



## 2021 GENERAL PROCEDURES & GUIDELINES

### **RACE PROCEDURES: SPEARS Southwest Tour Series & Modified Series (updated 8/21/20)**

#### **Initial Start:**

1. Initial start will be by the Flagman, but once the pace car leaves the field, the front row should gradually increase speed at the 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 while coming to green. Jumping the start will result in a black flag and a pass thru penalty. No passing or pulling out of line allowed until you reach the S/F line.
2. No scrubbing tires once one to go has been displayed.
3. If a caution occurs before the leader completes 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.

#### **Restarts:**

1. 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. 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 while coming to green. Jumping the start will result in a black flag and a pass thru penalty. No passing or pulling out of line allowed until you reach the S/F line.
2. All restarts will be double file, except for the 2<sup>nd</sup> attempt at a green/white/checkered, 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. Yellow laps do not count. You will not lose a lap as long as you cross the start finish before the race is restarted. We do not revert back a lap.
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. If you pit you must first wait until the Pace Car has control of the field, and you have followed the Pace Car across the S/F line at least once – otherwise you will be relegated to the tail of the longest line for pitting early.
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. Pit crews are not allowed on the track and drivers may not repair or adjust their cars while on track.

#### **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, 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. 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 car that makes it a 3-wide situation, 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 we go yellow after the leader takes the white, we will finish with a green/white/checkered, with a maximum (2) attempts.
3. On the 2<sup>nd</sup> attempt at the green/white/checkered - once the entire field receives the green flag, and crosses the s/f line, the race will be complete if the yellow is displayed, those remaining are to slow and proceed with caution. The remaining cars would be scored in the position they held when the yellow was displayed. If you are involved, spin, slowed or your progress is disrupted by the incident, you will be positioned where you blend back into the field – NOTE: The incident must play itself out before the order is set. If that relative position could not be determined, they would be scored in the order those cars in question crossed the finish line on their last completed lap. If the race were to finish under a red flag condition, we will revert back to the last completed lap minus cars involved.
4. 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.

**Qualifying 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.**

## **Technical Inspection Process & Guidelines**

### **Engine Inspection**

1. Engines and carburetors must be inspected and sealed before competition.
2. The engine must be cold. Engine inspection will take place prior to the first practice.
3. If your engine requires an inspection, please contact the series prior to the next race.

### **Pre-Tech – *Maximum four crew members plus the driver allowed in tech area***

1. Refers to any scheduled tech inspection prior to Qualifying Tech.
2. Teams must identify their crew chief for the purposes of discussion of any tech issues.
3. All cars must go through Pre-Tech inspection by appointments at each event.

### **Qualifying Tech – *Maximum four crew members plus the driver allowed in tech area***

1. Once Qualifying Tech officially opens; all cars are required to be on the ground ready to roll to tech line. Remain in your pit, until an official directs you into tech line.
2. Each team must have an air filter at the tech trailer 40 minutes before Qualifying Tech opens if directed to.
3. All cars must go through Qualifying Tech in posted Qualifying order. If you miss your qualifying attempt by more than three positions, you will receive the slower of two laps. If you have a mechanical issue, notify an official.
4. Once cars enter the tech station, cars may not be lifted, tugged, or adjusted in any manner unless instructed to do so by an SRL official.
5. Remove the hood and air cleaner to enter tech, then replace before going onto scales. No jacks will be allowed after air cleaner is installed, or as directed.
6. Cars should not exceed 30lbs of air in right side and 20lbs in left side tires for tech inspection.
7. More than two attempts to pass through Qualifying Tech will result in "Tech Line Probation".
8. Air pressure and tape are the only change that can be made to the car after Qualifying Tech.

### **Tech Line Probation**

1. Any team that has to make more than two attempts to pass through Qualifying Tech inspection will be put on "Tech Line Probation", and will immediately be penalized by receiving the slower of two qualifying laps. You are required to take two green flag laps if you are under penalty or you will receive no time.
2. More than three attempts to pass through pre-qualifying – no qualifying attempt will be allowed.
3. Once on "Tech Line Probation" a team must pass through tech inspection in one attempt at future events, or be penalized by receiving the slower of two qualifying laps.
4. The team will remain on "Tech Line Probation" until further notice.
5. A team may also be put on "Tech Line Probation" if their car exceeds the maximum sound limit on more than one occasion.
6. Repeat infractions of any tech specification or policy may also result in "Tech Line Probation".

### **Post-Qualifying Impound**

1. After qualifying all cars will go to a designated impound area and remain untouched (tape and tire readings allowed) until 15 minutes prior to going to the grid or as directed.
2. Team members should stay in close proximity to their car to push it into starting position, if directed.
3. If a car has a safety/mechanical issue, not related to set up or handling, the team may be granted permission to work only on the mechanical issue described, and start at the rear of the field.
4. If anything safety related happens during qualifying officials reserve the right to let teams fix that item.
5. Driver must exit the car with whatever they need from the car (radios, water bottle, etc.) and leave impound area and no crew members are allowed in impound until 15 minutes prior to going to the grid or as directed.
6. The only changes allowed are air pressure, tape on the nose and driver aids, which will be done 15 minutes prior going to grid. No jacking of the car will be permitted.
7. If a team desires to make handling adjustments after qualifying, prior to the green flag, they may do so by having the driver bring the car to pit road after the field is rolling behind the pace car. The car will forfeit its starting position and take up the tail end of the field.

### **Post-Race Tech**

1. The Top 5 cars must stop on the front-stretch – unless otherwise directed. Cars will be held there until further direction from officials. Each of the Top 5 cars are to proceed directly to post race tech inspection as directed. Driver must stay with car at all times; the driver must drive the car to the scales and remain with the car until cleared by officials to leave.
2. Failure to go directly to tech area will result in a penalty of 5 positions at posted finish and a \$250.00 fine.
3. Under no circumstances is there anything to be done to the top five cars prior to post race tech inspection. Tire readings while car is on the ground are allowed, never jack the car up, and remove the hood or anything else, unless directed by an SRL official.
4. Teams must take any and all measures to comply with officials' requests. Failure to do so will be deemed as an admission of guilt and result in a technical disqualification.

## **APPROVED FLAT TIRE CHANGES:**

1. Unapproved tire change is a two (2) lap penalty – For a tire to be changed during a race without penalty, the tire must **first** be inspected by an SRL Official and must be deemed as flat (10 lbs. or less Left Side / 18 lbs. or less Right Side), or Has severe wheel damage.

### **Steps for an Approved Tire Change:**

1. The team should notify the SRL Officials of a tire issue prior to entering Pit Lane and must stop at the inspection station on Pit Lane, or as directed.
2. **SRL OFFICIAL PRIOR APPROVAL:** No crewmember is allowed to touch or inspect a tire before the SRL Official. If a tire is low on pressure, or has severe wheel damage, it must be first inspected by an SRL Official to be changed without PENALTY. Once inspected, if the tire is low on pressure and considered

flat, or suffers from excessive wheel damage the tire may be changed by the team with no penalty. Again, stay clear of the tire until an SRL Official inspects it.

3. PENALTY: If a crewmember inspects or touches the tire or wheel before the SRL Official inspects it, or observes directly, it will not be an approved tire change, or if the tire has sufficient air pressure when inspected by the SRL Officials the tire is not approved to change and the team will suffer a (2) two-lap penalty for each unapproved tire change. Tires changed prior to inspection by an SRL Official will be cause for a (2) two-lap penalty per tire.
4. Once under PENALTY for an unapproved tire change, you will not be eligible for the "Free Pass" / "Lucky Dog" for the remainder of the race.
5. Excessive tire wear, blistering or other factors will not affect the determination of an approved tire change.
6. Any tire that is changed must be immediately presented to an SRL official, in which it will be impounded until after post-race tech inspection.

**NOTE:** If the car is on the rim, or is excessively dragging the track. The team may request to pit early while yellows are still counting, without losing laps. **IMPORTANT** – the team must communicate this request with an SRL Official, and then be given approval to pit early to change the tire.

### **SEASON POINTS CHAMPIONSHIP:**

1. Points will be awarded as follows:

<b>Position</b>	<b>Points</b>	<b>Position</b>	<b>Points</b>
1	180	28	79
2	170	29	76
3	165	30	73
4	160	31	70
5	155	32	67
6	150	33	64
7	146	34	61
8	142	35	58
9	138	36	55
10	134	37	52
11	130	38	49
12	127	39	46
13	124	40	43
14	121	41	40
15	118	42	37
16	115	43	34
17	112	44	31
18	109	45	28
19	106	46	25
20	103	47	22
21	100	48	19
22	97	49	16
23	94	50	13
24	91	51	10
25	88	52	7
26	85	53	4
27	82	54	1

2. If at any time two (2) or more drivers or car owners have the same number of points (a "tie"), each driver or car owner will be ranked according to the greatest number of 1st place finishes in 2020 Events for each respective series as of that time. If a tie still exists, the greatest number of 2nd place finishes, 3rd place finishes etc. will be used in the same manner, until the tie is broken.

### **Advertising / Decals on Cars**

The SRL may refuse to permit, or it may restrict or assign the size or placement of decals, identification and advertising of any kind on a car for any reason. All the SRL members agree to accept the SRL's decision in this regard.

1. The SRL may refuse to permit a competitor to participate in an event if the SRL determines that any advertising, sponsorship or similar agreement to which the competitor (or a car owner, driver or crew member associated with the competitor) is or will be a party, is detrimental to the sport, to SRL, or to the Promoter for any reason, including without limitation the public image of the sport.
2. Decals, advertising slogans, paint schemes and other graphic designs and text on the car that have not been previously approved by the SRL must not be used unless and until they have been submitted to the SRL and approved by the SRL prior to the event.
3. Decals, advertising logos, text or identification of sponsors must not be placed on the front of each door and/or each front fender (between the front of the car and the front of the door number).
4. Decals, advertising logos, text or identification of sponsors will not be permitted on the windshield, rear window, or rear spoiler.
5. Decals, advertising logos, text or identification of sponsors, other than the 72 square inch identification for the automobile manufacturer, will not be permitted forward of the hood pins on the front of the car.
6. Decals, advertising logos, text or identification of sponsors must not extend past the seam between the hood and front fenders and the seam between the rear of the hood and the cowl.
7. Decals, advertising logos, text or identification of sponsors must not be on the roof panel.
8. No 'For Sale' signs displayed during competition.
9. A yellow stripe, a minimum of four (4) inches in height must be displayed on the vertical portion of the rear bumper cover of any car driven by a rookie driver as determined by the series director.
10. Roof number must be 36" in height and three inches wide.
11. Driver's name to be in minimum two-inch letters above driver's side door.
12. The driver's last name is to be displayed on both sides along or just above the rocker panel below the car number in 5" readable letters.
13. All the SRL contingency sponsors' decals must be placed on all cars to be eligible for any and all event prize money, points and/or awards. The location of these decals will be designated by the SRL. The contingency pack will be supplied by the SRL.

### **Electronic Scoring System**

1. All competitors must have timing transponders on their car for the entire program. **All Transponders must be mounted 160" inches (front of nose to the center of transponder) from front of the nose and on outside of right-side frame rail.** Transponders are mandatory for practice sessions.

2. Photo Finish - If there is an exact time (per the scoring system) for two cars at the finish of a race, the tie will go to the car that was ahead on the previous lap.

### **Transponder Lease or Rental**

1. A competitor may lease a transponder for \$350.00 (lifetime) and will be registered to him to use anytime when racing in an SRL event.
2. A competitor may rent a transponder from race to race for the cost of \$35.00 per race.
3. The SRL will maintain possession of all transponders to insure maintenance and full charge for each event. Transponders will be obtained at the SRL trailer before each event and returned at the completion of the program. A valid driver's license will be taken to receive the transponder and be returned when transponder is brought back.

### **General**

1. **Tire Changing:** Tire changes are not allowed unless approved. An SRL Official must approve any tire change or a minimum two-lap penalty for each unapproved tire change will be assessed.
2. **Qualifying:** Two laps on the timer. Warm up laps will be designated at each track before qualifying. Qualifying order will be determined after final practice. If a driver is more than 3 positions out of order the slowest of the two complete qualifying laps will be given as official time. Late arrivals after qualifying line up is posted will qualify first in qualifying line up. Ties in times will go to first car to establish that time. Competitors must run one practice session to be eligible to qualify, unless approved by series director. If you are under penalty of slowest of the two laps, you must complete both laps to receive a qualifying time.
3. **Drivers Meeting: Mandatory attendance. Roll call will be taken. If you miss or are late to the drivers' meeting, a penalty of the slowest of two laps in qualifying will be assessed (Unless prior approval).**
4. **Driver Change:** Series director must approve all driver changes. If a driver change is made after qualifying, but before the start of the race, the car must relinquish its starting position and start at the rear of the field. Driver points and prize money will be awarded only to the starting driver.
5. **Spotters:** Each team must supply one spotter in designated area for any event for communication with driver and SRL officials. Radios are mandatory whenever car is on the track. Roll call will be taken before the "race" in the spotters stand and if spotter is not present that car will be removed from field until a spotter is present. If spotter leaves stand during race that car will be black-flagged from event. Two-way radio communication between driver and minimum of one spotter for each team is required for all competitors at all times while on track. **Mandatory each spotter must have a dedicated stand-alone radio or scanner to monitor Race Control at all times frequency at 460.0125.**
6. **Contingency Decals:** All SRL contingency sponsors' decals must be placed on all cars to be eligible for event prize money, points and awards. The location of these decals will be designated by the SRL. The contingency pack will be supplied by the SRL.
7. **Driver Uniform Patches: All SRL Contingency patches must be in place to receive and maintain SPEARS Frequent Flyer bonuses.**
8. **Official Results: Race results are not considered OFFICIAL until Tuesday following the race weekend.**

### **More General Information**

1. SRL officials reserve the right to make final decisions in the interpretation of any rules or race procedures at any time. No equipment will be considered as having been approved by reason of having passed through inspection unobserved.
2. Cars found illegal are subject to disqualification, confiscation, fines, suspension, expulsion from SRL and/or loss of points and money for that event.
3. All vehicles must undergo tech inspection prior to running at any event.
4. Rules clarification will be done by the SRL series director.
5. Driver assumes responsibility for actions of their entire crew and associates.
6. Any abusive or improper language to or regarding an SRL or track official may be cause for suspension, expulsion from SRL and/or fine.
7. No person shall participate in fights in motor pits or on race premises at any time. A violation could cause a fine of up to \$500 for each individual involved and immediate expulsion from the SRL until further notice. Persons involved will be asked to leave and/or will be taken to jail. Subsequent offense may result in disqualification.
8. All drivers must be a minimum of 14 years of age and must be approved for competition by an appointed panel of the SRL. All drivers must be approved for competition, and will be under evaluation for their entire first year of SRL competition.
9. All drivers and owners must have a 2021 SRL license.
10. To be eligible for rookie status, the driver must declare his/her rookie status in writing and be approved by the series director. All rookie entries will be verified. Any driver who has raced in more than a total of five SRL races in a single season, or a series deemed similar in status will not be eligible. Any event where the rookie driver does not complete 50% of the laps will not count towards their five total races in one season.
11. All motor oil, anti-freeze, gasoline, fuel, gear oil, A.T.F. or petroleum product must be dumped at posted dumpsite. Any illegal dumping will result in a \$500 fine and loss of points and purse moneys, as well as possible legal action pursuant to Article 13, California Health and Safety Code.
12. All crews will be responsible for their pit area and can be ordered to clean area by pit steward. Failure to do so can result in disqualification.
13. If it isn't in the rules, it is considered illegal. All officials' decisions will be final.
14. Any infraction of any rule or regulation may result in penalty, disqualification, fine, suspension or expulsion. Any illegal parts may be confiscated.
15. The consumption of alcohol during the period of competition is strictly prohibited. The use or possession of illegal drugs at any time is strictly prohibited. Both are grounds for expulsion from the SRL. Upon entering and/or participating in an SRL event, you may be subject to a drug and/or alcohol test at any time.
16. **No golf carts, scooters (manual or electric), quads, etc. allowed in the SPEARS Southwest Tour Series pit area on race weekends. You may utilize such vehicles to transport from your pit to the parking or RV areas only.**
17. **If teams need to park by someone at an event you must let Series no later than noon on Wednesday of that event. (Please don't assume)**

### **Provisional Procedure**

1. The top 20 in owner's points are eligible for a provisional, based on the current SRL cumulative points entering that day's event. The highest ranking owner in the top 20 whose car did not qualify for the A-Main can use a provisional, **the first two events of 2021 will utilize points ranking from previous year.** All owners will have 2 Provisionals per season.

**(All aspects of these procedures are subject to adjustments or changes as deemed necessary by the SRL officials)**