

2020 RACE PROCEDURES: SPEARS Southwest Tour Series (updated 3/6/20)

Initial Start:

1. Initial start will be by the Flagman but once pace car leaves the field, front row should gradually increase speed at cones (in turn 3) and be at speed (out of turn 4) coming to the start line, the next time you slow should be on entry to turn one. Front row must stay side by side and at no time should second place be ahead of the leader until the green waves. Jumping the start will result in a black flag and a pass thru penalty. No passing or pulling out of line allowed until S/F line.
2. No scrubbing tires once one to go has been displayed.
3. If a caution occurs before the completion of the first lap there will be a complete restart. All cars retain position unless a penalty is issued, they pit or receive assistance from the safety crew and if a car drops out or goes to the rear that line will just advance forward.

Restart:

1. Gradually pick up pace heading into turn 3 at the cones, you should be at speed side by side coming out of turn 4 coming to the green. It comes down to a respect issue, respect for the fans, officials, fellow drivers/teams and your equipment. At no time should second place be ahead of the leader. Jumping the start will result in a black flag and a pass thru penalty. No passing or pulling out of line allowed until S/F line.
2. All restarts will be double file except for last 10 laps and all cars one or more laps down restart behind lead lap cars.
3. When one to go or the directive is given, the leader will choose to start inside or outside. Everyone else will double up accordingly. If not back on track by this time you will start on the tail of the field.
4. No scrubbing tires, swerving, brake checking, laying back, or games of any kind will be tolerated.

Yellow Flag:

1. When the yellow flag is displayed stop racing, slow and maintain your single file position with caution.
2. Pit crews are not allowed on the track and drivers may use no tools while on the track to repair or adjust their cars.
3. If you are involved, spin, slowed or your progress is disrupted by the incident, you will be positioned where you rejoin or blend back into the field – NOTE: the incident must play itself out before the order is set. If you pit and don't rejoin the field in your proper position before the one to go sign, you will restart at the back of the Field.
4. Any discrepancies in line up will be determined by Race Control or may revert to the last completed green flag lap.
5. Should a car not maintain caution speed or any reason, stop or enter the pits during a yellow, it will lose its running position. You must maintain your position under yellow and stay nose to tail.
6. If a driver deliberately picks up positions after the yellow flag is displayed, they may be penalized.
7. If a driver does anything to intentionally cause a yellow, it's a minimum two-lap penalty.
8. No scuffing tires in the area of on-track safety workers, you will only receive one warning.
9. Officials reserve the right to utilize the yellow to check cars that are suspect and are being considered for a black flag (leaks, smoke or sparks, etc.). After they are checked, if okay - they keep their position.
10. The initial yellow on the race leader plus the next two (2) yellow laps in each caution period will count, after which the yellow laps do not count.

Red Flag:

1. Stop in a safe/quick manner—if a car does not re-start on its own, it will be pushed started and maintain position.
2. No work may be done on cars during red flag condition (5 lap penalty) – Unless authorized by race control.
3. Positions will revert back to the previous completed green. Those deemed part of the occurrence that caused immediate red flag or cars that pit will be positioned at the rear of the field.

Free Pass Award:

1. On any yellow flag up to final 10 laps, the first car a lap down based on the last completed green flag lap by the entire field, will be instructed to fall to the tail of the field, and credited back 1 lap. Any car causing a yellow will not be the recipient of the "Free Pass".
2. If the "Free Pass" car does not reach the rear of the field by the time the green flag is displayed to re-start the race, the "Free Pass" may be rescinded from that driver and he/she will remain one lap down.

Ten Lap Rule:

1. Single-file restarts for last ten (10) laps, with lapped cars moved to rear of field, positioned in running order.
2. Last ten (10) laps must be racing laps; yellow flag laps will not be counted. No "Free Pass" within final ten laps.

Three Wide Rule:

1. If you are the third one in, if an incident occurs, you may be penalized whether or not you made contact with another car.

Finish:

1. Once the white flag is displayed, we are coming to the checkered unless the track is blocked.
2. If track is blocked, we will go red and revert to last lap. We will finish with a green/white/checkered (2) attempts.
3. Top 5 to staging for trophies and interviews then the driver must drive car to scales or you will be disqualified.

Contact:

1. Any contact between competitors will be determined by Race Control if any penalty will be imposed. If a driver is penalized for rough driving, he/or she will restart at the tail end of the field behind all cars for the immediate restart after the penalty.
2. Any competitor having contact with the race leader, resulting in the leader spinning and or being eliminated from competition will be penalized. Race Control has the right to call over the radio to rescind this policy (before an incident) if the leader is considered, only by Race Control, to be blocking, in which case the above Rule #1 under Contact will be in force.

New Policy: You may not drive your car counter on the track prior to taking the green during qualifying – however, you may drive counter if you spin after taking the green, violation will result in the slowest of your two qualifying laps.

ALL TEAMS MUST HAVE A WORKING FIRE EXTINGUISHER IN THEIR PIT STALL AND PIT BOX.