



Quarter Mile Race Rules

REVISED August 9, 2016

**Article I. Parking / Traffic Patterns in the Pits / Paddock Area**

- a) Legend Cars – Parking will be to the left of the Concession / Sign-In building. Please be courteous to those who have reserved spaces. When exiting the track, follow the road beside Sign-In and back to your parking area.
- b) Bandoleros – Park to the right of the Concession / Sign-In. As Bandolero parking has been expanded, we ask that you show courtesy to your fellow competitors especially to those who have reserved spaces. Exit track at Turn 3 and follow road beside Concession / Sign-In; Follow road to designated parking area, turn left or right. Do not make the hard right turn at the bottom of the track.
- c) Due to the limited spaces in the paddock area, no competitor may park their race car on the paved road. Please make arrangements for setup, etc. accordingly. This is a move made for the safety of the competitors and will allow the track safety crew to move as needed through the paddock.
- d) Parking of personal vehicles: NO ONE is permitted to park their personal vehicles in the Pit/Paddock area without express permission from the Track Management. Only Track Officials, Staff and those with a handicapped placard will be permitted to park in the grass area along the side of the primary staging area. If you are not hitched to a trailer, hauling a racecar, a motorhome in a reserved spot, your vehicle will be considered a personal vehicle. All Press and VIP must sign in at the main office to receive a parking permit for any event. This will be enforced by the on-site Sheriff's Deputy and track officials. No Exceptions, No Exclusions.
- e) Note: If competitors are competing in both Legend and Bandolero divisions, it is strongly suggested that they park in the grass at the back of the Paddock area, and follow the designated traffic patterns for their division.
- f) NO 4-Wheelers or golf cars are permitted on grounds.

## Article II. Driver Sign-In

- a) Per Concord Speedway, Only drivers will be allowed to sign in and draw for their starting position for heat races or qualifying. The driver must have a valid current year's INEX License and present it to the Registrars at Sign-In for each event. All drivers should be able to show either a valid license or proof of application by 5<sup>th</sup> consecutive race that Concord Speedway holds. Drivers must also fill out the appropriate Driver Information and Awards Authorization form before they can be issued a division sticker for their car and draw for qualifying. If a driver is not on grounds for sign-in someone from the team needs to come to Sign-In and make arrangements with the Registrars.
- b) Driver Sign-In will open each Friday at 5:30pm and each Saturday at 4:30pm.
- c) Driver Sign-In will close each Friday at 7:00pm and each Saturday at 6:00pm unless otherwise posted. If a driver enters after Sign-In is closed, the driver will start at the rear of the field.
- d) Once qualifying has started for the night no one will be allowed to enter a race. No exceptions, no exclusions.
- e) All cars must have division stickers on the driver's side front fender facing forward. This lets speedway officials identify the division in which the car/driver is competing.
- f) Car Numbers – If two drivers attempt to register in a division with the same number the Race Director will determine number assignment (see Article II Paragraph C). The size, color and style of numbers must be adequate to permit prompt identification by track officials at all times. Roof and door numbers must not slant more than 30 degrees from vertical. Foil and reflective numbers will not be permitted. Violation of the above number rules will not be a reason for disqualification; however, if the above number rules are not followed, your car may not be scored.
- g) In the event that duplicate numbers, after the first four events of the current season, the driver's number of entries in that division will determine first priority for a number. If both cars have the same number of entries, the driver higher in the division points will prevail. If both cars have the same number of division points, the earlier registration position prevails. Any inquiry regarding this rule will fall to the Race Director. All car numbers must be one or two numeric digits; no alpha digits or 3 numeric digits will be allowed.

### **Article III. Decals**

- a) All cars in all divisions must have at least one Racing Electronics decal affixed to and visible on your car.

### **Article IV. Staging / Lineup for all divisions**

- a) The staging area for all divisions for practice, qualifying / heats, and features is the paved road between the Legends parking and the Concessions / Sign-In.
- b) Listen to the PA as to when to line your cars up. Do not line up too early as it causes congestion in the staging grid. It is ideal to line up after the race or on-track event prior to you are lined up and ready to go.

### **Article V. Safety Equipment**

- a) Per the INEX Rule Book and Concord Speedway, all competitors must have all approved safety equipment on person in car before entering the track at all times. This applies for practices, qualifying, heats and features. Safety equipment includes fire suit, gloves, full-faced helmets, belts connected and a working RaceCeiver (see Article VI Paragraph A). Those not complying will be returned to their race hauler until all equipment is implemented properly.

### **Article VI. RaceCeiver**

- a) Each competitor is required by INEX rules to have and use the RaceCeiver. Please have them mounted on your driving suit clearly visible to the track officials. The RaceCeiver channel is 000 and frequency is 454.00. It is posted on the wall beside the concession stand. RaceCeivers are required for anytime your car is on the track. Please check the batteries in your RaceCeiver prior to going onto the track. If you have a problem hearing the officials, please notify and official in the Paddock. If a driver is found not to be wearing a RaceCeiver during competition, the driver will be excluded from that event, and faces a one-race suspension from Concord Speedway.

### **Article VII Qualifying**

- a) Feature Lineups will be determined by qualifying. All Divisions will received two (2) laps. Beginner Bandits will run Heat Races to determine their feature lineups. Drivers must report to driver Sign-In and draw for their spot in the qualifying order.

- b) In the case of duplicate qualifying time, the tie will be broke by the driver with the faster of the 2 slower laps. If the tie is still not broke, the tie will be broke by the driver with the highest points for the season. If the tie is still not broke, the tie will be broke by the driver with the lowest pill draw from registration.
- c) Each division after the Beginner Bandit Heats will be given 90 seconds from the time the last car in the previous division leaves the racing surface to be in the grid and in the their respective qualifying position. If at the end of the 90 seconds a car is not in the grid, and their respective position, that car will NOT be able to qualify. If a car sees that they are unable to on the grid within those 90 seconds the driver needs to notify the grid worker prior to that division starting qualifying. Once that car has notified the grid worker that car will be places at the rear of the qualifying line for that division and will get 1 lap of qualifying.

### **Article VIII Specific Race Procedures**

- a) Initial Start of the Race – A pace car will be used for the heats and features. Please stay a minimum of 7-10 car lengths from the back of the pace car. All tire scrubbing will cease on the “One to Go” lap at the start / finish line, and you will be noticed on the RaceCeiver to stop; Failure to do so will result in the driver being sent to the rear of the field.
- b) All drivers are to maintain a respectable distance to the car in front of them on all starts and restarts. Failure to do this may result in the start being called off and offending cars sent to the rear. A repeat of this offense will result in the car being parked for the remainder of that event. Respectable distance is that the sole discretion of the Race Director.
- c) When the pace car gets to the middle of the backstretch, the pace car will speed up and exit at the Turn 3 exit. Do not speed up when the pace car pulls off; maintain a steady pace until you enter the start / restart area between Turns 3 & 4. On the initial start, the flagman will start the race, not the front row. If in the determination of the officials the pole car or the outside pole car has not maintained a reasonable speed, there will be a complete restart; a second offense will result in the offending cars being sent swapped with next car behind them in the field. Do not pull out of line and pass until the field crosses the start finish line. After the driver crosses the start finish line, the driver may pass high or low. If there is a caution on the 1<sup>st</sup> lap, there will be a complete restart with the cars involved going to the rear of the field. Scoring will just move the rows up; rows will not be crisscrossed unless the majority of

the field is involved. There will be (3) attempts at a double file restart. If the 3<sup>rd</sup> attempt is not successful, the 4<sup>th</sup> will be a single file restart.

- d) Caution Flag – If an incident on the track requires a caution flag, the driver will be notified on the RaceCeiver, and the Caution Lights will be displayed around the track. Slow down immediately! Roll out of the throttle, and do not slam on brakes unless you are trying to avoid contact. If in the decision of the officials that a car does not yield to the caution flag, the driver will be given one warning; a second time offense will result in a one-lap penalty. Scoring will line the cars up according to the last completed green-flag lap, with the cars involved in the caution going to the rear. If the majority of the field has crossed the line when the caution comes out, that lap will count toward the distance of the event, and the remaining cars will be “courtesy” scored.
- e) Restarts – Single file restarts only. On restarts, the leader must stay back a minimum of 7-10 feet from the pace car. It is the leader’s option to start the race once the leader has reached the start / restart area between Turns 3 & 4. On restarts, no passing to the right or the left until your car crosses the start finish line. If a driver goes to the left or the right, the nose of the car cannot be beyond the rear bumper of the car being passed until both cars cross the start finish line. If a driver has been determined to have passed to the left or right prior to the start-finish line, the driver will be notified on the RaceCeiver, and that driver has until the end of the back stretch to give the entire position back and not receive a penalty. If the offending driver proceeds on with the pass and does not give the position back, the penalty will be a black flag and the offending driver will be required to report to the pits for a stop and go penalty.
- f) Lapping of Slower Cars – If the leader or a lead lap car comes up to pass a slower car, the slower car will be notified on the RaceCeiver that faster traffic is approaching. The Blue Flag with the Yellow Stripe will also be displayed at the start-finish line. The slower car needs to stay high on the track and allow the faster car(s) to pass to the left.
- g) Pit Stops – Pit Stops will be allowed for feature races only for all divisions. A designated “pit stop” area will be set up beside the Tech Shed. If a car leaves the event for a pit stop, all work will be done in the pit stop area, not at the hauler. If a car leaves the race track and returns to the hauler during a feature event, that car is considered done for that event. Once work done is approved by the INEX official on site, the car will be allowed to re-enter the track at Turn 4. A car re-entering the track after a pit stop must stay high near the outside wall so that it does not impede oncoming traffic. If the pit stop is made under green, the car re-entering the track must let faster traffic pass and blend in



## Article IX. Post Race Procedure

- a) Immediately after feature event, the winner of each division will report to the front stretch for a public address interview (weather / time permitting) then to victory lane for trophy presentation and photographs. Positions 2 & 3 in Beginner Bandits and 2-5 in all other Bandolero divisions are to report to victory lane for trophy presentation and photographs. If there is inclement weather or long delays to the schedule the track management may forego the interview and have the Race Director instruct the winners directly to Victory Lane. The Top 3 in all INEX divisions will report to tech following photographs, unless otherwise directed by the INEX Tech Official on site. Guest divisions will follow their designated procedures for tech after events.
- b) You must pick up your trophies on the night of the event. Any trophy not picked up will be held for one week only and must be picked up at the front office.
- c) Points Procedures for Beginner Bandits – For Beginner Bandits, track points will be awarded based on the following procedures; First Place points will be last place points in the Bandit Division (Example: if there are 19 Bandit competitors that race through the B-Main, First Place in the Beginner Bandits will be awarded 19<sup>th</sup> place points). National Points for Beginner Bandits are considered B-Main and will be awarded in accordance with the INEX Rule Book. It will be at the sole discretion of the race director when a Beginner Bandit will be made to move up to Bandits. This decision will be made on the following factors, but not limited to, finishes, speeds that the driver can drive, number of cars the driver has raced against and won.
- d) Inquiry / Protest
  - a. If a competitor wishes to speak to the Race Director concerning a call made on the track, the competitor must report to the Tower at the conclusion of all the events for the day / evening. Do not attempt to contact the Race Director until all events have concluded for the day / evening; failure to do so may result in additional penalties. Only the driver and ONE representative may address the race director after the race. All other parties must wait outside of the tower. Failure to adhere to the rule may result in a one race suspension.
  - b. Do not attempt to contact Track Management concerning any on – or off- track events until all the events have concluded.

- c. In the event of a scoring protest, official protest forms will be placed on the bulletin board beside the concession stand. Please follow the instructions on the form to file the protest; this will be the only method allowed to protest a scoring decision.
- d. No video or camera footage will be viewed at any time regarding any on track or off track incident.
- e) Penalties maybe given for the following, but are not limited to:
  - a. Conduct on and off the track. Concord Speedway strictly adheres to the “2-2-2” penalty for unsportsmanlike conduct. Please refer to the INEX Rulebook for this definition.
  - b. Bumping under the Caution Flag will not be tolerated as an attempt to “intimidate” a fellow competitor on the track. If the determination of race officials a competitor is guilty of excessive bumping, the competitor will be sent to the rear of the field, and will be notified of such on the RaceCeiver. If the competitor fails to fall the rear field, the competitor will be Black Flagged, and must report the Paddock area.
  - c. If in the determination of the race officials a competitor intentionally creates a Caution Flag condition or delays the start of the race, the competitor will be sent to the rear of the field for the initial start or restart. This includes, but is not limited to the dropping of wooden setup blocks, which are not part of the race vehicle on the track. If a competitor unintentionally creates a Caution Flag condition, it will be determined by race officials whether the competitor will be penalized. This includes, but is not limited to, parts that become detached during the course of the competition that do not hinder the safety of the race car (Bumpers are a safety item).
  - d. Blocking – Under race conditions, a competitor may have one attempt at protecting a position; constant changing of lanes to protect a position will be considered block, and may result in a Black Flag.
  - e. Intentional slowing to “fix” starting position – If a competitor slows on the final lap of a heat race to “fix” his/her starting position for the feature, the competitor must show a mechanical issue as the reason for the slowdown in order to keep that starting position for the feature. If the competitor cannot show just cause for slowing down on the race track, the competitor will be sent to the rear of the field for the feature on the first offense. If a second offense occurs, the competitor will not be allowed to compete in the feature, and is subject to further

disciplinary action at the determination of the race director. The car in question will be checked in Tech for any such mechanical issue.

- f. Unsafe Conditions During Racing – If a race car has damage beyond simple repair, the driver will be Black Flagged and parked for the remainder of the event (heat or feature.) If the condition is considered minor and fixable (fender, bumper), the driver will be allowed to the pit for repairs (Refer to Article VIII Paragraph G).
- g. Directions of Race Officials – No one is allowed onto the racing surface without the expressed permission of a Race Official, and it has been cleared by the Race Director. Conversely, if a Race Official issues a directive to a competitor, it is required that the competitor follow that directive. This includes the safety crew, which is there for the safety of the competitors. Drivers are to stay with their vehicles until the vehicle clears the racing surface, unless directed otherwise by an official or member of the Safety Crew. Failure to follow the directive of any race official during the course of the event will result in the immediate exclusion of that competitor for the remainder of the event, and possible further action as determined by the officials and management of Concord Speedway. There is no appeal to this rule.
- h. All conduct and unsafe driving penalties that will require further investigation after an event will be determined on the Monday after the event weekend, and competitors notified by email and / or certified letter of the penalty thereafter.

#### **Article X. Closing of Pit / Paddock**

- a) The Paddock / Pit area will close exactly one (1) hour at the conclusion of all on-track activities for that day / evening. A competitor and all crew members may secure equipment within the Paddock for a double or triple header weekend of events, but MUST vacate the Paddock / Pit area within that one hour time frame. If a competitor is requested to report to the tower at the conclusion of the event, the competitor needs to secure his / her equipment or remove it from the Paddock / Pit Area prior to reporting to the tower, and all crew members must also vacate the Paddock / Pit Area.

#### **Article XI Championships**

- a) Contact race track for Championship breakdown.

## **Article XII Questions**

- a) Any questions regarding any rules or questions regarding an event that happened during a race day must be sent to Race Director, Jamie Campbell via email or may call the track office and leave a message for Jamie with Jennifer or her staff for Jamie to return your call. Below is contact information.
- b) Jamie Campbell will not answer any questions or discuss track happenings at his place of work or anywhere else other than the race track. Contact Information for Jamie Campbell
  - a) Concord Speedway – 704-782-4221
  - b) Jamie Campbell – [jcampbell22367@gmail.com](mailto:jcampbell22367@gmail.com)