



# Creek County Speedway General Track Rules for 2020

Last Updated: (2.21.2020)

**The Creek County Speedway reserves the right to change and amend any rule at anytime in the spirit of competition.**

1. RACECeivers are MANDATORY at Creek County Speedway. CCS utilizes the default frequency 454.000 if you do not have a RACECeiver you can rent one from the race track. They are available at the pit board.
2. Championship Points: Drivers must race in a minimum of 80% of scheduled “Fast Five Weekly Series” points events at Creek County Speedway to be eligible for end of the year awards at the banquet.
3. Safety Equipment: All competitors must at all times have acceptable safety equipment installed, worn, adjusted properly and in good working condition. This includes a fire retardant driver’s suit, fire-retardant gloves, neck brace and/or head restraint system, a window net and an SAE-approved helmet. Any item deemed by track officials to be installed incorrectly, too old or worn and/or not in an acceptable condition may cause driver to be disqualified at any time.
4. Drivers competing at Creek County Speedway must sign in 30 minutes before scheduled race time or will start at the back of all races.
5. All car numbers must be legible for scorers.
6. Hot Lap sessions will be 30 minutes before the scheduled race time. If you miss your Hot Lap you will not get another chance to Hot Lap.
7. RACE TIMES: Gates open at 5PM, Hot Laps at 7PM and Racing at 7:30PM (Times may be pushed back during the course of the season. Please check Facebook and website for times.)
8. Order of Events will be posted at the pit board.
9. A race is consider official once the green flag has been displayed.
10. The flagman will start the race at the white line in turn four. Stay nose to tail and side by side until the green flag or green light has been displayed.
  - a. NO JUMPING THE START! If you jump the start you will be placed one row back.
  - b. Two (2) unassisted yellow will result in being disqualified from that event.
11. FLAGS:
  - a. GREEN: Green means go!
  - b. YELLOW: Slow down / caution
  - c. RED: STOP
  - d. WHITE: One more lap to go!
  - e. CHECKERED: Finish
  - f. BLACK: Disqualified
12. Yellow flag restarts will be nose to tail (if one lap is complete.) Drivers must stay nose to tail until they pass the flagstand. If a driver passes before the flagstand the yellow will be displayed and that driver will restart at the tail.

13. Cars enter the track from turn 2 and will exit the track in turn one.
14. Staging Area: All cars stage in designated area prior to racing, once the pit steward makes the first call. If you do not stage on time, you will start scratch. Do not enter the track unless instructed to do so. We want to go green the first lap.
15. Scoring will be done from the last completed lap.
16. NOBODY will be allowed in the infield during any race.
17. A driver can NOT change cars once they take a competitive green flag lap (Heats or Feature)
18. Fighting will NOT be tolerated at Creek County Speedway
19. Pit Admission – Any person(s) caught sneaking into the pit area or anyone caught with a bogus pit pass will be banned from The Track indefinitely. Drivers caught sneaking in the pit area, (or their crew members sneaking in the pit area) will have all championship points removed, will be fined \$1,000 and will be suspended from the track indefinitely.
20. Pit Area Safety: NO SPEEDING coming off the track or in the pits. SPEED LIMIT IS IDLE SPEED. If a car is caught speeding, you will be fined \$50 and/or ejected depending on the severity of the infraction. It is highly recommended that each and every competitor have a fire extinguisher in good working condition inside of their race car hauler at all times.
21. Wheel Packing: All cars are required to pack the track. If you do not pack the track, you will start scratch all night unless the Pit Steward is made aware of your inability to do so. Please pay close attention and follow the flagman and infield directions when packing the track. *In an effort to save time and begin racing on time, we ask that you be ready to wheel pack as the driver's meeting is over. You will have 10 minutes after the driver's meeting to begin wheel packing*
22. Drugs or Alcoholic Beverages: NO drugs or alcohol will be allowed in the pits before or during the races. If caught, you will be ejected for the night. If you or any of your pit crew members choose to purchase any alcoholic beverages from the bar, you will not be allowed back into the pits until the race night is completed.
23. Rough Driving: Rough driving will not be tolerated. If you slip out of groove and someone comes under you, you may not drive back down on them. You slipped out of the groove, so hold your own line and race. If you are faster than the car in front of you, you need to pass them, not drive through them. If you inadvertently knock the car in front of you out of the groove or sideways, back off and allow them to regain their position. If it appears that you spun the car in front of you sideways to gain position, you will be black flagged or you tag on the next yellow.
24. Rainout Policy: There will be no refunds. Pit passes are good at the next race that your class races. Completion of heat races constitutes a show.
25. Post-Race Practice: Absolutely no cars are permitted to return to the track for additional laps after the completion of the final race of the evening.
26. ATVs: The use of ATVs in the pits is a privilege. ATVs are not allowed in the grandstand area UNLESS you are moving a car to show before the races. No showboating. No speeding (speed limit for ATVs is 5 mph). NO NONSENSE!
27. The track pays all drivers after the racing program at the pit shack. Payout will be open for one hour following the last checkered flag.
28. Protests: All protests must be in writing, signed by the driver(s) protesting. Fee of \$150 per driver must accompany the written protest when turned into the Promoter, not the

tech. This must be done within 15 minutes of the checkered flag. Only the top 4 finishers may be protested, and only

**29. Heat Race Point Structure**

1. 20	6. 15
2. 19	7. 14
3. 18	8. 13
4. 17	9. 12
5. 16	10. 11

**30. Feature Race Point Structure**

1. 100	11. 70
2. 97	12. 68
3. 94	13. 66
4. 91	14. 64
5. 88	15. 62
6. 85	16. 60
7. 82	17. 58
8. 79	18. 56
9. 76	19. 54
10. 73	20. 52

**31.** All Non-Qualifiers that do not make the A-Feature will be awarded 35 points.

**32. Fast Five Weekly Series FORMAT:**

First night, all drivers draw for heats. Qualifiers redraw for starting positions. One heat - 5 redraw; two or five heats - 10 redraw; three, four or six heats - 12 redraw.

From second night on, heats are lined up by season CCS point average, stagger inverted, lowest point average to front, highest point average to rear. New drivers carrying no point average start at the rear. Two or more drivers having no average or same point average will be lined up at discretion of officials. Point averages are figured from CCS point system. Average is figured by driver's CCS point total divided by the total number of times he/she has competed at track.

“B” mains are lined up straight up from heats with highest finishers to front.

Invert for A-Feature Lineup based on number of Heat Races contested

1 Heat=Top 5 inverted in the A-Feature

2 or 5 Heats=Top 10 inverted in the A-Feature

3, 4, or 6 Heats=Top 12 inverted in the A-Feature

Promoter reserve the right to relocate a driver from an invert position to the rear of the field if deemed necessary for the safety and well-being of all involved. Remainder of “A” feature is lined up straight up from heats and/or “B” features.

A driver that qualifies but has no point average shall be lined up in last invert position. Should there be more than one driver with no point average, positions will be lined up at discretion of officials.

- 33.** During the Champ Sprint A-Feature, lapped cars will remain in the lineup as they were running during single file restarts until the final 10 laps. At that point, should a caution occur lapped cars will be sent to the tail of the lineup and will remain lapped.
- 34.** IF IT DOESN'T SAY YOU CAN, YOU CAN'T!