

General Track Procedures & Rules For DMS Pit Conduct

Welcome to tonight's show! We hope you have an enjoyable evening!

The order of events will be on the line-up board. You are responsible to know when your event is and to be on time. No one will come and get you! Be lined up in the staging area two (2) races prior to the white flag on the raceway. If you are not there, the pit steward has the option to place you on the tail. If you are not there when your event pulls onto the raceway, you will be sent to your pit area.

Green Flag

When pulling on to the raceway, the front row cars – Together – have the responsibility to bring the field of cars around at a moderate speed two (2) by two (2), bumper to bumper. If this condition exist, the green flag will be displayed after coming out of number four (4) corner. Once we are under green, if there is a yellow or red flag on the first (1) lap, there will be a heads up re-start. In a heat race, those cars that caused a yellow are disqualified. You get two (2) chances in a feature event. Any car avoiding a wreck that stop for safety will be given there spot back. Officials discretion!

Yellow Flag

When the yellow flag is displayed, immediately slow down and get into single file order. Cars not getting into single file will be sent to the tail and may even be disqualified. The track officials will get you into the proper position as per the scorers. Remember, if a track official motions you to split, make room. If the track official points at you, find the open hole. The yellow flag will display when cars are dead on the track. Remember any cars that caused a yellow will be disqualified in the heat. You get two (2) chances in the feature event. Other than a car stopping for safty! We revert back to the last completed lap for lineup.

Yellow Flag Restarts

Restarts will be lined up according to the Delaware Start. The first car is out front alone. Second place picks inside or outside of second row, third place gets remaining position. Fourth place is always on the inside of the third row. Remaining cars line up in order. If you pull out of line and pass any cars, before the start cone, you will be penalized two (2) position for pulling out of line

and two positions for each car you pass. Restarts after first try will be single file bumper to bumper.

Black Flag

The black flag is for smoke, fluids, body parts, and rough driving. The black flag is a Judgment Call. You will not be scored from the point at which you are black flagged. For the safety of your fellow racers, exit the raceway once you have been given the black flag.

White Flag

One more lap left. If half the cars takes the white flag the next flag will be a checker flag, in less the leader brings out the yellow flag and then we will have a single file restart , green ,white , checker, with the cars that caused the yellow going to the rear.

Red Flag

The red flag is displayed when another car has gotten upside down or if the ambulance is needed. When you see red, **Stop!!!** There will be no pit persons allowed on the track and no work will be allowed under the red flag.

Time Limitations

At this raceway, you will be given one (1) minute per lap to complete the event. If we are not halfway through the event yellow flag laps will begin to count. It is possible to finish the event under the yellow. If we are over halfway you will be given one opportunity to go to the checkered flag or yellow which ever occurs first. The flag man or pit official will point at their watch indicating time has elapsed.

Claiming Procedures

IMCA claiming procedures will prevail. Under certain circumstances, you may be permitted to have one pit member cool your car, but he or she must **NOT** come to the window. If he does, your claim will be disallowed. You must stay in your car until a pit official allows you to get out. Remember, if you were a lap car and there was a yellow flag, you were placed to the rear of the field and given your lap back. You no longer are considered competitive and have NO claiming rights.

Pit Conduct

#1 If a driver or associated pit member enters another pit area and there is a fight, the offending car and driver will receive an automatic one (1) race suspension. #2 If a driver or associated pit member pushes an official, there is a automatic one (1) race suspension. #3 If a driver or associated pit member incites trouble that requires the law, there is an four (4) race suspension. #4 If a driver or associated pit member strikes an official, there is an automatic one (1) year suspensaion.

IMCA Classes will also refer to the IMCA rule book and procedures. In the event a rule conflicts between IMCA's rule book and DMS rules, DMS rules shall prevail so as long as it does not cause a driver to be fined or otherwise penalized by IMCA.

Dwarf Cars will refer to the Western States Dwarf Car rule book. DMS rules shall prevail in the event a rule conflicts between Western States Dwarf Car rules and DMS.