

Primghar Jaycees

Figure 8 Race Rules

(Revised 2010)

Race Rules

1. Judges decisions will be FINAL! No decisions will be changed. No discussion will be held on the track.
2. All races will have a running start -- keep a tight pack.
3. If a car kills after lining up and fails to start under its own power, it will be pushed off the track and out of the race. If the car can re-fire before it has left the track, it will restart in the back of the pack.
4. Once a car comes onto the track it will not be allowed to pit and return.
5. If a car fails to show for its race, the officials will move the cars directly behind the missing vehicle straight ahead during line-up. Any car not on time for its race may be placed at the back of the pack.
6. Inside front row will be considered as the pole position.
7. In case of a Red Flag, STOP! Judges will arrange a restart with lapped cars being placed in the rear of the lineup. If a car has an altercation while trying to stop for a red flag, judges will determine if it will be allowed to restart the race. The car for which the red flag was thrown may race if it can get moving again under its own power. The car for which the red flag was thrown may be placed at the back of the pack during the restart. The leader in front at a restart will have his/her choice of inside or outside front row.
8. If a red flag occurs with 4 laps or less remaining in the race, the officials may line-up a restart in single file. This will not occur if there are more than 6 cars remaining in the race
9. In case of a red flag during the last lap, there will be no restart. The checkered flag will go to the car that was leading after the last fully completed lap unless the red flag was thrown for the leader. The leader and the rest of the field's finish will be dependent upon who was at fault for the red flag.
10. If a "dead car" is considered to be in a dangerous position during the race, it will be removed before the race continues. If the car re-fires before being pushed off, the car may start at the rear of the field, a second infraction will result in disqualification.
11. Cars must have a forward gear when pulling onto the track. If you should lose your forward gears during the race, you may complete no more than one lap in Reverse.
12. Southbound cars have the right of way. Anyone who hits a southbound vehicle, or obviously makes a southbound vehicle yield, will be black-flagged.
13. Anyone pushing or hitting another car intentionally and/or not trying to place high in the race will be black-flagged. Bang boarding is not allowed. No team driving. No sandbagging.
14. Any car having a door open, hood or trunk up, or significant metal dragging will automatically be

black-flagged. There will be an automatic black flag for any car who has lost its front bumper, or whose bumper is dragging or swinging out away from the car. If upon collision the hood is buckled to where the driver's vision is hindered the car may be black-flagged. If a car's window net falls down, the race will be red flagged, and that driver will be placed at the rear of the field. A second infraction will result in disqualification.

15. There will be an automatic red flag for any debris on the track. Any car dropping debris on the track will be placed at the rear of the field or black-flagged.
16. Slower cars stay to the inside. Slow cars still moving after the winner has received the checkered flag need not finish total laps to place.
17. During a race or red flag, drivers may not get out of their cars, except in case of a fire or emergency.
18. If you go off the track, you may not return or drive back on. If your car is high-centered, on its lid or side, and is incapacitated; it will be disqualified.
19. Any car deemed to be on fire by an Official will be black flagged.
20. If a car should fail to come out for its heat, it may come out in the first feature at the rear of the field.
21. If a car comes to the second race of the season or later, that car will be assigned to the back of the pack of the first or second heat.
22. If a driver incurs a flat on the front of their car, that driver shall keep their car to the bottom of the track when cornering and the flat tire is facing the crowd. Throwing mud into the crowd is grounds for a black flag.
23. If you should be the driver winning the trophy dash or A-feature, stop on the East side of the track and the Officials will tell you when to pull around.
24. Slower features (E, D, or C) may be combined if there are not enough cars to fill the field.
25. Trophy Dash- Cars competing in the Trophy Dash will be the top-ten high point cars that show that night. Once a car wins the Trophy Dash, it will not be eligible to compete in the Trophy Dash for the remainder of the season. The top ten eligible drivers will be asked at Intermission who will participate in that night's Trophy Dash. At that time, if any drivers decline, the field will be filled with the next eligible point drivers. Each night we will draw for starting position. Cash awards for the Trophy Dash are as follows: 1st-\$75, 2nd-\$40, 3rd-\$30, 4th on down \$10 (must finish).
26. Tagging Up- Winners of the E, D, C, and B Features have the option of tagging up into the next Feature, in the final starting spot. Once the eligible car enters the pit, or returns to the track from the cool and fuel area, the decision is final. Cars will be allowed 2 minutes to be cooled and refueled ONLY! Cars will not be allowed to change tires. Only 3 members of the car's pit crew will be allowed by the car. Any driver choosing to tag up to the next Feature will lose the points earned in the previous Feature. The driver will be awarded 10 bonus points per feature tagged up into (20 bonus points maximum) whether they finish or not.

2010 Race Schedule

June 5th, 19th, & 26th

July 10th, 17th, & 21st

August 7th & 21st