

## **CRAWFORD COUNTY SPEEDWAY GENERAL RULES**

RACE RECEIVERS ARE MANDATORY FOR ALL CLASSES PIT GATE OPENS AT 5:00 P.M.  
DRAW CLOSES AT 6:00 P.M. HOT LAPS AT 7:00 P.M. – RACES AT 7:30 P.M. Grandstands  
open at 6:00 P.M. IGNORANCE OF RULES IS NO DEFENSE!!

IF IT DOESN'T SAY YOU CAN—THEN YOU CAN'T!!! FLAGMAN HAS COMPLETE AUTHORITY  
DURING THE RACE!!!

**FIRESUITS ARE MANDATORY IN ALL CLASSES.** No driver is allowed to race/hot lap in  
shorts or t shirt or flip-flops. Racing helmets are **MANDATORY** in all classes and should  
have a “SNELL” rating of at least 95. Neck braces and window nets (or arm restraints are  
**MANDATORY** in all classes. Fire resistant gloves and shoes are HIGHLY RECOMMENDED.  
These safety precautions benefit YOU!!! If you don't have a fire-resistant racing suit you  
don't need to race.

Only towing vehicles, trailers and racecars are allowed in the pits. Track insurance does not  
cover any vehicle in pit area.

Cars should be painted in a professional manner with the number painted in a contrasting  
color on BOTH sides of racecar, large enough to be distinguished from the press box.

All racecars must pack the track. Track packing starts at 6:30 p.m. If you do not pack the  
track, you will run tailback in your heat. You must stay on the track until you are motioned  
off, if you are having trouble please tell the tech person.

Line-ups will be made after the draw has closed. If you have not drawn, you will run  
tailback. If you wish to run tailback, please tell the officials at the draw. If one car does not  
make the line up, all cars behind that car will move straight forward.

**POINTS GO TO THE DRIVER** paying points to the “B” feature and “A” features. **Every night  
is a point night at Crawford County Speedway.**

All cars MUST qualify through heats (or “B” features) for the “A” feature. Race line-ups will  
be posted. It is the driver's responsibility to know their position.

All races will be aligned in the pit area. Drivers will be called to line up in the designated  
area. Cars to be in the correct line-up and ready to start the race before entering the track.  
If you miss the line-up, you will run tailback.

When the front row of cars reaches the white line (in turn 4), the start will be official upon  
the flagman signaling with the green flag. The pole car will set the pace, which shall be  
consistent with track conditions and as required to keep the field in NOSE TO TAIL

FORMATION. If you are out of line, the yellow flag will wave, and you will be put on the rear. The race is officially over when the checkered flag is thrown. The only flag to follow the white is the checkered, unless the track is completely blocked and/or in case of fire. If the leader has taken the white flag and has a clear path to the checkered, the checkered flag will be thrown. If not, a yellow will be thrown and cars lined up (minus the cars involved in the yellow) and we will go green/white/checkered.

**Race should start at a reasonable speed.** Do not keep the pace so slow that cars behind are “bogged” down. Flagman may signal car to pick up speed. If this signal is ignored, flagman may put that car on the rear. This includes single file restarts. It is up to the front row to set an even pace so that the race is started evenly. If this cannot be done, one or both cars will go to the rear.

On a restart, all cars return to their original starting position **EXCEPT** the cars that the yellow/red was thrown for. Those cars **GO TO THE REAR**. On the first lap, all cars must come through the green in order for that lap to be complete, except for those cars for which the yellow/red was thrown. After that, when the first 2 cars come through the green and a yellow/red is thrown, the lap is complete. The rest of the lap will be filled in from the last completed lap, with exception to the cars involved in the yellow /red. **WE DO NOT RACE TO THE YELLOW.** The scorers count laps from the press box, using the pole at the flag stand as the finish line.

**A RED FLAG MEANS STOP! THERE IS A DANGEROUS SITUATION ON THE TRACK. DO NOT DRIVE AROUND; IF YOU IGNORE THE RED FLAG, YOU WILL BE DISQUALIFIED. NO ONE IS ALLOWED ON THE RACETRACK FOR ANY REASON!!**

A yellow and red light on together is the signal for a complete restart in double file order. On single file restarts. The race will be started when THE green flag is thrown (you may pick up speed coming out of turn 3. Cars need to be in nose to tail formation and if you pass cars, a red will be thrown and you will go to the rear or you will be penalized at the end of the race for “jumping” cars. If you do not get in double file formation, you will be put to the rear of the field. Lapped cars will be aligned the way they came across the finish line, not on the rear. If a lapped car does not want their spot, go off the track in turn 1 and come back on the back straight. A lapped car is defined as a car that is not on the same lap as the lead cars. Scoring is based on how many laps you have completed.

If you are charged with a red, you will go to the rear of the field, regardless whether you made contact or stopped on the track. Arguing will get you sent off the track. If you are charged with 2 UNASSISTED reds, you will be sent off the racetrack.

You have 2 laps to get into the correct spot after being shown by officials. If you cannot do that, you will be black-flagged. Intentional reds/yellow will get you sent off the track (examples including but not limited to: flats, sitting in infield then pulling out on track and stopping, stopping on track then after yellow being thrown driving to pit area). Any car leaving the track under yellow/red will go to rear of restart. Cars will be aligned according to the way they come back to the track. **No pit crews allowed on track.**

**BLACK FLAG APPLIES TO ALL CLASSES.** Not seeing flag is no excuse. The Black Flag will be given to any car causing 2 yellows, not at “racing” speed. If you ignore you will be ignored at the pay window and when doing points.

Protest must go through the pit steward. Protest must be done within 5 minutes of end of race. Only drivers are allowed to protest. PROTEST: \$500 Protest Fee. Cash Only. Driver must be a *current season* paid registered driver to protest. ALL CLASSES.

**SEAT & SEAT BELTS:** Five-point safety harness. Helmet - Snell 90 or SA 95 Rating or better recommended - No Motor Cycle Helmets. All Cars must have an aluminum-racing seat and must be fastened to roll cage. Not bolted to the floorboard - Driver must remain to the left of the driveline and in front. Racing seat must be mounted so that when driver is fully buckled in place, the back upper shoulder portion of his body must not extend past original front openings rear edge. No factory type shoulder belts or straps can be used. Metal to metal buckles are required on shoulder & seat belts and recommended not to be more than one year old.

**Window Nets, Neck Braces & Fire Suits** – All required. Must have one to race at CCS.

**CAR NUMBERS:** Car Number must be clearly marked – 24” height & 3” stripe width. Numbers must be bright & opposite color than the racecar. NO Duck - Tape numbers. Must be different color than racecar. If the scorers can’t read it from the tower, you will not be scored!

NO Driver can race more than one division or class of cars each night for point fund. Only one class for point money & must race 20 nights or have 500 points for awards for current season. Must Attend the Drivers Awards Banquet to Receive Awards!

CCS Track-479-632-1942 for more information. PH: 479-632-2749-nights or weekends. Call or text 479-670-9111 or 479-632-7201

Website- [CrawfordCountySpeedway.net](http://CrawfordCountySpeedway.net) Crawford County Speedway Facebook & MyRacePass