

2020 Five Flags Speedway Local Division Race Procedures

1. Starts

1. Initial start will be in the box on the flagman. Front row should stay side by side until the green waves. Jumping the start will result in a black flag for a pass through penalty.
2. If a caution occurs before the completion of the first lap there will be a complete restart. All cars retain position unless they pit or receive assistance from the safety crew.
3. On a complete restart if a car drops out or goes to the rear that line will just advance forward.

2. Yellow Flags

1. Caution laps do not count. You cannot lose a lap under caution. FFS reserves the right to count cautions in certain instances. If laps are counted you still would not lose laps.
2. Do not race back to yellow. Get single file behind pace car.
3. **No scuffing when workers are on track. Stay in a straight line.**
4. After a lap is completed the lineup will revert back to the last completed lap. Those involved in the caution as well as anyone that pits will restart on the tail. If you stop to avoid the caution and do not make contact or spin you will get your position back.
5. Pace car will pick up field in turn 2. Pits are closed. Once you have followed the pace car under the flagstand the pits will be open next time by. Do not advance, enter pits when you reach pit road.

3. Red Flags

1. Stop as quickly and safely as possible. Pits are closed
2. No working on car on track and no crew members allowed on track.
3. When track is clear field will move under yellow and lineup will be corrected
4. Penalty for pitting under red is restart at tail of the line. You must have permission from officials before moving to pit road.

4. Black Flag

1. When displayed come to pit road as quickly as possible to serve penalty or clear issue.
2. If not served in 3 laps scoring will stop until penalty is served. If race finishes within those 3 laps and penalty is not served you will be penalized one lap and scored last on the lap you are credited with finishing.

5. Restarts

1. All restarts are double file. FFS reserves the right to do single file starts if restarts become an issue in a event.
2. At one to go all lap cars must drop behind lead lap cars.
3. At one to go the leader can choose inside or outside everyone else double up inside/outside.
4. The leader is the control car and restarts the race inside the box. If you jump the start or play games you will be black flagged to serve a pass thru penalty at pit road speed.
5. Once pace car leaves the field maintain pace car speed. Front row should gradually increase speed without slowing back down until leader reaches the box. No scuffing, brake checking, laying back, or games of any kind will be tolerated. Stay in line until you reach the start/finish line.

7. Finish

1. Once the white flag is displayed we are coming to a checkered unless the track is blocked.
2. If track is blocked we will go red and revert to last completed lap. We will finish with a green/white/checkered.
3. Top 3 to front straightaway for trophies and interviews. Other selected cars may be required to go directly to tech.

8. Spotters/Raceceivers

1. Some divisions will be required to have a spotter in the spotters stand to be able to compete.
2. It's highly recommended all competitors (except Pure Stock) have a spotter with ability to monitor race control.
3. All Pure Stock drivers will be required to have a working Raceceiver in order to compete.

9. Penalties

1. If you stop to intentionally draw a caution it will be a two lap penalty.
2. Three unassisted spins or multiple avoidable incidents and you will be parked for the remainder of the event.

FFS officials reserve the right to make final decisions in the interpretation of any rule or procedure