

## **North State Modified Series**

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### **2018 Race Procedures**

#### **1. Events**

- 60 lap main events.
- Starting Field: 24 cars /18 on time. May be less at smaller race tracks.
- 2 provisional and 4 transfer from B-Main at all events
- Qualifying: 2 laps or (group qualifying, promoter's option )
- Fast time will draw an even number (4 -10) at all events for the invert
- Dash for Cash: promoter's option.
- Yellow flag laps do not count
- We do not race back to the yellow
- Restarts: We go back to the last completed lap
- Double File restarts, unless changed by race director.

#### **2. Provisional**

- The provisional goes to the driver, not the car
- If you qualify for the A-Main and your car can not run, you can run a back-up car or a B-Main car, but you will start last in the A-Main, even if you drive a car that has qualified for the A-Main. You cannot change cars after the field enters the race track.
- Provisionals are based on last year's points for the first race of the season, and then on this year's points
- Provisionals will start in the last 2 starting spots in the main event.
- Provisionals are eligible for the Hard Charger awards.
- Only 4 provisionals per points season can be used; must be used in order; provisionals cannot be saved.

#### **3. B-Main**

- a. No inverts -straight up start
- b. 4 cars will transfer to the A-Main
- c. Transfer cars will line up as they finish the B-Main, behind the qualifiers locked in to the race, in front of the provisionals.

#### **4. Pit Gate**

- You do not have to be a member of any track to race in the series.
- Each track controls pit pass cost.
- All participants must purchase a pit pass and sign release of waiver and liability.
- A \$50 entry fee will charged to each race team, Entry fee will be deducted from purse check.

#### **5. Drivers Meeting**

- All participants must attend every driver's meeting.

#### **6 Tech Inspections**

- Shocks must be in place and bolted. You cannot work on your car after tech. (pre-qualifying or pre-main event)
- All cars are required to pass a pre-race technical safety inspection before entering the track.
- Drivers must bring their car through the tech line.
- Only one ( 1 ) crew member may accompany the driver in the tech area, unless the Chief Technical Inspector requests more crew members.
- Any car that has completed in the event may be inspected at the conclusion of the event.
- Failure to report to the tech area for post-race inspection will result in loss of points and purse for the event.
- If officials determine that any car part, component or equipment used by a competitor does not meet

specifications, officials will declare the car ineligible for the event, resulting in loss of points and prize winnings.

## 7. *Qualifying*

- Drivers may not qualify more than one car.
- All driver changes must be reported to the Chief Technical Inspector prior to the lineup of qualifying or the feature event.
- A driver may enter the rear of the feature event in an approved borrowed car if he or she has qualified through time trials or B-Main event, or has a provisional. You cannot change cars after the field enters the race track.

## 8. *Pre-Race Line Up*

- All cars must line up in the designated restricted staging area prior to their respective qualifying and feature events.
- Prior to qualifying and the feature event, all cars must report to tech.
- Once car has successfully completed tech they must go directly to the staging area.
- No maintenance or adjustments may be performed after leaving tech.
- Infractions in the staging area will result in relinquishing your starting position to the rear of the field.
- Any car not staged and ready to go when the race is called on to the track will start the feature event in the rear of the field.
- Driver and car are considered one for the entire night, unless the Chief Technical Inspector is notified of a change.
- In the event that a car drops out of the line up before the race begins, the cars behind that car will be moved straight forward ( no crossing of the rows ).

## 9. *The Starter begins every race*

- All initial race starts take place on the front stretch when the green flag is displayed.
- Any car not taking the initial green flag will not be allowed to re-enter the race.
- If a driver is caught jumping the start/restart a second time in the same event, he/she will be put to the back of the field.

## 10. *Restarts*

- Double file restarts , unless changed by race director.
- The lead cars restarts every race.
- If the lead cars elects not to accelerate, the Starter will display the green flag and racing may begin.
- Cars may not be in the act of passing the car in front, to the left or to the right, prior to the green flag.
- A car is deemed to be in the act of passing, if the front bumper is even with or in front of, the rear bumper of the car in front at the green flag.
- A car may pass to the left or to the right prior to the start/finish line after the green flag is displayed.
- Any car deemed in the act of passing to the left, or passing to the right prior to the green flag being displayed, will be penalized two positions for every car passed, at the next caution or the end of the race, whichever comes first.
- ***PACE CAR SPEED***, until the green flag is displayed.
- Drivers choosing not to go to their designated positions at an official's request will be sent to the rear of the field or to the pits at the Starters discretion.
- The leaders must maintain the ***PACE CAR SPEED*** throughout the entire start or restart.

## 11. *Spin Outs*

- Drivers that spin out must try to continue immediately and not stop the race.
- Race Control reserves the right to penalize any driver one (1) lap for intentionally stopping a race.
- Three (3) spin rule will be used, for any driver that spins on his own.

## **12. Rough Driving**

- Any driver who is observed causing other drivers to spin or lose control of their car during a race will go to the rear of the field.
- Retaliation: A driver can be suspended or disqualified from the event (with loss of points and money) or put on probation. A driver can be suspended for running into another car after the checkered flag (on the track or in the pit area.)
- This rule also applied to lapped cars choosing to re-enter the event or cars seeking retaliation for a previous incident. RESPECT OTHER DRIVER'S EQUIPMENT !!

## **13. Black Flag**

- When a black flag is displayed, that driver should immediately report to the hot pit lane for consultation.
- Decisions on black flags will be made at the discretion of the Race Director or Starter.

## **14. Pitting during a race**

- Any driver going to the pits under a yellow may return to the race at the rear of the field.
- Hot pit lane may be used for the removal of loose body parts or other minor repairs only.

## **15. Lapped Cars**

- All lapped cars must move to the outside groove to permit faster cars to pass.
- On restarts, lapped cars should remain in the field in their position.
- If a driver is shown the "move over" flag ( blue with yellow diagonal ) for two ( 2 ) consecutive laps and does not move out of the racing groove to allow faster drivers to pass, a black flag will be displayed to that driver and scoring for the car will stop.
- Lapped cars must go to the rear of the field for restarts when there are less than ten ( 10 ) laps remaining in an event.

- **Lucky Dog:** On any yellow, the last car to be lapped will drop to the rear of the field and pick up a lap.

If you are the yellow flag, you DO NOT get the Lucky Dog. "

## **16. Cars moving through the pits**

- Cars moving through the pits will do so with extreme caution and at a minimal speed ( 10 mph ).

## **17. Scoring laps**

- Every lap is scored when the leader has passed the start/finish line under green flag conditions.
- If the field completes the first lap under green, the first lap shall be scored and any subsequent yellow flags shall result in the drivers lining up in their designated position based on the last scored green flag lap.

## **18. Restart lineups**

- All restart lineups will be derived from the Head Scorer's lap sheets as the field crossed the start/finish line on the LAST COMPLETED GREEN FLAG LAP.

## **19. Counting Yellow Flag laps**

- We will not count yellow flag laps
- We will stop ( red flag ) the race any time we feel the yellow flag laps will go over 5 laps.

## **20. White Flag Lap**

- After the leader crosses the start/finish line on the white flag lap, if a yellow or red flag comes out before the checkered flag, the race is over. The race will be scored as how you cross the start/finish line on the white flag lap. If the yellow falls before a car(s) crosses over the start/finish line, that car(s) will be scored on the last completed green flag lap (split-yellow condition.) Cars involved in the incident will be scored last on the lap they are on, the last completed green flag lap.

## **21. Protests**

- Protests will not be accepted on any subject not specifically provided for in these rules.
- Such subjects include, but are not limited to timing and scoring decisions, inspection decisions

and race procedure decisions.

## **22. Decals and Advertising**

- North State Modified Series reserve the right to assign or restrict the display of decals, identification or advertising on race cars.
- Contingency sponsor decals must be in place to receive awards and/or prize money from contingency sponsors.
- Contingency sponsor patches, if supplied must be worn to receive awards and/or prize money from contingency sponsors.
- North State Modified Series decal are mandatory on all cars.

## **23. Conduct at Events**

- The driver shall be the sole spokesperson for his/her car owner and pit crew in any and all matters pertaining to an event.
- At all events the driver assumes responsibility for the actions of his/her team.
- Fighting, rough driving and other acts of violence will not be tolerated.
- Penalties will be issued based on the severity of the incident including, but not limited to, fines, suspension and probation.
- North State Modified Series will not tolerate profanity, discourteous gestures, or behavior deemed detrimental to the betterment of the sport.
- Any action that is not covered under these actions, and is determined to be detrimental to the sport of auto racing, will be penalized according to the severity of the action.
- No driver or crew member may be under the influence of alcohol, drugs or any other controlled substances while competing.
- Any car that dispenses anti-freeze coolant on the racing surface will be fined \$ 50.00 for the infraction.
- Any car loosing weight ballast will be fined \$50.00 for the infraction.

## **24. Spotters**

- All spotters must maintain a code of conduct. Yelling, screaming, foul language, pushing and verbally attacking an official will not be tolerated: You will be asked to leave the spotter's tower and your car may be black-flagged.

## **25. North State Modified Series points**

- 75 points to win A-Main; 70 points for 2<sup>nd</sup>; third to last 2 point drop per position.
- All drivers that compete in the B-Main event and do not transfer to the A-Main will be awarded points; 12, 10, 8, 4, 2, 2, etc.
- Qualifying points: 8 points for fast time, 6 points for 2<sup>nd</sup>, 4 points for 3<sup>rd</sup>
- In order to receive points for an event, the car must take the green flag under its own power.
- Points will go to NSMS registered car owner. Owner may have multiple NSMS registered drivers. Any Points fund money will be paid to the owner. Owner will designate who will receive the end-of-season trophy/plaque.

## **26. Lucas Oil Tow Money**

- Beginning the 2<sup>nd</sup> race this season the top 15 drivers in points will get show-up money at each points race. If driver is on probation, he/she gets no tow money. Tow money will be paid to NSMS registered owner.

***"OFFICIALS CAN MAKE MISTAKES...  
This does not mean they are making exceptions to the rules."***