



Boothill Speedway Race Event Procedures

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***Boothill Speedway reserves the rights to adjust the rules as necessary in order to keep any competitor from having an undue advantage that the management feels is not in the best interest of the sport as whole or in providing a competitive product to our fans.



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Race Event Procedures

Sign In

- A.) It will be the responsibility of all Drivers/Teams to sign in and pay their entry fees prior to the drivers' meeting. The Sign in will be conducted at the BOOTHILL SPEEDWAY sign in booth in the pit area. ONLY a driver or crew representative shall be allowed to sign in the car that is at the track prior to cut off. The pill draw will be closed once the drivers' meeting is concluded.
- B.) BOOTHILL SPEEDWAY Officials nor Track Personnel will draw for a competitor. No registration or draw requests via phone will be permissible, the car must be in the pit area. BOOTHILL SPEEDWAY reserves the right in an exceptional circumstance to have another competitor draw on your behalf if notified before the end of registration due to arriving late. Exceptional circumstances do not include "got off work late", "trailer lights didn't work", "dog ate the car keys" or the like. It must be something outside of your control and verifiable by the speedway.
- C.) BOOTHILL SPEEDWAY Officials may extend the draw and or registration time to allow for competitors to enter the night's event. This will only be done in circumstances that impact multiple competitors' ability to enter by the previously announced registration/draw closure.
- D.) Each driver must read and must decide if he or she is going to sign the tax registration portion and the competition and enforcement portion of the registration form to be eligible to compete in a BOOTHILL SPEEDWAY event. By doing so, the driver understands that the rules and enforcement calls and decisions of the BOOTHILL SPEEDWAY are final.
- E.) PLEASE NOTE: By Entering, Qualifying and/or Racing in a BOOTHILL SPEEDWAY Event, you are accepting these Rules and Regulations being those under which you are prepared to race.
- F.) It is a condition of entry that the Drivers' Registration Form is completed and handed in prior to the Driver's first Race of the Season. If a Driver changes cars or teams during the season, it is his/her responsibility to re-register. It is also the responsibility of the Teams/Driver to fill out a Sponsorship Registration Card upon sign-in. These cards will be used for the announcement and publication of sponsors throughout the season. If there is a change in sponsorship, it is the Teams/Drivers responsibility to update this information with BOOTHILL SPEEDWAY.

Entry Fees

- A.) BOOTHILL SPEEDWAY does not charge entry fees for normal racing activities. Your Pit Pass is considered your entry fee.
- B.) All Drivers/Teams must pay for a Pit Pass before entering the Pit Area. Drivers will be held accountable if members of your pit crew, team, or family are found to have entered the speedway without obtaining a pit pass from the pit booth. You and your entire pit crew, team, and family will be asked to leave the property without a refund and are subject to a long-term suspension from BOOTHILL SPEEDWAY.
- C.) Entry Fees collected by any visiting Sanctioning Body for a race in any competing category must be paid with that Sanctioning Body and BOOTHILL SPEEDWAY is not LIABLE or INVOLVED in those activities in any way.
- D.) BOOTHILL SPEEDWAY retains the right to charge entry fees for any special events the track promotes and supervises competition of. In the event an entry fee is established for a special event, the fee will be both announced and publicized before the event.



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Purse Collections

- A.) To be eligible for pay/awards, a driver must take the green flag in the main event.
- B.) All race earnings must be picked up and signed for within 30 minutes of last event in the evening.
- C.) Race earnings will only be held by the track for 2 racing events (weekends). After 2 race events (weekends), any race earnings not collected will be considered willingly forfeited back to BOOTHILL SPEEDWAY by the driver and/or car owner that earned those winnings.

RaceCeivers

- A.) RaceCeiver one-way radios are **required** to be used in Hot Laps, Heat, Last Chance, and Main Events.
- B.) RaceCeiver Default Channel will be used to communicate with the drivers. Channel 454.0000.
- C.) Any driver found to not have a RaceCeiver or to be utilizing a RaceCeiver incapable of operating during a race, will be immediately disqualified from the race.
- D.) BOOTHILL SPEEDWAY officials are the only people permitted to transmit on a RaceCeiver device. Use of any other type of radio or communication device is not permitted.
- E.) No cell phones, beepers, or any other device (outside of a RaceCeiver) that is capable of receiving or transmitting electronic signals are allowed on the driver's person, attached, or within the race vehicle during competition. Immediate disqualification for the night for any driver and/or car found to be in violation. BOOTHILL SPEEDWAY reserves the right to further suspend the driver and/or team from competing at future events.

Transponders

- A.) BOOTHILL SPEEDWAY **requires** Westhold transponders for scoring. Only Westhold Orange and Yellow transponders are allowed. Boothill Speedway does have transponders available for rent nightly. A valid credit card number and Driver's License (Physical ID) must be given to the speedway when renting a transponder. Upon transponder return, the driver's license and credit card number will be returned. The individual that rents the transponder is responsible for returning the transponder at the conclusion of the evening and will be held liable for any damages.
- B.) Transponders not returned will be considered stolen and the renter will be turned over to the authorities and charges will be filed.

Track Packing

- C.) All cars must help pack the track. Any car not helping pack the track will give up their heat race starting position and start at the rear of the heat race. Track reserves the right to make exceptions under extreme conditions.
- D.) BOOTHILL SPEEDWAY makes every effort to ensure competitors do as little as possible Track Packing to run the track in, but we do need your assistance. BOOTHILL SPEEDWAY reserves the right to stop Track Packing and proceed into Hot Laps at any time due to the lack of participation of the competitors in Track Packing. If this event were to take place, formal track packing will not resume at a later time. We will race on the track as it is because our competitors (by not participating in track packing) told BOOTHILL SPEEDWAY officials the track was ready for racing action.



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Drivers Meetings

- A.) The Driver's Meeting will take place before each race event and will be scheduled to begin 15 min before registration/pill draw closes.
- B.) The Driver's Meeting will be held at the BOOTHILL SPEEDWAY Tech Shed.
- C.) It is the responsibility of ALL drivers to attend the drivers meeting.
- D.) Any rule, format or schedule changes will be discussed at the drivers meeting.
- E.) ALL DRIVERS will be responsible for information discussed at the drivers meeting. The drivers meeting is not a social gathering, your attendance and attention are mandatory.
- F.) Failure to attend a drivers meeting may result in that driver starting the tail of his respective Heat Race.
- G.) The redraw for the "Low Pill" will occur during the drivers meeting.

Flagging Procedures

- A. Standard flagging procedures will be used for each Event. If, for any reason, the Race is run one lap short or long, the Race is officially over when the Checkered Flag falls.
 - 1. GREEN - Begin racing
 - 2. YELLOW – Caution, Slow to a controlled pace. Be aware of emergency vehicles and personnel. Line up single file.
 - 3. RED – Stop Immediately.
 - 4. BLACK - Go to your pit. You are dismissed from the race.
 - 5. CROSS FLAGS – Halfway point in the event. Half of the scheduled race distance complete.
 - 6. BLUE & YELLOW - Faster cars approaching, hold your line to allow faster cars to pass.
 - 7. WHITE – One Lap to Go in Race.
 - 8. CHECKARD – Race is complete. Exit the speedway in a controlled and safe manner. Report directly to Tech as instructed in driver's meeting or if directed to do so by officials. Not reporting to Tech immediately will be grounds for disqualification.

Hot Laps

- A.) All Drivers will be allowed one (1) Hot Lap Session per day.
- B.) Hot Laps will be conducted in Groups/Heats (minimum 6 cars) by each classification of cars competing at the speedway.
- C.) Drivers **will not** be allowed to Hot Lap outside of their cars classification and with another classification of cars.
- D.) Each driver will be permitted to make no more than 3 Laps in a Hot Lap Session and each driver will only be allowed to participate in One Session per classification.
- E.) Track officials may choose to extend the amount of laps a Hot Lap session might receive in order to work the track into racing shape.

Race Format

- F.) Pill Draw will determine the lineups for Heat Races.
- G.) A redraw to determine the "Low Pill" number for all competitors will be held during the drivers meeting. This "Low Pill" will determine how the Heat Race Lineups are determined from the draw.



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- H.) Feature Events will be lined up by directly by the finishing position of the heat races. Heads Up, No Redraw.
- I.) Passing Points may be utilized for special events or as directed by BOOTHILL SPEEDWAY Officials. If Passing Points are to be utilized for an event, that and the passing point system will be announced during Driver's Meeting.
- J.) Time Trials/Qualifying may be utilized for special events and in such a case the Qualifying Order will be determined by Pill Draw.
- K.) No car/driver will be permitted onto the racing surface for the start of Heat/Last Chance/or Main Event Races once a BOOTHILL SPEEDWAY Official gives the "one to go" signal to drivers to begin the race.
- L.) All Drivers must run a Heat Race or Last Chance Race in order to transfer to the A-main.
- M.) Heats will be eight (8) laps unless otherwise notified in the drivers meeting or race lineups.
- N.) Feature races will twenty (20) laps unless otherwise notified in the drivers meeting or race lineups.
- O.) The number of heat races to be run will be determined solely by the BOOTHILL SPEEDWAY Officials and will depend on the number of cars present.
- P.) Heat Races will have a minimum of 5 cars and no more than 12 cars.
- Q.) 20 Car Main Event is the standard BOOTHILL SPEEDWAY starting field. For all events that have more competitors registered to compete than starting positions in the Main Feature, the following heat race transfer methodology will be in effect:
 - a. Heads Up Finish Order – 12 will transfer via heat race automatically.
 - i. 3 Heats – Top 4
 - ii. 4 Heats – Top 3
 - iii. 6 Heats – Top 2
 - b. Passing Points – 16 will transfer via heat race automatically. The rest will move onto Last Chance Feature(s).
 - c. Time Trial Qualifying – 12 will transfer via heat race automatically. The rest will move onto Last Chance Feature(s).
 - i. 3 Heats – Top 4
 - ii. 4 Heats – Top 3
 - iii. 6 Heats – Top 2
- R.) Any changes to the above transfer procedures and/or transfer numbers will be announced during the driver's meeting.
- S.) BOOTHILL SPEEDWAY may increase starting field. This will be announced at the drivers meeting.
- T.) If the number of cars attempting to take the green flag is "equal to" or "less than" the number of cars that will transfer in to the main feature, the BOOTHILL SPEEDWAY Officials reserve the right to cancel the event and immediately transfer all cars that attempted to take the green flag to the Main Feature directly. This determination will only be made after the "one to go" call to start the race is made and will only be done in the interests of the driver's equipment and/or the overall race program's duration.
- U.) It will be the driver's responsibility to be lined up prior to the start of the race. If the car is not at the staging area before the cars enter the track, it will start at the rear of the lineup.
- V.) Lineups and Race Order will be posted at the Tech Shed. The Driver is responsible for knowing when and where to be in order to race. We will not wait on you.



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Qualifying

- A.) Standard qualifying procedures for BOOTHILL SPEEDWAY feature events shall consist of heat races and consolation races. The heat races and consolation races shall determine entrants that are qualified to start the feature event prior to the assignment of provisional starting positions. Standard qualifying procedures can be altered by a decision from the BOOTHILL SPEEDWAY race director at his discretion.
- B.) Standard BOOTHILL SPEEDWAY qualifying procedures call for assigning of starting for the qualifying heats by the luck of the draw.
- C.) The BOOTHILL SPEEDWAY race director can alter the standard BOOTHILL SPEEDWAY qualifying procedures and heat race starting positions can be determined by two timed laps on special events.
- D.) The length of a standard BOOTHILL SPEEDWAY heat race will be no more than ten (10) laps. The length of a standard BOOTHILL SPEEDWAY last chance-qualifying race will be no more than twelve (12) laps.
- E.) Standard lengths of qualifying heats or last chance races can be lengthened or shortened at the discretion of the BOOTHILL SPEEDWAY race director.
- F.) The number of heat races and last chance races shall be set at the discretion of the BOOTHILL SPEEDWAY race director according to car count and/or track conditions.
- G.) All entrants of a BOOTHILL SPEEDWAY event will start in the qualifying heat race or last chance race assigned by the BOOTHILL SPEEDWAY officials. ANY change in a heat race or last chance race assignment will only be approved due to extreme circumstances encountered by an entrant in a BOOTHILL SPEEDWAY event or due to lack of experience by an entrant in a BOOTHILL SPEEDWAY event.
- H.) Any entrant in a BOOTHILL SPEEDWAY event may request that his or her assigned starting position in a heat race or last chance-qualifying race be changed in favor of a starting position on the last row of that same race. The BOOTHILL SPEEDWAY race director must grant this request.
- I.) When an entrant/driver elects to forfeit their starting position in the heat race before the start of the race, the starting field will be adjusted to accurately reflect the new starting lineup. For example, if the 2nd place starter elects to start at the rear of the field; 3rd starting position will move to 2nd, 4th to the 3rd position and so on.
- J.) Any entrant in an BOOTHILL SPEEDWAY event that has experienced equipment failure or damage severe enough to prevent said entrant from starting in the assigned heat race or last chance race may request a change to a later heat or last chance race. Any entrant that is granted such a move shall forfeit the starting position assigned in the original heat race or last chance race in favor of a last row starting position the new heat race or last chance race. The entrant will receive no passing points for this race and will be awarded points only for his finish position when passing points are in use.

Qualifying Procedure

- A.) In the event BOOTHILL SPEEDWAY chooses to do qualifying for starting positions, drivers must qualify in the order that they drew. If the driver misses their time trial qualification spot for whatever reason, the driver will only receive one (1) qualification lap at the end of the time trial line. If the driver uses this option, the driver cannot start better than the transfer spots in a heat race. For example, if 4 cars are transferring, the highest starting position will be 5th.
- K.) It is the driver/team's responsibility to be in their qualifying spot on time, in most instances, qualifications will be immediately after hot laps. If you are one of the drivers/teams that draw an early number, you need to be ready to be in line first. Be ready to be in line as soon as the last hot lap group finishes on the track.



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- L.) Cars will qualify two (2) laps back to back. Once the green flag is given to the driver to start the qualification run, there will be no wave offs. Drivers exiting the track for whatever reason will not be allowed to return to qualify.
- M.) Cars will either be weighed before or after qualifying, depending on the layout of the current racetrack, or will be determined by the Speedway Officials. All cars that are judged to weigh light crossing the scales after qualifying will lose their Qualifying Time and will start at the rear of a heat race. If there is more than one car that has been judged light, those Drivers will be lined up at the rear of the heat races by the Qualifying Order.
- N.) Remember that all cars must cross the scales during Qualifying.

Passing Points System

- A.) **At Passing Points events only** and in order to ensure each competitor an equal opportunity in this feature race qualifying format, BOOTHILL SPEEDWAY Race Officials will have a redraw to determine the “Low Pill” number for all competitors will be held during the drivers meeting.
- B.) The passing points system assigns point values for each heat race finish position. First place in the BOOTHILL SPEEDWAY heat race is assigned a value of fifty-nine (59) points. Second place in the BOOTHILL SPEEDWAY heat race is assigned a value of fifty-five (55) points. Each position is assigned a value of four (4) points less than the preceding position. For this reason, no BOOTHILL SPEEDWAY heat race will start more than twelve (12) cars.
- C.) The passing points system assigns one and 50/100 (1.50) points for each position an entrant improves from the official original starting position assigned by the BOOTHILL SPEEDWAY race director, to the official end of the heat race. The original starting positions become official at the time the entrants of the heat race take the original “Green” flag.
- D.) Official finishing positions are determined by the running order of the entrants when the checkered flag signals the end of the heat race. The points earned by improved in the finishing position from the original starting position are added to the point value assigned to the finishing position of the entrant.
- E.) No points will be deducted from an entrant that starts a heat race in a higher position than he/she finishes. Such an entrant will receive only the points assigned to the finishing position.
- F.) BOOTHILL SPEEDWAY officials are responsible for calculating passing point totals earned by each entrant and shall use all heat race-starting positions assigned by the BOOTHILL SPEEDWAY race director prior to the start of the heat race.
- G.) Any entrant that is scheduled to start a heat race, but is unable to start that heat race, and has not requested a position change from the BOOTHILL SPEEDWAY officials in a timely fashion shall be considered a “scratch” from the entrant’s official starting positions. BOOTHILL SPEEDWAY officials will restructure starting positions of that heat race to fairly give each entrant a chance to earn the maximum number of passing points available.
- H.) Any entrant unable to start the heat race will not receive a finishing position and will be assigned zero (0) points under the passing points system.
- I.) Such a “scratch”, as set forth under above, will receive the last finishing position in that heat race and will receive the passing points assigned to that position. Should two or more entrants “scratch”, under conditions set forth by above, finish positions shall be determined in the order that each entrant “scratched”. Such an entrant or entrants will not be eligible for any other heat race.



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- J.) The total amount of passing points accumulated by each entrant shall determine the starting position earned for the feature race or the last chance race for each entrant.

Heat Race & Consolation Race Assignments

- A.) No car will be allowed to change Heat Race or B-main Race Assignments. If it is deemed by BOOTHILL SPEEDWAY officials to be a rare and or uncontrollable circumstance, the Speedway reserves the right to allow someone to change their assignment but will start from the rear. Only in rare circumstances will this be allowed by the Speedway.

Hot Pit

- A.) The "Hot Pit" is the area designated by BOOTHILL SPEEDWAY for competitors to enter and have work performed on their vehicle during a caution period. This area will be designated in the driver's meeting.
- B.) The "Hot Pit" area is only open during the Main Event. This area is not open during Hot Laps, Heat Races, or Last Chance Qualifiers. BOOTHILL SPEEDWAY may alter when the "Hot Pit" may be used on Special Events. If so, that will be announced in the driver's meeting.
- C.) Any car entering into the "Hot Pit" Area must start at the rear of the field on the next restart. Rear of the field is defined as behind all other cars that stayed on the racing surface irrespective of the car be designated on the Lead Lap or not. Any driver attempting to start in front of cars that did not leave the speedway during a caution will be dismissed from the race.
- D.) Only crew members are allowed to work on a race car that has reported to the "Hot Pit". If the driver gets out of his/her race car in the "Hot Pit" area, they will be dismissed from the race and not allowed to continue.
- E.) Any work done outside of the "Hot Pit", on the track surface, or in the general pit area will result in an immediate dismissal from the race.
- F.) A car that enters the "Hot Pit" Area will be given two (2) courtesy laps for crew members to complete work. Once a caution period reaches three (3) caution laps, no courtesy laps will be given to any car that enters the "Hot Pit". After four (4) laps, once the lineup is set by BOOTHILL SPEEDWAY officials and the cars are lined up, the green flag will be given to the field. Any competitor that BOOTHILL SPEEDWAY officials believe is not lining up or behaving in a way to extend the caution period for a competitor in the "Hot Pit" area will be dismissed from the race. BOOTHILL SPEEDWAY reserves the right to extend this period in the event of a multi-car accident that takes an extended amount of time to clear and that does not allow a competitor to get into the "Hot Pit" area within three (3) caution laps or less.
- G.) If a driver/car is still in the "Hot Pit" Area and the field is given the green flag, they are no longer allowed to re-enter the race and will be scored accordingly.

Pre-Race Staging

- A.) Any driver that arrives late to a staging area, either in the pits, or on the track, may be required to start that event from the rear of the field. That shall include but not be limited to: Time Trials, Heats, Consolations, and Main Events.



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- B.) A brief tech inspection can occur before each event. It is the driver's responsibility to be in line early enough to pass through this technical inspection prior to Time Trials, Heats, Consolations, and Main Events. If the driver is not in line early enough to pass through tech, this will result in starting the rear of the field or missing that event.

Starts

- A.) Once the "One to Go" or "Next time by" is given to the field for the initial start, the track will be closed to other competitors entering the racing surface. Be on the racetrack and where you need to be for the start of race. We will not wait on you or allow you to enter at the last-minute delaying the race program.
- B.) All original starts will be double file and start at the exit of turn four. The front row should approach the starting area at a moderate pace, keeping nose pieces as even as possible. Once the front row reaches the exit of turn four (4) they may accelerate, and the race will be underway. Any driver jumping the original start will be moved back a row.

Re-Starts

- A.) Double-File Restarts will be implemented in all BOOTHILL SPEEDWAY race events. The Leader will be placed out front and alone, leading the field to green.
- B.) Double-File Restart order. Leader of the race will be placed alone in front of the field. Second place car must signal to predesignated on-track official, choice of either inside or outside. Rest of field will line up double-file.
- C.) All cars behind the leader must be double file, nose to tail, and must start behind the leader. No car is allowed to be next to the leader before the start or 3 wide coming to the start.
- D.) The restart line is the exit of turn four. If leader accelerates early, defined as accelerating anywhere other than the exit of turn four, the leader will be warned for first offense – second offense they will be moved back a row. Jumping the restart will result in positions being docked by however many cars you pass plus two (2) at the next caution period or at the end of the race.

Restart Lineups

- A.) All cars must immediately lineup single file so race officials can lineup the field. Get in line, the electronic scoring system from the last lap determines restart order, not where you think you should be.
- B.) You will be told where to lineup and one additional time in case you didn't hear the town. If you do not go where you have been told after 2 instructions from tower, you will not be told a third time, you will be dismissed and scored accordingly.
- C.) If you do not exit the racetrack in a safe manner and/or in a manner respectful to race officials and the Boothill Speedway's fans you will be **DISQUALIFIED** and **NOT** paid any monies for the evening. Should this occur in a race activity other than the main event, you will be **DISQUALIFIED** for the night and this includes the rest of the evening's racing activities even if you are scheduled in another class. You will only have yourself to blame.



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Brake Checking

- A.) Brake checking on a start or restart will not be tolerated. If you change your pace coming to the green flag on a start or restart and cause damage to another car, you will be subject to being disqualified from that race with no warning.

Completed Lap

- A.) Laps will count when the Leader plus four (4) cars cross the finish line.

Caution Penalties

- A.) It is the intention of BOOTHILL SPEEDWAY that a single caution period does not extend past 5 caution laps without returning to green flag action. If a competitor either is suspected of or willingly displaying behavior that extends the caution period further, they will be dismissed from the race evening and is subject to being disqualified that race events and suspended from future events held at BOOTHILL SPEEDWAY.
- B.) Heat and Last Chance Races.
 - 1. Any car involved in a single car caution after the first lap of the race will be dismissed from the race and scored in the position of the last car still competing on track when the caution is waved. For example, if six (6) cars are running at time of caution the offending car will be scored in 6th.
 - 2. If more than one car is involved in a caution after the first lap of a heat race, all cars stopped and deemed part of the caution will be charged for the caution. All cars involved may continue provided the caution is not the second charged to the car. If a car is charged with two (2) cautions they will be dismissed from the race and scored in the position of the last car still competing on track when the caution is waved. For example, if six (6) cars are running at time of caution the offending car will be scored in 6th.
 - 3. If more than one car is dismissed during the same caution period, they will be scored in the order in which they were scored on the last completed lap.
- C.) Feature Race.
 - 1. Single car incident – Single cars stopped under caution will go a lap down before a caution is displayed, unless the car is deemed to be in a location that is deemed unsafe by race officials. Keep moving so we do not have to throw the caution flag and cause a race stoppage.
 - 2. If more than one car is involved in a caution after the first lap of the race, all cars stopped and deemed part of the caution will be charged for the caution. All cars involved may continue provided the caution is not the second charged to the car.
 - 3. If a car is charged with two (2) cautions they will be dismissed from the race and scored in the position of the last car still competing on track when the caution is waved. For example, if six (6) cars are running at time of caution the offending car will be scored in 6th.
 - 4. If more than one car is dismissed during the same caution period, they will be scored in the order in which they were scored on the last completed lap.

Deliberate Cautions

- A.) Deliberate Cautions for flat tires, to catch up with the field, or any other reason will not be tolerated. If BOOTHILL SPEEDWAY Officials determine a driver is found to have deliberately caused a caution, that driver will be black



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flagged from the race, not allowed to continue, and will be scored in the last position. Do not alter another competitor's race or make the race fans endure a caution period because you have encountered back luck, or it just is not your night. Please proceed to the infield and off the racing surface and out of harm's way. Wait for the next caution or the race to complete to exit the racetrack if you feel you cannot exit the racetrack safely or exiting the racetrack during racing activities would be unsafe for you or your fellow competitors.

Cautions on First Lap

- A.) Once the green flag drops, the race is officially underway.
- B.) If a caution occurs before all cars exit turn 2, all cars involved in the caution that came to a stop will receive their original starting positions.
- C.) Original restarts will be called for if all cars do not successfully exit turn 2. If all cars do exit 2, but a caution flies before 1 lap is complete, cars charged with the caution will tag the rear of the field and a true double file restart will take place.

Caution Procedures after First Lap

- A.) In the event of a Caution, the car, or cars, involved in the incident that comes to a stop on the racetrack, will be sent to the rear. All cars that are indirectly involved will be placed in front of those cars directly involved at the rear of the field.
- B.) **ONLY** in the event race officials determine the track is blocked by cars directly involved in an incident, those cars not directly involved but stopped to avoid collision, will be allowed to retain their spot.
- C.) In the event of either a Caution or a Red Flag, after one (1) start has been attempted, any car that goes into the Pits will rejoin the Field at the rear.
- D.) In the event of a Caution, all lapped cars will line up for the restart at the rear of the field by position on the racetrack, and according to the previously completed lap.
- E.) In the event of a Caution, since there will be no racing back to the Yellow Flag, the Field will line up for restarts in the order of the last completed Green Flag lap. In order to retain position, a car must have been in position for one scored Green Flag lap.
- F.) Any Driver, or any member of any Team who works on the car, during a Caution or Red Flag, while the Car is still on the Track will be judged to have made a Pit Stop and will be **DISQUALIFIED**.
- G.) BOOTHILL SPEEDWAY officials, track, or safety teams will not perform work on cars on the Track or off. This rule extends to "pulling sheet metal", "removing of parts", "removing of body panels". Only crew members are allowed to perform this type of work and it must be completed in the "hot pit" area. If BOOTHILL SPEEDWAY officials determine a vehicle is unsafe or puts at risk the ability to continue with "green flag" action, the car will be black flagged, and that car will be dismissed from the race. It is not the responsibility of BOOTHILL SPEEDWAY officials to report damage to the drivers at any time. This rule also applies in the event of an accident. BOOTHILL SPEEDWAY reserves the right to address any car issues (For Example: Driver's Line of Sight is blocked.) in the interest of safety of the drivers, officials, crews, and spectators so that they may safely exit the race track or get to the "hot pit" area.
- H.) Do not get out of your car unless you are prepared to watch the rest of the event from the pit area. You will be disqualified from the event. The only time you are permitted to leave your car is for your own safety.
- I.) A-Main pit stops **ONLY** during Special events as announced in the drivers meeting.



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Race Event Procedures

- J.) All cars pitting under caution in the A-Main will be allowed to re-enter the race and will be scored as long as they make the one to go or restart signal. All cars that miss the one to go or restart signal will WAIT until the next caution will not be allowed to re-enter race.
- K.) Designated Pit Area will be announced at the drivers meeting.
- L.) Once a caution is thrown, cars must slow down. The field will be put into correct running order in a single-file line. ALL cars one (1) lap or more down to the leader will be placed at the rear of the single-file line. Once the correct running order is established the field will be placed in Double-File Restart order with the Leader out front.
- M.) Single File restarts with 2 or fewer laps of the scheduled laps left to complete in Heats. Lapped Cars to the rear as normal.
- N.) Single File restarts with 3 or fewer laps of the scheduled laps left to complete in FEATURE. Lapped Cars to the rear as normal.
- O.) Any driver that stops on the track in order to cause a caution WITHOUT CAUSE is subject to being black-flagged from that event. Causing a caution for the avoidance of being lapped, to gain a restart, or any other reason not related to a mechanical difficulty will be considered WITHOUT CAUSE.
- P.) BOOTHILL SPEEDWAY reserves the right to alter restarts and go to single file restarts at any time in the event.
- Q.) Refusing to obey track officials will result in disqualification and/or suspension.

Caution and Last Lap

- A.) Once the leader takes the checkered flag the race is complete.
- B.) If a caution flies before the leader takes the checkered flag, one GWC restart will be attempted. The field will be placed single file for the restart.
- C.) Once the leader takes the Green Flag on the GWC attempt, the next flag displayed will complete the event.
- D.) In the event the race is stopped after the green flag is displayed to the leader on the GWC and the checkered flag is not the next flag displayed, and the race is declared completed, the finishing order will be determined as followed: The last completed lap will be used for the final finishing positions with the car or cars charged with the final caution moved to the back of that last completed lap's running order.

Safety Caution and Blend Rule

- A.) If race officials see one or multiple cars in a dangerous situation due to a racing incident and a caution is thrown for driver's safety, and the cars/cars involved never stop, they will be scored as they blended back in to the race.
- B.) The judgement of where race officials determine the driver's blend back into the race line is final. The running order of the last completed lap will be enforced on the restart with those blended competitors placed where race officials determine the driver blended back onto the racing surface.

Red Flag Procedures

- C.) Under red flag conditions, all race cars must come to a complete stop on the racetrack. Unless directed to by the Race Director or Speedway official, any driver that moves his race car under red flag conditions will be black-flagged and sent to the pits when track conditions safely allow movement of race cars on the track and will not allowed back on the track and no longer scored for the remainder of the race.
- D.) No work on cars in the "Hot Pit" is allowed during a Red Flag and cars are not allowed to drive into or out of the "Hot Pit" area while the speedway is under a Red Flag.



Boothill Speedway

Race Event Procedures

Time Limits

- A.) Heat Race\Last Chance – 10 Minutes
- B.) Feature\Main Event - 20 Minutes
- C.) Clock will start at the first attempted green flag/start of race.
- D.) Clock will only be stopped for a Red Flag and/or safety issue.
- E.) Caution periods will be included in the timing of the event.
- F.) Once the Time Limit expires:
 - a. Under Racing Conditions – Flagman will give the leader the white flag as soon as possible, with the next completed lap giving the checkered flag to the leader.
 - b. Under Caution – The race is over. Final running order will be the last completed lap.
- G.) Boothill Speedway reserves the right to extend or shorten time limits when necessary and in the interests of our fans.

Racing Off-Track

- A.) A driver racing off the racetrack to gain a position may be black flagged and scored last.

Rough Driving

- A.) Drivers will not be warned with the Black Flag. If the Black flag is reached for, it will be used.
- B.) Any multi-car accident deemed to be the result of rough driving will result in the driver being charged with Rough Driving to be black flagged and the other car(s) involved receiving their spot back.
- C.) The Leader, just as any other running position in the field will be held accountable for rough driving. Rough Driving will not be tolerated when lapping your fellow competitors.

Retaliation

- A.) Retaliation on track or off track by drivers will not be tolerated. If you believe you are the victim of rough driving allow the race officials to take care of the situation. Once you take the situation into your own hands, you remove the ability of the race officials to handle the situation within the rules of the speedway.
- B.) Any driver using his race car to purposely contact another car under yellow or at speed will be disqualified immediately, escorted from the premises, and Law Enforcement will be called. This extends off the track as well and to any other object man made or otherwise that is used to harm another individual's property or capable of inflicting bodily harm.
- C.) Retaliation or the attempt of retaliation at or in the direction of speedway officials or staff will immediately result in Law Enforcement involvement and charges filed.
- D.) Drivers, family, or crew members are also subject to the retaliation rules. Drivers, you will also be held accountable for your car owner, family, and pit crew member's actions. Their actions will result in a suspension from the speedway at a minimum (plus Law Enforcement involvement if necessary) and if you are found to have not done everything in your power to keep it from happening, you will be suspended as well.



Boothill Speedway

Race Event Procedures

Penalties.

- A.) Please note: There is a distinct difference between being given the Black Flag and being disqualified.
- B.) Black Flag - means that you have been sent to the Pits and will take no further part in the current race, whether it is a Heat, Last Chance or Feature. Your car will not be scored from the Black Flag time onwards.
- C.) Disqualified - means that you will not be allowed to take any further part in the competition from that point on. No Points or Prize Money will be awarded in the event of a Disqualification whenever it occurs during a particular event.
- D.) Boothill Speedway retains the right to penalize the cars found responsible for causing the caution, but not stopped to the rear of the field on the next restart and placing those cars stopped back in their running position. This rule is intended for situations where a black flag for "rough driving" is not called for an incident by race officials and allows both parties to continue racing. This is a judgement call, and that call is final. This does not apply to multi-car pileups, but in instances where officials believe competitors are racing hard for position and an incidental contact was made with malicious intent, in other words "just hard racing".

On Track Penalties

- A.) No changing tires on the grid and no changing tires in the pits once the grid is released for an initial start. The "Hot Pit" area is the only area a tire may be changed after the Green Flag is displayed.
- B.) The following Penalties will be applied after normal Caution Procedures have been followed, unless special circumstances apply:
 - a. Under Green Flag or Caution Flag conditions, BOOTHILL SPEEDWAY Officials reserve the right to invoke penalties or suspensions of any Driver whose actions are deemed to be overly aggressive or fall into the category of "rough driving." Drivers will be notified of any penalties that have been levied by BOOTHILL SPEEDWAY Officials. All decisions shall be final. ***Note: This rule is not intended to eliminate competition or accidental contact; however, it is intended that deliberate contact and/or over-driving, will be penalized.**
 - b. Any physical confrontation, either on the Racetrack or in the Pits, will result in the Aggressor or Aggressors being suspended for the next three events or a payment of a \$1,500 fine PLUS LAW ENFORCEMENT WILL BE CALLED. A second offense will result in suspension for the rest of the Season. ***Note: Any Driver who enters another Driver's Pit area will be deemed the Aggressor. Away from the driver's Pit area, both drivers will be considered Aggressors. Drivers should be aware that they will be held responsible for any members of their Race Team, and the above Penalties will apply even if the driver concerned is not directly involved.**
 - c. Any incidents that occur during the last THREE Events of the Season could result in Penalties being applied at the beginning of the following Season.
 - d. Any incidents that are judged to be "Deliberate Acts of Aggression", whether on or off the Track, under Green or Caution, will result in Disqualification.
 - e. Any "Deliberate Acts of Aggression" with a vehicle will result in an immediate suspension from BOOTHILL SPEEDWAY PLUS LAW ENFORCEMENT WILL BE CALLED.
 - f. BOOTHILL SPEEDWAY Officials reserve the right to increase the above Penalties, depending on the severity of the incident.
 - i. 1st offense: Probation unless violation is specifically listed in the aforementioned rules.



Boothill Speedway

Race Event Procedures

- ii. 2nd offense: Three-race suspension to be determined by BOOTHILL SPEEDWAY officials.
- iii. 3rd offense: Indefinite suspension from BOOTHILL SPEEDWAY

Post-Race Tech

- A.) The Top Three (3) finishers from the Heat Race, Consolations, and Main Event must report directly to the tech area at the end of the race. The Feature Winner must report directly to Tech Area at the conclusion of any Post Race Winner's Ceremonies. BOOTHILL SPEEDWAY reserves the right to call any competitor to tech outside of the Top three (3) finishers in an event.
- B.) Classes that fall under a sanctioning body will be required to report to Post Race Tech in a manner that aligns with the sanctioning body rules.
- C.) Failure to report to "Post-Race Tech" will result in disqualification and loss of prize money and any points for that race.
- D.) Disqualifications will result in the driver being scored as finishing in last place.

Protest Rule

1. Any driver in the same race on the lead lap may protest another car immediately after feature in the tech area.
2. \$250.00 cash per component \$50.00 to the track.
3. If legal, protested car gets \$200.00.
4. If illegal protestor gets \$200.00 back.

Disclaimer

1. Boothill Speedway reserves the rights to adjust the rules as necessary in order to keep any competitor from having an undue advantage that the management feels is not in the best interest of the sport as whole or in providing a competitive product to our fans.