

Drivers Registration and Sign on

It is mandatory for every driver to be registered with Smallfield Raceway Ltd before partaking in any form of racing. Registration forms can be found on the website www.smallfieldraceway.co.uk.

It is also mandatory that every driver signs on and registers attendance at race control on the morning of racing. Once signed on, each driver will receive a wristband. You will not be scrutineered without providing proof of sign on. Wristbands will be checked before each race. Any wristband issues should be reported to race control immediately.

Scrutineer

Each race vehicle is required to be scrutineered by our official race scrutineers. Scrutineer's will check if all race cars are built to rules. Any changes that cannot be made on the day of racing will mean the car fails and will be unable to race until any issues have been rectified.

All non - contact cars must be in a presentable order. Bodywork must be in good order and all bumpers attached.

Race Receivers

Race Receivers are mandatory in all non-contact formulas. All drivers will be required to perform a receiver check at the start of each race to confirm with the Clerk of the Course that all receivers are in working order. Any receiver problems must be reported to race control, before undergoing racing.

Race control & Paddock

Once racing has begun, **NOBODY** except staff are permitted inside the race control paddock. Any issues must be reported to your formula rep.

Starting Positions

Drivers must start in positions laid down by the C.O.C (clerk of the course) and in their correct grade at all times. Position sheets will be issued before each race event. Special dispensation to start at the rear of the grid will be made, only on application to the Clerk of the course. Drivers are not to hold back on track when lining up they must drive straight to the grid.

Clutch Starts

On all clutch starts, the Start Marshal shall confirm that all drivers are ready on the red flag and are in a position where they can see the start signal before dropping the green flag. Any driver moving before the green drops will be liable to immediate exclusion. All non-contact formulas will be started with a clutch start with the exception of the Junior 10 to 12's group.

Rolling Starts

In the case of a rolling start, the drivers shall drive a preliminary lap, or part lap as directed by the Clerk, keeping 2 abreast in their starting positions and at a speed set by the inside driver at the front of each grid and keeping the same gaps at all times. Where the pace car is used, it is the pace car that sets the pace and the lead car must keep the gap of between 3-4 car lengths between itself and the pace car, until the green flag is dropped.

The race shall be started by the Start Marshal any time after the leading cars have passed the 4th bend. The lead car may slowly increase speed between bends 3 and 4. All drivers must keep rank and must wait for the green flag before commencing racing. No car must accelerate beyond the rolling lap speed set by the lead car until the Start Marshal has shown the green flag. Any car unable to maintain the pace and hold order must join the back of the pack.

Flags

The following flags will apply in all races:

The **GREEN FLAG** indicates the start of the race and will remain until all competitors have passed the start line.

The **YELLOW FLAG** indicates danger as described below.

- a) During the rolling lap all marshals will show a waved yellow flag.
- b) Waved yellow flags will be used when instructed by the C.O.C in all non-contact formulas to enforce a race suspension.
- c) A solid yellow flag is to be shown when there is a hazard on track (i.e broken down car or debris on track.)

In the event of a major incident (which includes a car rolling onto its side or roof on the track and in the line of racing) or where loose objects or material on the track may constitute a hazard to spectators, competitors or officials, the C.O.C may bring the whole circuit under RACE SUSPENSION conditions, without the race being stopped (red flagged) by introducing waved yellow flags. (non-contact formulas only)

On introduction of a race suspension (waved yellows). ALL CARS MUST SLOW TO ROLLING LAP SPEED (or stop where the lead car is so instructed) and get into single file. THERE WILL BE NO OVERTAKING. The single file grid may continue to circulate at 5mph (we will implement the use of a Pace Car to control this speed). In some circumstances it may be necessary to bring the single file grid to a temporary halt under a race suspension (for example, to ease the movement of recovery/rescue vehicles). A temporary halt does not constitute a Red Flag Stoppage.

Any driver breaking rank from the single file, without authorisation, will be dealt with by the C.O.C and appropriate action will be taken.

Cars must restart in the same condition as before the Race Suspension.

The **RED FLAG** is used to denote that the race has been stopped. All drivers must, with care, slow down immediately and STOP as soon as possible (recommended within one quarter of a lap). Cars will then remain stationary, to neutralize the track, until the C.O.C gives instruction to reform on the grid or leave the track. Failure to comply with a red flag will result in exclusion, at the discretion of the C.O.C.

The **CHEQUERED FLAG** indicates completion of the required number of laps. It will be the intention for all races to be run to their full published distance, wherever possible. The Chequered Flag shall be waved at the first driver to complete the race distance and held out

until all cars have crossed the finish line. Drivers having received the Chequered Flag **MUST** continue at race speed until the red flag in conjunction with the chequered flag is displayed, otherwise they may incur a penalty. Race conditions and rules apply until the red flag is shown with the chequered flag.

RED & CHEQUERED or RED & YELLOW FLAGS (waved together) means the end of the race. All cars to slow down with care, to make their way to the Pit Gate. Any offence committed on track after this time will render the driver liable to a penalty.

The **BLACK FLAG** is shown to a car that has been disqualified and which must retire from racing immediately to the infield, with care.

The **BLUE FLAG** indicates to a driver that they must hold their line (inside or outside) as there is a much faster car behind that is trying to overtake (Non Contact Formulas only). This flag will be given to a driver a maximum of 3 times. Failure to comply will result in a BLACK CROSS or in extreme cases a black flag being shown.

A **LAP BOARD** indicating the number of laps remaining to be completed must be displayed by the Start Marshal over a minimum of the last three laps.

RESTARTS

Cars will be lined up, in preparation for the restart, in the on-track order as of the last recorded lap prior to the race suspension (yellow flags) or race stoppage (red flags). Any lapped cars in-between those occupying the top ten positional places in the race will be sent around the track, in the direction of racing, to the rear of the grid. This means that when the race is restarted at least the top ten cars will be in positional order on the track without any back-markers in between.

The C.O.C is empowered to re-instate any driver being, in their opinion, incorrectly taken out of the race during a suspension or stoppage.

The race can only be restarted by the Start Marshal showing the green flag to the Race Leader. The green flag will be withdrawn after all cars have passed the Start Marshal.

A race may only be stopped in the interests of safety or other contributory factors. It shall be the intention, whenever possible, to run all races to the full amount of laps. The Promoter reserves the right to call a result **AT ANY TIME**.

a) If any race is stopped within the first 3 laps then a full restart will be issued, with drivers starting back in points and grade positions. If any race is stopped after the first 3 laps, drivers will restart in order of last recorded lap before the race stoppage and run over the balance of laps outstanding to the leading car. Note—that a temporary halt under yellow flags (caution) is not the same as a stoppage under red flags.

The only cars permitted to take part in any re-run shall be those having taken part in the original race immediately prior to the stoppage. A car missing taking part in the original race shall not be eligible to compete subsequent restart of the same race.

A driver is permitted to leave his car during a red flag and must be escorted off track by a marshal to the pit paddock.

End of Race

Drivers must continue racing until the Red and Chequered/Red and Yellow flags are displayed together before slowing down. They must not slow down when only the chequered flag is shown. Drivers who do this may be penalised.

All drivers are to remain in their vehicles after the race. No driver should be out of their vehicle while waiting for recovery vehicles ect. If a driver is out of his/her car they are to be escorted off the track by a marshal.

Penalties and Race Bans

Drivers will be penalised (and may be disqualified) for unnecessarily cutting across the infield or for gaining advantage by leaving the track to pass an opponent.

A penalty will be imposed for:-

- a) Unnecessarily cutting across the infield.
- b) Gaining advantage by leaving the track to pass an opponent. This will include the illegal use of layby.
- c) Breaking the rolling lap to gain advantage either by gaining places or by deliberately holding up the start.
- d) Leading a Start or Re-Start at too fast a speed.

The **BLACK CROSS** board will be used as a warning, if a driver receives a 2nd black cross. This will mean a two place dock. If the driver persists, they will receive a black flag.

If a driver receives two Black cross place docks in one race meeting, **they will be disqualified from their next race.** For example, if a driver receives a place dock in heat one and two, they will miss their final. This will also be carried forward to the following race day should the place docks be in heat two and the final.

An accumulation of Black cross place docks across the season will result in a disqualification for a **minimum of one race.**

Excessive contact in any non-contact formula, will result in a **minimum 3 meeting ban.**

Turning around outside of the allocated zone in our banger formulas, will result in an **instant load up.**

Violence and fighting, on or off the track, will result in a ban of a **minimum of 8 meetings to a life.**

A vehicle found to be built against raceway rules will result in loss of **all accumulated points.**

Excessive speed or dangerous driving in the pits will result in driver **missing their next race.**

All bans and penalties are at the promoters discretion.

Juniors

Any new inexperienced junior drivers will be required to stick to the outside line, until they are up to a similar speed to the rest of the cars to limit any racing incidents.

Interpretation Of Rules

Decisions of Officials on interpretation of the rules pertaining to race procedures or lap scoring positions, shall be considered Final. At all times, while on the track, a driver shall be deemed to be under Racing Rules.