

**ELIGIBILITY:**

1. South Sound Drivers must have a membership
2. All Drivers and Crew Members between 6 - 17 years of age must present a signed minors release by both parents to SSS. Bandolero drivers 7-12, Legend 11 years and up, all other classes based on 15 years and up
3. Releases signed by individuals under 21 years of age are not valid in the State of Washington.
4. All Drivers, Car Owners, Crew Members, and/or others must be registered members of South Sound Speedway in good standing.
5. All entrants must have a valid South Sound Speedway pit pass. ENTRANTS MUST WEAR THEIR PIT BAND AT ALL TIMES

**RACE DAY PROCEDURES Driver/Spotter Meeting**

1. SSS officials will conduct a driver's meeting at each race. At this meeting, all new or special information that may differ from rule book will be announced and will be considered official. The following guidelines will apply for all driver meetings.
2. The driver, and spotter from each team are required to attend each driver's meeting.
3. Failure of driver, or spotter to be present will result in a qualifying penalty of the loss of one (1) lap

**Qualifying**

- A. If Single car Qualifying: positions to be determined through random selection at meeting or practice times. If group qualifying they may get set from practice times.
- B. All cars must clear tech before qualifying. Any car or driver not ready to qualify at the assigned time will be issued a qualifying penalty or lose chance to qualify.
- C. Upon clearing tech, cars are considered impounded, and no more work is to be performed other than the adjustment of tire pressures. Any car that is worked on after tech will serve a qualifying penalty.
- D. Competitors will single car qualify with a dead lap and two (2) lap time trials at the discretion of Race Director.

E. Pre-qualifying penalties will result in the competitor being a one (1) timed lap qualifier. In group qualifying you will use your 4th fastest lap

2. All tires to be used in the race event will be marked. Teams are required to start the race on the same tires on which they qualified. After qualifying, teams may not change a tire unless it is flat or has serious damage. Tire changes will be at the discretion of Tech officials. Exception is the trophy dash.

3. When two or more competitors have duplicate fast lap times the tie will be broken by the next fastest lap time (if both lap times or single lap qualification times are the same, then the tie will go to the car with the highest standing in points). If point standings do not prevail, then the driver setting the duplicate time first would start in front of the other.

4. If qualifying is unable to be completed, the starting field will be determined by the combined times recorded in both practice sessions. If the second practice session was not held then the starting field will be determined by times from the first practice session. If practice and qualifying are both unable to be held, the starting field will be determined by point standings.

## **Race Procedures**

1. All drivers must be on time to compete in the events for which they are scheduled. Any driver late for their Qualifying, Race or Tech, shall be relegated to the rear of the field prior to the start of the race. If you miss the Dash you lose qualifying points unless excused by the race director.

2. No changes of driver at any time will be made without advance notification to SSS Officials. If a driver change is made after qualifying, the car will start event at the rear of the field. When the race is in progress, driver changes must be made in pits only. All drivers must sign the driver release board

3. Any qualified car may be driven in any event by a registered SSS licensed driver. However, the driver who starts the car in the race will be awarded driver points for the event.

4. SSS Officials will use flags, as set forth in this section, for the purpose of providing driver with information. Officials may use light signals in addition to or in lieu of flags. The procedure for use of flags and/or lights by track officials may vary for individual series or races.

5. The initial start and all restarts will be double file. On the initial start and all restarts no passing to the inside before the start/finish line. In the event of a caution on the first lap of the race, the field will be restarted as per the original line up with the exception of the cars

that were the reason for the caution----- they will restart at the rear of the field. On restarts, the race will resume immediately when the green flag is displayed. SSS officials may make a special ruling on starts or restarts for any race (i.e., following a red flag, the yellow flag will constitute an official restart of the race). If at any point you leave the track you lose your spot.

6. All starts and restarts shall be made at a designated area on the Track. Maintain pace car speed, Pole car all 4 tires to the inside of the white line, outside car all 4 tires above the white line. Pole car enters the box first and goes in the box

7. The blue flag with a diagonal yellow stripe signifies that faster traffic is overtaking the cars being signaled. Cars being given this flag must yield to overtaking traffic as directed by SSS Officials.

8. The yellow flag signifies caution and this flag will be given to the first car passing the starter immediately following the occurrence of the cause for caution. All cars receiving the yellow flag or light shall slow down to a cautious pace, hold their position, and form a single line behind the lead car. When the yellow flag and/or caution lights are displayed, all competitors will cease racing and will not pass as long as all cars maintain a reasonable speed. Cause and involved in the caution will go to the rear, All other cars will restart in the order they were running at the completion of the last green flag lap.

9. Cars returning to the race track from the pits while the yellow flag is out must wait for the rear of the field in the line behind the pace car, or as otherwise directed by SSS officials.

A. When entering the track at any time stay above the white line next to the wall

B. When exiting the track stay high in turn 1 and 2 and all the way against the back stretch wall and wave a hand out the window. Be very obvious you are leaving the track.

10. No car may pass the pace car unless directed to do so by Race Director. Any car passing the pace car unapproved will be assessed a one (1) lap penalty.

A. Lucky Dog when used: During a given caution period only one (1) car is eligible for the "Lucky Dog" per caution period. That car may be any number of laps down to the leader, but the Lucky Dog will go to the first eligible car. The Lucky Dog CAN pit during this caution period. This car may only pass the pace car when directed to do so by the Race Director. If the first eligible car was part of the incident on the track which resulted in the current caution period, this car will forfeit their privilege and this privilege will not be passed on to any other car during the same caution period. Once the car passes the pace car, that car must restart at the tail end of the longest line. The Lucky Dog pass will not be offered if the restart is within last ten (10) laps of the race.

11. Pit attendants and crew members shall not go on the race track for ANY reason. The only time drivers or cars may receive service is when they are completely stopped in the pits. Any person venturing onto the track at any time during the race may be fined \$300 and face a possible suspension.

12. The red flag means racing must stop immediately regardless of the position of the cars on the track. Under red situation cars may enter pits, as safety allows, for crews to work on their cars, but only after the officials have given them permission to do so. All teams that work on their car under red situation must restart at the tail of the field regardless of their previous position.

13. The black flag means for the competitor to go to the pits immediately and report to the pits. It does not mean automatic disqualification. If the driver does not obey the black flag directive for three (3) consecutive laps, the driver will then be stopped being scored and will serve a several lap penalty before reentry.

A Black flag with a yellow stripe means a mechanical issue such as an oil leak or loose parts. Please pit immediately. If the race has to go yellow to get you off the track you will receive a 2 lap penalty.

14. When the white flag only is displayed, it means the leader has started his or her last lap. If the yellow flag is displayed during the white flag lap, all cars will cease racing and slow to a cautious speed. The race will not end under caution. The race will end with a green, white, checkered finish. The process will be repeated until the leader receives the checkered flag.

15. A car may not receive any assistance after the white flag has been displayed except a car being pushed on pit road. Violation will result in the car not being scored for that lap.

16. When the checkered flag is displayed, it means the race is completed. When the required race distance has been completed by the lead car, the race will be declared "official" regardless of any flag being displayed.

17. When the checkered flag is given to the leader, the balance of the field receives the checkered flag in the same lap. Finishing positions will be paid according to most laps traveled in the least time, whether the car is still running or not.

18. The winner of the event will bring his/her car to the start/finish line (or victory circle) while the second, third, and fourth place finishers will drive directly to the tech facility for post-race inspection. All others will enter their pit area immediately after receiving the checkered flag. exception for classes that get top 3 trophies.

19. No car will be permitted to continue in competition if, in the opinion of the Race Director, the car is a hazard to the other cars in the event. Cars must maintain a reasonable

pace or will be parked for the night. Any car that goes 2 laps down in 15 laps will be parked. This is a safety concern, not trying to discourage drivers. There are weekly Thursday night test and tunes to help improve.

20. Cars must take the checkered flag to win. Any race rained out or stopped because of curfew at one lap past halfway of the event will be considered a completed race.

21. Any driver who does not obey the flag rules may receive a fine and/or lap (s) or time penalty.

22. Any competitor who causes or attempts to cause a yellow flag by stopping his/her car or throwing debris on the racing surface will be assessed a one (1) lap penalty and restart the race as the very last car to take the green flag.

23. When pit stops are made for a tire change, all lug nuts must be fully tightened before the car leaves the assigned pit area. If the pit road official detects a violation, the car must return to its assigned pit area for inspection.

A. Race cars exiting pit road under caution flag will not be allowed to blend into traffic but must fall into line behind the last car on the track. DO NOT ADVANCE. Cars which advance will be moved to the rear.

B. Cars entering on pit road must not exceed pace car speed, and must slow to a speed of approximately 10mph down pit row. Speeding on pit road will be enforced at all times. Cars speeding on pit road will be held a lap.

24. MANDATORY: Teams must have a minimum 10# fully charged fire extinguisher in their pit area. Any team found in violation will be fined \$100 and will start in the rear.

25. A scoring protest must be written and accompanied by a \$100.00 NON-REFUNDABLE service fee and be presented to the Race Director or Scoring Director within 15 minutes of the posted finish. No protests will be accepted after that time.

A. If possible, scoring rechecks will be done at the track. If it is an extensive recheck, the office will have five (5) working days to recheck the scoring and post an official finish. Until that time, the finish is not considered official.

26. Championship night will start main events by points going into the night. If there is a tie in points it will go to wins, seconds, and so on until there is a tie breaker.

Rain Delay and Cancellation

1. On a rain out If a practice lap is held by any car this will make the day a 1/2 pit pass cost at the next event for all purchased pit passes that day. If no laps get run it will be a fully honored pit pass at the next event
2. If a rain out comes mid race day after heat races a dual main event may be scheduled in lieu of a half off pit pass.

### **CONDUCT & PENALTIES Conduct Violations**

1. If a SSS official in his/her sole discretion determines an act of commission or omission by a SSS driver or crew member that constitutes a violation of the SSS Rules or that is detrimental to auto racing or to SSS, and if the official in his/her sole and absolute discretion determines that the act of commission or omission is sufficiently serious to warrant the imposition of a penalty, the Official shall report the violation in detail to the Race director as soon as practicable, and shall recommend an appropriate penalty. The race director shall consider the report and shall conduct whatever additional inquiry deemed appropriate under the circumstances. After concluding the inquiry, the director shall determine whether disciplinary action is appropriate, and if so, what disciplinary action should be taken. The driver shall be informed of the determination, and if disciplinary action is imposed, the director shall issue a penalty notice to the Member specifying the violation, a brief statement of the circumstances of the violation, and the penalty imposed.
2. If the act of commission/omission of a Member is determined by a SSS official to constitute a threat to the orderly conduct of the race, that official may take temporary emergency action against the Member. Such emergency action may include ejection from the racing premises, temporary or permanent suspension or any other action designed to remove the threat created by the Member. Examples of conduct warranting such emergency action include, but are not limited to, the consumption of alcoholic beverages or drugs before, during or after an event, the use of illegal drugs at any time, fighting, reckless driving, and failure to obey the black flag or any other directive of an official. The SSS official shall report the Member's conduct to the race director as soon as practical, and thereafter the procedure set forth above shall apply. The emergency action shall remain in effect until the decision of the Director is made which shall be final.
3. Any driver that is involved in an accident where the medics are called onto the track must conform to what the medics are requesting. A mandatory ride in the aid unit will happen at this point. Do Not argue with the medics, it is not time to assess your car, its time to let them do their job and check on your well being. Be respectful.
4. Fines shall be paid to SSS at race car supply, promptly after receipt of a penalty notice. Failure to pay promptly will result in suspension. All unpaid fines of a Member may be collected by SSS by deducting the amount from the purse earnings of the Member, or if the

Member is not a driver, from the purse earnings of the driver with whom the Member was associated at the time of the conduct that gave rise to the penalty notice. All fines will be paid before entry for the next event.

## Penalties

1. Penalties for violation of SSS Rules are determined by the gravity of the violation and its effects on fairness of competition, the orderly conduct of the event, and the interests of stock car racing. Such penalties may include, but are not limited to, disqualification, suspension, fines and/or loss of points. A suspension may be permanent or for a specified or indefinite period of time. The tour director may use the following as guidelines for the imposition of penalties in the situations described below, but these guidelines shall not limit the authority of the Director.

A. Any Member who performs an act or participated in actions deemed by SSS officials as detrimental to automobile racing or to SSS, a fine of at least \$500.00, suspension of those persons involved in the act, and/or loss of championship points

B. Any Driver whose car is found with a traction control device (working or not) will be suspended indefinitely.

C. Any Member who signs the SSS release sheet or competitor pit permit for anyone else; a fine of at least \$500.00 and suspension.

D. Any member who assaults or threatens to do bodily harm to any SSS official or persons serving under their direction; a minimum fine of \$ 1000.00, suspension, and/or loss of championship points.

E. Any Member who, while participating in a SSS event, partakes of any alcoholic beverage, stimulating, depressing or tranquilizing drugs, or is otherwise under the influence of alcohol or drugs, will be suspended indefinitely.

F. Any Member(s) who enters another competitor's pit area and instigates a physical confrontation will be fined \$500 with a possible suspension.

G. Any Member who commits an assault with a weapon of any description in the pits, on the track or on any of the track premises; a minimum fine of \$5000.00, a suspension and/or loss of championship points.

H. In an event where the SSS officials mandate post-race inspection of a car that has competed in the event and that car is taken from the racing premises without permission of a SSS official, the car will be disqualified.

I. Any member who refuses to tear down a car for inspection when requested to do so by the SSS official; a fine of not less than \$1,000.00, and/or disqualification, and/or loss of championship points, and/or definite or indefinite suspension from the Series.

J. Any member failing to surrender to SSS any part and/or equipment found during an inspection, a fine and/or loss of finishing positions in the event, and/or loss of championship points, and/or definite or indefinite suspension from SSS.

K. Any modification that permits the lowering of a race car while in competition, including but not limited to the wedging of springs and shock absorbers or any modification that permits the lowering of a race car while in competition, or any car that is found to be under the specified height requirement after the completion of time trials or the race, disallowance of qualifying time, and/or loss of championship points, a fine, and/or lap (s) or time penalty.

L. Any violation of fuel cell or fuel cell container specifications; a fine, and/or loss of championship points, and/or definite or indefinite suspension from SSS.

M. Use of altered fuel or fuel other than non oxygenated fuel , a fine, and/or loss of finishing position, championship points, and/or definite or indefinite suspension from SSS. Failure to cooperate with officials in obtaining fuel samples at any time during an event will subject the car to disqualification and will subject the driver to additional penalties deemed appropriate by officials.

N. Use of any tire or tires that have been altered by unauthorized treatment to the tread area disallowance of qualifying times, withdrawal of the opportunity to qualify for the event, and/or minimum fine of \$500.00 per tire, and/or loss of finishing position in the event, and/or suspension from the SSS.

O. Any car starting the race on tires other than its qualifying tires without permission from the tech director, a fine and/or loss of championship points, and/or definite or indefinite suspension SSS

1. "Stop & Go" -----under green flag.

A. Too fast down pit road

B. Failure to line up in correct position with position gain or restart in wrong line with position gain

C. Running stop sign

D. "Reckless" driving

## 2. "Lap/Laps Penalty"

- A. Unauthorized pass of pace car
- B. Failure to obey flags
- C. Intentional yellow
- D. "Rough" driving/retaliation

## 3. "Black Flag/D.Q'/Other"

- A. Working on car on the racing surface
- B. Ignore black flag for 3 laps
- C. Car aided on white flag lap
- D. FLAGRANT "rough" driving.

## INSPECTIONS

1. All vehicles will pass through technical inspection before qualifying for all SSS events. All inspections will be performed as designated by Technical Director and may vary from race to race.

A. All general safety as well as technical and general appearance guidelines must be adhered to before vehicle will be allowed to compete.

### **Post-Race Inspections & Penalties**

1. There will be no tolerance to rules unless specified. Failure to comply with rules MAY result in disqualification from qualifying position, finishing position or disqualification from event entirely

2. SSS weighing, measuring, and testing devices as well as procedures used by SSS technical officials are the standards which determine a vehicles compliance with SSS rules and regulations. No other equipment or device may be used unless approved by Technical Director.

3. The decision on rules infractions during pre-qualifying or post-race technical inspections as imposed by the Technical Director shall be final and non-appealable.

4. Cars with tire rules in place must have 4 registered tires on the car for all points paying races. It is the drivers job to submit serial numbers to Tech.

#### Non-Conforming Parts

1. SSS reserve the right to confiscate any non-conforming and/or unapproved part (s).

#### Protests

1. Protests regarding alleged mechanical infractions must be made prior to the feature race being called to the track for official lineup. The written protest must specify, in detail, a single, specific part or rule that is in violation, and be given to the Chief Technical Inspector or Race Director, along with a cash fee of \$500. An engine protest that requires an engine teardown (as determined by Chief Technical Inspector) requires \$1,000 for top end motor protests and \$1500 for bottom end motor protests. 10% of the fee will be retained by the track for administrative costs. The remaining goes to the winner of the protest. SSS reserves the right to deny protest. A crate engine dyno protest will require a \$1500 fee which will pay for the dyno and delivery. The remaining money will go to the winner of the protest. A competitor may only have a crate engine dyno protest done to them 1 time per season.

2. A protest may only be filed by an licensed driver or car owner in the same feature race. A competitor can protest a maximum of three times a season and protests must be a minimum of 3 weeks apart.

3. Post-race body infractions are the responsibility of the tech inspector and protest of them are not allowed.

4. At SSS discretion a motor and/or car can be impounded, and inspection done at a later time and place agreeable to all parties

5. Lab testing of tires may be done at any time. A competitor may protest a tire for softener for \$200

#### Rookie Eligibility

1. Drivers can apply for the rookie program if they have competed in no more than 4 events in one season. A driver must not have competed in an upper division to be eligible for rookie of the year in a lower division ie. Pro Late driver cant win hobby stock rookie.

2. All rookie drivers must register and be approved by the Race director. Must compete in 5 of events to be eligible for awards.