report to the Track Official.
 - (2) A black flag will be given to any driver that is losing a part of their racecar, smoking badly, leaking fluid or to assess a driver penalty.
 - (3) After the black flag is displayed for three laps, the car will no longer be scored.
 - (4) The black flag does not mean automatic disqualification, however, failure to obey black flag will result in disqualification, suspension and/or fine.
- (g) **Black Flag with White Cross:** Laps are not being counted.
 - (1) Additional scoring of his or her car will be discontinued until further notice.
- (h) **Black Flag and Red Flag together:** End of Practice.
 - (1) When black and red flags are displayed together, it signals the end of practice and for drivers to clear the track.
- (i) **Crossed Flags:** The race is at the halfway point.
- (j) **White Flag:** One lap to go.
 - (1) When the white flag is displayed, it means that the leader has started his or her last lap. No car may receive any assistance after said car has received the white flag, except cars on a regular pit stop.
- (k) **Checkered Flag:** Race is completed.
 - (1) When checkered flag is displayed to the leader it means race is finished.
 - (2) When the checkered flag is given to the leader, the balance of the field receives the checkered flag in the same lap.
 - (3) If the leader of the race is shown the checkered flag, and a yellow is shown before the complete field has completed the race, the race will be complete. Any cars receiving yellow before they have completed the race, will be scored in the order that they completed the previous green scored lap.

27. LIGHTS

- (a) **Green Lights:** The track is clear for race and race is in progress.
- (b) **Yellow Flashing Lights:**
 - (1) Pre-race and yellow flag pace car laps.
 - (2) Caution, slow down, and hold position.
- (c) **Red Lights:** Danger, race stops immediately.

28. RACE RESULTS

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- (a) At the completion of the feature event, the unofficial race results will be immediately posted on the East wallboard of the Tech Bay.
- (b) No race shall be considered official until the Track Official makes the "declaration of winning", public notice of the positions, on Toyota Speedway at Irwindale's official web site.

29. PROTESTS AND ADJUDICATION

- (a) Before any race or event, any driver may protest a competitor's car by notifying the Chief Steward, if they visually witnessed any illegal component. Visual protests are those that can be determined without any special tools.
- (b) After any feature race event, any driver may protest a competitor's car by notifying the Chief Steward Tech Official in writing within 30 minutes after the checkered flag.
- (c) Drivers may only make protests against drivers/cars from the same division.
- (d) Scoring or position protests must be made within 30 minutes after the unofficial results have been posted.
- (e) Scoring or position and penalty protests will not be reviewed until all races have concluded. Protests procedures will be accordance with the NASCAR ALL-AMERICAN SERIES RULE BOOK.
- (f) Videotaping not permitted. No videotape replays will be allowed for protest or officiating purposes.

30. POINTS

- (a) Points start to accumulate from the first race of the season.
- (b) Any driver taking the original green flag or any driver that has completed laps in any main event will receive points.
- (c) Points go to the driver. A driver will be credited only with points earned in the car which he/she started the feature race. A driver cannot receive points for more than one (1) car in the race.
- (d) Points will stop accumulating on the last point race of the season.
- (e) Only NASCAR members may receive points.
- (f) Rookie of the Year:
 - (1) The driver must NOT have competed in more than 25% of the scheduled races in the previous year.
 - (2) The car that the driver drives must display the color yellow on the rear bumper.
 - (3) The driver must complete an application registering his/her name as attempting to compete for the current season's "Rookie of the Year" in that division. This must be completed by July 1st of that year.
 - (4) The driver earning the most NASCAR points will be awarded the "Rookie of the Year".
- (g) Point system: (finishing position-points) 1-50, 2-48, 3-46, 4-44, 5-42, 6-40, 7-38, 8-36, 9-34, 10-32, 11-30, 12-28, 13-26, 14-24, 15-22, 16-20, 17-18, 18-16, 19-14, 20-12, 21-10, 22-8, 23-6, 24-4, and everyone else that starts feature race earns 2 points.
- (h) Changes in the driver and/or car at any time must not be made without advance notification to and approval by Track Official. Failure to report a driver change will result in the car and driver being disqualified for that event. Any replacement driver must have paid a drivers pit fee in order to be eligible to drive. Any replacement car must be eligible as determined by Track Official.

31. SPECIAL RULES

- (a) Racing grows steadily and with growth, new situations arise, therefore rules must be adapted or revised periodically. Special rules may be made by Toyota Speedway at Irwindale Official in charge of the event for a certain area, track or race meet due to extraordinary conditions, and must be made known to all competitors before race meet or event by means of a bulletin, newsletter, internet web site posting, fax, entry blanks or pre-race meetings.
- (b) Special rules issued from Toyota Speedway at Irwindale will be considered as official amendments or revisions to the rules, regulations and specifications.

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- (c) Rules are available from the track operations office or on the Internet at:
www.irwindalespeedway.com.

32. SAFETY

- (a) Stock car racing is an inherently dangerous sport. Each competitor assumes that risk when he or she participates in an event.
- (b) The responsibility for safety at Toyota Speedway at Irwindale rests on the promoter, competitors, and track officials.
- (c) Competitors must report to any Toyota Speedway at Irwindale Official promptly any inadequacy or unsafe condition in the facilities, racecar, personnel, equipment, or condition at the track.

33. MEDICAL

- (a) Any member involved in an incident, or injured while on the racetrack premises, must notify track officials before leaving the premises. Crewmembers or other members may make notification when such person is unable to.
- (b) Drivers must submit an approved medical information form prior to competition. Drivers must indicate their blood type, RH factor and major medical allergies. It is recommended all drivers include emergency contact information.
- (c) It is recommended drivers wear patches on their driving suit for any important medical alert.
- (d) Members must allow emergency response personnel or track officials to complete an incident report. This information may be obtained from any crewmember if the member is incapacitated.
- (e) Drivers who sustained injuries on the race track may be required to provide a physician's release before he or she is allowed to race again.

34. VIOLATIONS AND FINES

(a) General:

- (1) Toyota Speedway at Irwindale Officials may disqualify, suspend, fine, remove points, or eject from the premises, any driver, member, or spectator found violating any track rule or procedure. The nature of the penalty is determined by the gravity of the offense and its effect on the safety and good reputation of stock car automobile racing.
- (2) Drivers are completely responsible for their pit crews, team members, and any action of their team, before, during and after races.
- (3) Any intoxication, fighting or theft will not be tolerated.
- (4) Any member who fails to sign all releases and required forms when signing in at racetrack Registration/Credentials Office may be disqualified and any prize money or points won in the race may be forfeited.
- (5) Any driver, car owner or mechanic who permits a car to be driven in any Toyota Speedway at Irwindale race meet by a unlicensed person, or who fails to notify Toyota Speedway at Irwindale officials of any change of driver during a race meet, shall be fined or suspended.
- (6) Any member who assaults or threatens to do bodily harm to any Toyota Speedway at Irwindale Official or Toyota Speedway at Irwindale representative or any person serving under his or her direction shall be indefinitely suspended and will be fined and will lose all accumulated points.
- (7) Any person involved with a racecar that confronts a Toyota Speedway at Irwindale Official or any Toyota Speedway at Irwindale representative, in a derogatory or abusive manner shall be immediately suspended.
- (8) Toyota Speedway at Irwindale may eject any member from an event or from the racing premises in an emergency situation to promote the orderly conduct of the event.
- (9) Any driver or member must submit to an alcohol and/or drug test upon request of the Competition Director. Any driver or member who refuses will be considered positive.

(b) Tech Inspections:

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- (1) At all official tech inspections, any automotive parts that are found not to comply with Toyota Speedway at Irwindale rules and specifications shall be impounded. Should the driver, owner or mechanic refuse to surrender the part or parts involved, he or she is subject to automatic disqualification.
 - (2) The first disqualification in any one-year subjects the car owner and driver to a penalty of loss of points earned for the race event and a loss of any purse monies awarded for the event.
 - (3) The second disqualification in any one-year subjects the car owner and driver to penalty of loss of all points earned for the season and a loss of any purse monies awarded for the event, and may be suspended from Toyota Speedway at Irwindale for one-year.
 - (4) The third disqualification in any one-year subjects the car owner and driver to indefinite suspension of license.
- (c) **Fines and Penalties:**
- (1) Any member who signs the Toyota Speedway at Irwindale release sheet or competitor permit for anyone other than himself shall be subject to a minimum fine of \$50.00.
 - (2) Any member who permits someone else to use his competitor permit (pit pass) will be subject to a mandatory fine of \$100.00 and/or disqualification.
 - (3) Any member who fails to obtain a competitor permit and sign the release sheet for that particular meet will be subject to a mandatory fine of \$100.00 and/or disqualification of driver and car associated with violation.
 - (4) Any member who participates in fights in the pits, track, or race premises shall be fined a minimum of \$100.00 and will be suspended.
 - (5) Any member who permits someone else to use his or her NASCAR license will be subject to a mandatory minimum fine of \$250.00 and suspension. Any member who uses a license other than his own is also subject to a fine and suspension.
 - (6) Any member who goes into another members occupied pit space area without the knowledge and/or permission (or mutual consent) of the occupying member, shall be fined a minimum of \$250.00 and may be suspended.
 - (7) Any member who, while participating in a Toyota Speedway at Irwindale sanctioned event, partakes of any alcoholic beverage, stimulating, tranquilizing, or narcotic drugs, shall be immediately ejected from the racing premises and shall be subject to a mandatory fine of not less than \$100.00 and not more than \$500.00 and suspension.
 - (8) Unless otherwise specified on a written Penalty Notice, fines must be paid at the registration office in full before the conclusion of the event. Drivers or members will not be allowed into the pit area until all fines are paid in full. Any fines left unpaid at the end of the race season will be considered as grounds for automatic indefinite suspension.

35. PURSE COLLECTION

- (a) All drivers must be members of NASCAR to be eligible for championship point fund money.
- (b) Toyota Speedway at Irwindale will not revise the purse downward without previous notice. For regular scheduled races, all contestants will be notified of any downward revision of prize money not later than the beginning of the event.
- (c) Toyota Speedway at Irwindale must have driver's address, and social security number to receive winnings.
- (d) All purse winnings will be mailed to the driver, unless otherwise specified.

36. Thank you for racing at Toyota Speedway at Irwindale.