

Scotia Speedworld Track Procedures 2024

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Please Note: Procedure changes are bolded.

WELCOME:

The following is information on how events at Scotia Speedworld are organized and the rules that govern them. Please read the rules carefully. Ignorance of the rules will not be accepted as an excuse for infractions. Rules will be applied fairly and firmly. The successful presentation of racing events requires that we each keep in mind that our first obligation is to the racing fan, who keeps us both in operation. When we offer consistently clean, well-controlled, and entertaining events, everyone will be successful. Most of you race as a hobby and we want you to enjoy it. Our rules should enable you to race in a division that meets your available budget. No set of rules will please everyone. However, we believe that reasonable and realistic compromises have been made to control costs in our racing divisions. Our success in presenting entertaining, crowd-pleasing shows rests on clear communication and understanding of the rules and regulations. The rules, regulations and/or procedures set forth conditions under which competitors will race. It is essential that you know and understand them. We will attempt to apply them fairly and interpret them justly.

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DISCLAIMER:

The rules and/or regulations set forth herein are designed to provide for the orderly conduct of racing events and to establish minimum requirements for such events. These rules shall govern all events, and by participating in these events, all participants agree to be bound by all of these rules and **are solely responsible for ensuring they have fully complied with these rules**. NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATION OF, OR COMPLIANCE WITH, THESE RULES AND/OR REGULATIONS. They are intended as a guide for the conduct of the sport and are in no way a guarantee against injury or death to a participant, spectator, or official. The Race Director shall be empowered to permit minor deviations from any of the specifications or to impose any further restrictions that in his opinion do not alter the minimum acceptable requirements. NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM SUCH ALTERATION OF SPECIFICATIONS. Any interpretation or deviation of the rules is left to the discretion of the officials. Their decision is final.

1. DEFINITIONS

Disqualification - To make a driver or car ineligible to participate in an event with the loss of credit for an official finishing position, including the loss of prize moneys and points for that race and possible suspension of driver, car owner, crew, or all of the above. The length of the disqualification is at the discretion of the Race Director.

Participant - A participant is any person taking part in any event at Scotia Speedworld in any form, including but not restricted to drivers, car owners, crew members, sponsors, track officials or pit area observers. All such persons shall be considered public figures who have by their own choice become involved in auto racing events at Scotia Speedworld, with full understanding that he or she must abide by the rules and regulations established and published or announced by Scotia Speedworld. All participants are considered to be responsible for their personal conduct.

Race meet - A race meet shall, for the purpose of rules enforcement, be considered to be the period between the opening and closing of the pit gate.

Illegal Drugs - Illegal drugs are those substances defined and prohibited by provincial and/or federal laws. Illegal drugs also include prescription drugs not prescribed for the participant.

2. GENERAL

A. All participants desiring admission to the pit area must personally complete an Insurance E-Waiver before entering the track. The E-Waiver is linked on the Scotia Speedworld website, ScotiaSpeedworld.ca. No person under 16 years of age will be permitted in the pit area.

Competitors under the age of 16, who with their parent/guardian have completed an Insurance E-waiver are permitted in the pit area. A government issued ID for proof of age will also be required prior to entry.

Each person should pay his/her own admission. Any vehicle which enters the pit and/or track area is entered at the owners' risk. Scotia Speedworld assumes no responsibility for damage to or loss of your equipment, vehicle, or any

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parts by any means whatsoever.

B. All drivers must fully complete a Scotia Speedworld Competitor Registration Form. Scotia Speedworld is private property. Any person on this property without permission of Scotia Speedworld owners or management is guilty of trespassing and subject to the penalties prescribed by law. Through your registration, you are given the authority and right to be on this property, in conjunction with racing activities. However, the Administration of Scotia Speedworld reserves the right to refuse, revoke, or cancel this authority at any time that it is felt that your presence or conduct is not in the best interest of either the sport of auto racing, your fellow competitors, the fans, management, or employees of Scotia Speedworld. Scotia Speedworld reserves the right to accept or reject any participant (car owner, driver, crew member) for any or all events.

C. Drivers must be a minimum of 19 years of age, or 16 to 18 years of age provided they - with their parent/guardian complete an Insurance E-waiver. A government ID for proof of age will also be required prior to pit entry. Bandolero drivers must be eight years of age and not older than sixteen years of age and with their parent/guardian complete an Insurance E-waiver. A government ID for proof of age will also be required prior to pit entry.

D. All participants are required to conduct themselves in an orderly manner not detrimental to the continuance of the racing meet.

E. Drivers are responsible for the conduct of all persons signed in on their car. Penalties incurred by a crew member may affect a driver. The driver shall be the sole spokesman for the car owner and pit crew in any matters pertaining to the event. Owners, crew members, sponsors, spouses, or associates of a driver may not represent a driver in any concerns, whether they are signed in as a crew member or as members of the audience.

F. Anyone who, by word or deed, disrupts, impedes, jeopardizes, or in any manner hinders the smooth and orderly presentation of the racing program, or anyone who commits, or causes to be committed, any action detrimental to stock car racing or Scotia Speedworld will be considered to have abused the privileges of entry or admission to the property and may be subject to the cancellation of those privileges or disqualification as determined by management or designated officials.

G. Any person who has evidence of alcoholic beverages, or chemical substances about his/her person, or who is seen by an official taking either items during a race meet, may be either denied admission or asked to leave the property, and may be subject to further action at the discretion of Scotia Speedworld management or designated officials.

H. Any person involved in a fight may be removed from the premises, disqualified and/or suspended. A fight shall be defined as making physical contact.

I. A driver will sign in to only one car per division. A driver will only attempt to qualify one car per night per division. Should one driver attempt to qualify two cars or race in two features in the same division on the same night, using different cars, he will forfeit all the points and winnings for both cars for that event. Driver changes should be brought to the attention of the Pit Steward prior to the car going on the track. In the event of a driver change, Scotia Speedworld reserves the right to re-handicap the car. Replacement drivers who are involved in situations may affect the regular driver.

J. Once a car has been signed into the pit area for any regular event, the car number may not be switched to another car nor can a back-up car be used. Any cars bought (or borrowed) in the pit area must not be raced under a different number until the next race event. A double show on the same day will be considered one event for this rule.

K. Drivers, car owners, sponsors, crew members, or anyone associated with a car, shall have no claim against Scotia Speedworld, or its officials, agents or contractors by reason of disqualification, penalization, damage to vehicles, personal property, or personal injuries.

L. Following the completion of each race, all drivers, except the winner, and any others as indicated by track officials, shall proceed around the track and enter the pit area slowly. Speeding or imprudent driving in the pit area at any time will not be tolerated.

M. If members of the pit crew do not remain in the pit area at all times, the car under which number they are signed in may be suspended and/or disqualified.

N. No participant shall subject any Scotia Speedworld official, track employee, or sponsor to any abusive or improper Language at any time. No participant shall touch an official in anger.

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- O. Anyone who goes to the flag stand to protest, or otherwise jeopardizes the flow of the racing program, will face disciplinary action at the discretion of the officials.
- P. Ill handling cars, cars that bring out two yellow flags in the same race by themselves, or any car that is deemed to be causing unnecessary interference to the rest of the field could be removed from the race at the discretion of the officials.
- Q. No “on track” repairs of any kind by the driver are allowed on the racing surface. These will be treated the same as a pit stop.
- R. Cars may pit at any time and must maintain a pit speed that is acceptable to officials. Should they rejoin the field, they must do so in a safe manner. If they rejoin the field on a yellow flag situation, they must wait at the top of pit road until the field is lined up and/or they are instructed to join the rear of the field. If they rejoin the field under green flag conditions, they should stay high, above the concrete and on the outside, until they come up to speed and can blend in with the rest of the field.
- S. All cars must meet the minimum requirements, as outlined, for their division.
- T. Any participant who has been injured, no matter how minor the injury, must report to the first aid attendants and track management at the time of the accident.
- U. If your car catches fire, drive into the infield, if possible.
- V. Jack stands, or similar safety devices must be used when working beneath a vehicle.
- W. Any person in a restricted area who refuses to obey the request of an official may be subject to further action by Scotia Speedworld management or its designated officials.
- X. All participants are expected to remain in their own pit areas at all times. Any person that deliberately goes into another competitors pit in a violent and/or threatening manner could be suspended. Any person that gets into a fight could be suspended. A fight shall be defined as making physical contact.
- Y. Decisions of Scotia Speedworld officials are final.

3. DRUG POLICY

- A. General Prohibition - Possession or uses of illegal drugs or drug substances, as defined above, is prohibited in any form, by any participant at Scotia Speedworld, either on the Speedworld property or any area considered to be used in the operation of Scotia Speedworld, such as parking lots or leased properties.
- B. Penalties - Any person found to be in possession of, or under the influence of, an illegal drug or substance on any Scotia Speedworld property or any person who is formally charged by a court of law with illegal drug violations, shall be subject to the following penalties by Scotia Speedworld management:
- suspension from competition and eviction from Scotia Speedworld property, and denial of further entry to the facility for a period to be determined by Scotia Speedworld Ltd.
 - any participant who is formally charged by a court of law with an illegal drug violation, upon notification to Scotia Speedworld management by that agency, shall be suspended from all forms of participation at Scotia Speedworld until such time as the charges are fully adjudicated through the legal process. Any participant convicted of a formal drug charge by such process of the law will be prohibited from taking part in any Scotia Speedworld events from the date of conviction until further notice.
- C. Right to Test - Scotia Speedworld reserves the right to test any participant for alcohol and/or illegal drugs.
- D. Appeal and Hearing - Any participant suspended for violation of these rules may be granted appeal hearing by a board of officials designated by Scotia Speedworld, provided the suspended participant request such a hearing, in writing, within 14 calendar days of the date of suspension. It is the responsibility of the suspended party to make such a request if a hearing is desired...
- E. Reinstatement - A participant suspended for violation of these rules, except in the case of persons charged with selling drugs, may, as a result of a decision reached through the hearing process detailed above, be reinstated, if it is mutually agreed that the participant, at his or her own expense, will produce documentation from a physician licensed

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within the province, certifying that he or she is drug independent, as a result of a random and periodical examinations of urinalysis testing, made at the request of Scotia Speedworld management.

F. Prescribed Drugs - If a participant is using prescription drugs on the advice of a physician, such use must be reported to the pit steward or the race director prior to the participants entry into any Scotia Speedworld activities. Failure to notify could subject the participant to penalties prescribed above.

4. SUSPENSION AND REINSTATEMENT

A. Participants must be approved for competition by management. Decisions are based upon a driver's previous experience, as well as his past and/or projected performance. All decisions are the opinion of the management and are solely administered by the management, without the right of appeal. All decisions are made in the best interest of competition, safety to the individual participant and all other participants, and in the overall best interest of the positive enhancement of the division, sport, facility, and participants.

B. After any suspension, rejection, penalty or restriction from participation has been issued to a participant, whether verbally or in writing, the management of Scotia Speedworld reserves the right to review the individual's circumstances on a case-by-case basis, and after having done so, to make a decision at that time as to whether or not the person or persons involved should be allowed to continue competing at Scotia Speedworld. Certain restrictions may apply.

5. DELAY OR CANCELLATION

A. Whenever officials determine that continuing a race could be dangerous; the event may be stopped and terminated at any point. Fifty percent of the advertised distance could constitute a complete race.

B. If a race is shortened for any reason; car owners and/or drivers will be paid or credited for those events in which they participated.

C. After the initial rounds of qualifying heats are completed, on any given race date, no RAIN CHECKS will be issued. Any remaining features will be rescheduled to another date (usually the next week) and will run at the beginning of that show. Only cars which participated in the postponed date will be eligible for the held-over portion of any affected show. Should a race be postponed, it will be restarted from the last completed lap.

6. NUMBERS AND SCORING

A. If a driver is notified that his numbers are difficult to score, no scoring protests by that driver will be accepted until numbers are approved by scorers.

B. Beginning in 2024, duplicate numbers or alpha numeric numbers will not be allowed during Weekly Racing Series competition. Any team that registered and competed at Scotia Speedworld in 2023 during a Weekly Racing Series sanctioned event with a duplicate number or alpha numeric number will be allowed to continue with their number. Car number priority will be given to the team that was registered in the previous year in that division.

C. Each car entering competition will be required to run an AMB Transponder. An AMB Transponder can be purchased from the track for \$325 plus applicable taxes for a two year subscription, or rented from the race track for \$30 per event.

D. The AMB Transponder must be located in the proper position. Mounting locations can be found in the building rules per respective division. If required, transponder locations may be measured in the event of a close finish. The transponder must be functioning during all on track activities during a Scotia Speedworld Weekly Racing Series event.

7. INSPECTION

A. All cars must go to the tech area for pre-race inspection. Cars may not be permitted on the racing surface until they have been inspected. **Cars that arrive late on race day may seek approval from technical officials to practice before they report to pre-race inspection. Car must report to pre-race inspection immediately after the practice they were approved to enter.**

B. The deadline for pre-show inspections is one half hour before the posted start time. Cars on which inspection has not been completed by the deadline will be inspected as time permits.

C. Scotia Speedworld reserves the right to inspect any car at any time. Inspection items will be determined by officials.

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Tech inspectors are not empowered to determine penalties. Race Director will determine penalties.

D. Any illegal parts or tires fitted to a car may be confiscated by Scotia Speedworld. If the illegal parts or tires are found in post race inspection, the car could be disqualified. Refusal to forfeit illegal parts, or refusal to tear down or to be inspected, or weighed, will result in disqualification and could lead to suspension from further events. Anyone who refuses to tear down or refuses to allow their car to be checked by the officials will be required to prove their legality before they can participate in any future events at Scotia SpeedWorld. Officials will set the time and place for the check and the participant will pay a minimum of fifty dollars (based on not more than one hour of the official's time, including travel).

E. Once a car has failed an inspection; it could be required to show (using the procedures described above in 7 D) that corrections have been made before the car is allowed to compete in future events at Scotia Speedworld.

F. Only the driver and one pit crew member are permitted in the tech area with their car for post race tech inspection unless specifically asked by the technical inspector.

G. All gauges used by Scotia Speedworld Tech Inspectors will be deemed official.

8. POINTS

A. All points will be awarded to the car. In the event of a substitute (or renumbered) car, the original driver must remain. However, a substitute driver can be used in the original car. A car will not receive points, if it a substitute driver is used while the original driver is suspended.

B. Heats award points. The winner gets 10 points. Each finishing position reduces by one point per position until 10th place gets one point. No points are awarded to eleventh place or lower finishers in heats.

C. Feature award points. The winner receives 100 points and each subsequent finishing position decreases by two points per position. A "B" feature win will award 50 points to the winner and decrease by two points per position. Any other "C" or "D" feature would be scored similarly. Drivers will be told the scoring for each feature event after a "B" feature before they race. Cars advancing from one feature to another will be credited with points from the feature finishing position that awards the highest number of points. If all "B" Feature cars qualify for the Main, the "B" becomes a Semi and no points are awarded. The same holds true for "C" features, "D" features and so on.

E. In the event of a tie for position in a race, the two positions will be divided equally for money and the higher point's position will be awarded to both competitors.

F. In the event of a tie for **any top ten position** in the year end points championship, there will be a tiebreaker based on number of wins. The competitor with more wins will be crowned champion. If the tied competitors have equal number of wins then it will go to most second-place finishes and so on.

9. HANDICAPS and LINEUPS

A. With the exception of a division's first race, which is to be set by draw, all heat race starting positions for full point paying events will be determined by handicap. The handicap is determined by dividing the total number of points accumulated by the number of events the car has participated in. For example, if the car has 200 points and has raced on four dates (200/4) its handicap would be 50. Open style races may be handicapped differently **or use a different qualifying format.**

B. The handicap will remain for the entire show. High handicap cars will start toward the rear of the field. Qualifying races with high handicap cars will advance more cars to the feature.

C. Any driver winning one Main Feature race during a season will be handicapped 50% of the field size for their next feature race. Any driver winning **two** or more Main features during a season will be handicapped 50% of the field size for the feature lineup **for the completion of the current season** at the discretion of the Race Director or handicapper.

D. Cars which have not accumulated any points or are participating for the first time during the season will be positioned in the line up at the discretion of the Race Director or handicapper*. Cars that enter after the first week of competition could be re-handicapped at least mid-pack for their first three weeks of competition if, in the opinion of the race director, they are capable of being competitive and circumstances prevented them from an appropriate finish. (*Cars could be re-handicapped for features at the discretion of the race director or handicapper).

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E. Any car that has broken down in practice will be considered a bona fide participant. Attendance will not be counted for handicapping purposes. It will count as far as points money is concerned provided the breakdown is accepted as legitimate by a **technical official**. Any car that has been black flagged (awarded neither points nor money for their feature), will not count that night towards their handicap.

F. Cars will be lined up in the pit line up lane in their proper starting order. Any car that is called to the line up and does not come immediately will be positioned at the discretion of the pit steward.

G. The race that a car is listed as being eligible for is the only race it may enter. No car may join a different race. No car may "Hot Lap" at the rear of a race.

H. Line ups will be determined from the list of cars that have been checked in by the deadline time (forty-five minutes before posted race time). Any car that checks in after the deadline time must be inspected and will be placed at the discretion of the officials. Line ups may not be adjusted to accommodate late comers. The "buddy system" can be used for check-ins with handicapper.

I. Line ups will be listed on the pit line up board. Drivers are responsible for knowing which event they are in and for getting to the line up area on time.

J. Cars that do not make it onto the track and past the start/finish line before the leader completes one lap shall not be eligible to enter that race. Late entries, entering the racing surface before the green flag waves, will go to the rear of the field.

10. QUALIFYING

A. Heat race results will determine which feature a car will enter.

B. Qualifying formats are determined before the beginning of the event. They are based on the number of entrants in each division.

C. Heats for higher handicapped cars will have more cars qualify for the main feature than will heats for lower handicapped cars. **At the discretion of the track, special events that pay championship points may have a different qualifying format.**

D. When an odd number of entrants are divided into heats, preference will be given to the higher handicapped cars at the discretion of the race director or handicapper. i.e. Heat with higher handicapped cars will have the extra car.

E. The number of qualifiers from each heat race will be posted on the line up board.

F. Typically, a Friday night qualifying session with heat races, will be split into heats based on car count. The number of heats determines how many drivers will advance to the feature event. These drivers will line up for the feature as they qualified from their heat race transfer positions, with Heat One (lowest handicap heat) transfers lining up ahead of Heat Two transfers, and so on.

Number Of Cars Entered	Amount of Heats	High Handicap Qualifiers	Second High Handicap Heat Qualifiers	Third High Handicap Heat Qualifiers	Fourth High Handicap Heat Qualifiers
1-9	1	ALL	N/A	N/A	N/A
10-18	2	7	5	N/A	N/A
19-27	3	7	5	3	N/A
28-36	4	7	5	3	1

G. A Main Feature should start no more than 25 cars. Any car count at 27 cars or over under this qualifying format would require a "B" Feature to be run with the cars who do not qualify through their heats.

H. Qualifying positions will stand for the entire event. No positions may be bought, sold, traded, given away or otherwise transferred.

I. In place of qualifying through heat races, and/or by handicap, there could be occasions where qualifying would be determined by other means. Competitors will be informed of any changes to qualifying procedures prior to the start of

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the event.

11. RESTARTS

A. Whenever the yellow flag is displayed cars will be lined up as they crossed the start/finish line prior to the yellow flag being displayed. On red flag situations, line ups will be determined from the last completed lap.

B. Drivers must immediately get into single file. Officials will determine the proper restart order and adjust as required. Cooperation is expected.

C. On restarts, cars will be lined up in the order that they crossed the start/finish line, regardless of what position they may have in the race. Lapped cars will not be pulled out of the restart line up unless they ask (or agree at the request of the officials) to go to the rear, or (main features only) there are 20% or less laps remaining.

D. Any car or cars causing a yellow or red flag situation (why the race was stopped) **will** be placed at the rear of the field, **unless procedure 11E is used**. Also, if it is determined by officials that someone contributed to a situation that caused a competitor to bring out a yellow or red flag, that car may also be placed on the rear of the field. Officials will determine who goes to the rear.

E. A driver who feels like they were the cause of bringing out a yellow or red flag situation has the option to "Tap Out." In this situation, a driver will pull down onto the front straight apron under the yellow and tap their roof, claiming that caution as their own. The Tap must be visible to officials. **If a driver cannot physically drive their race car to the front straight (i.e. involved in an accident), the driver can "Tap Out" directly to a race official.** The "Tap Out" driver would be the only car going to the rear of the ensuing restart for the incident and every car involved in the caution would receive their spot back they were running in on the last scored lap, given they do not go down pit road or receive attention from their pit crew. Should no driver "Tap Out," officials will refer to 11D for a caution or red flag situation. The "Tap Out" will be an option for every racing division, except for the Beginner Bandoleros.

F. Once the field has been lined up, should someone pull out of the line up, the remainder of the field simply moves ahead. If the field is doubled up, the row that the car dropped out of moves up. No criss-crossing is to take place on the track.

G. Once the white flag is thrown, should the yellow flag be displayed before the leader takes the checkered flag, cars will be lined up per the last completed lap, minus the car (s) involved in the caution, and two attempts at a green/white/checkered will be attempted. Should a red flag be displayed after the white flag has been displayed, the procedure will be the same as for a yellow flag situation, depending on the severity of the red flag condition.

H. Any car coming out of the pit area and joining the field prior to the restart line up being completed must wait at the top of turn three until the field is completely lined up and/or he is invited to join the field by the officials.

12. RACE PROCEDURES

The race director and/or flagman shall be responsible for the enforcement of flag and track procedures. Anyone disobeying or ignoring a flag will face disciplinary action at the discretion of the officials.

A. Green flag - Will start or restart all races. Lead cars will be responsible to hold the field at **pace car** speed and be even coming out of turn four. The green flag will wave as the lead cars approach the start line coming out of turn four. No one shall pass prior to the green flag waving. False starts will be yellowed and all cars will be expected to return to their start/restart line up immediately. Those deemed to be responsible for the false start will be at the discretion of the officials.

B. Yellow flag - Will be displayed when, in the opinion of the officials, there is no immediate danger to anyone in competition and the field must be slowed to enable cleanup or removal procedures. All cars will fall into single file and remain there until further instructed by officials.

C. Red flag - Will be displayed when officials want the race to STOP IMMEDIATELY.

D. White flag - Indicates the leader has started his final lap of competition. All other cars will be shown the white flag to indicate their final lap regardless of how many laps they have completed.

E. Checkered flag - Indicates the completion of the race.

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F. Black and Orange Flag – Is shown to a competitor who is having apparent mechanical difficulties (gas leak, hood up, oil leak, etc.). The competitor must go to the pits. Should he be able to make repairs, he can rejoin the field at any time during the race. Ignoring the black and orange flag could result in the black flag.

G. Black Flag (Rolled Up) – Indicates a warning from race officials to the driver.

H. Black Flag (**Unfurled**) – Indicates disqualification from that race.

If, in the opinion of officials, the black flag was thrown because of over-aggressiveness or impatience on the part of the driver, the car may be allowed to continue once it has worked its way toward the rear of the field. A driver should immediately pull to the inside or outside of the track. Often, he simply has to find the rear of the field, or fall in behind a particular car and then proceed. This use of the black flag could be given for such things as not holding your position on a start or restart, racing through the infield, entering or re-entering the track with little or no concern for competitors who remained on the racing surface, spinning someone out and he gets going without bringing out a yellow. If, in the opinion of officials, the black flag was thrown for a deliberate unsportsmanlike maneuver the offending car and driver could be disqualified for that race, that meet, or additional meets and be subject to further action by Scotia Speedworld. Should a driver ignore a black flag, further disciplinary action could result.

If, in the opinion of officials, the black flag was thrown for a deliberate unsportsmanlike manoeuvre then the offending car and driver could be disqualified for the entire event and subject to further action at the discretion of Scotia Speedworld or the officials. If, in the opinion of officials, the black flag was thrown for over aggressiveness or impatience on the part of the driver, then that car will be awarded a last place finish for that race only. Should a car and/or driver receive several black flags for rough driving throughout the season, the car and/or driver will be at the discretion of the officials and could be disqualified for an event or longer.

Black flag penalties could result in temporary loss of positions, last place points and money for the affected race, or no points and/or money at the discretion of the officials.

I. Blue with Orange/Yellow Stripe – Indicates the leaders are approaching. Drivers are expected to be courteous and observe the move-over flag and not run interference to the leaders.

J. Cars re-entering the track from the pit area under Green flag conditions must do so in a safe manner. They must allow the field to pass safely and remain on the high side of the track until they are up to speed and can safely blend in with the remainder of the field. They should remain completely above the concrete racing service through turn three and four.

K. Any driver, who in the opinion of officials, intentionally hits another car after the race is over, or under a Yellow flag or Red flag situation, could be temporarily held in the tech area, and/or disqualified from the race in question, or the entire event, and could be subject to further action at the discretion of Scotia Speedworld or its officials.

L. Drivers causing unnecessary race stoppages or delays may be penalized **a minimum of two laps** at the discretion of the Race Director.

M. Any cars that cause three yellow flags will be parked for that race (heat or feature) by race officials.

N. Time Limit Procedure

Should an advertised time limit on a feature be reached;

Under the next caution period or if the field is working caution at the time, drivers will be told on the race control channel and over the public address system that the time limit has been reached and the next flag will end the race following the ensuing green flag. This ensures the field one opportunity to finish the race under the green flag. Should a time limit flag be present, it will be displayed at the flag stand under the caution and/or with the green flag on the final restart.

- If race goes to its advertised lap distance after the green is display without interruption, then the checkered flag will be displayed and race will be considered completed.

- If a caution flag is displayed after the green, the race will see the checkered flag and time limit will end the event.

- A jumped restart will not be considered the race going back to green and will not end the event.

- At NO TIME during a green flag run will the checkered be displayed due to exhausting a time limit.

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- Should a red flag for lengthy clean up or a race operations issue out of the competitors control delay the race, officials have the option to not count this towards the time limit of the race on track.

13 ROOKIES

- A. New drivers racing in any division could qualify for Rookie status.
- B. A Rookie driver must not have competed regularly in any division, at any racing facility, considered equal to or higher than the division for which they are seeking rookie status. A regular competitor will be one who has competed **no more than four** times in a single **calendar year beginning on January 1st**, in either points or non-points races. One or more races (heats, dashes, features, etc.) in the same event, will count as one time in competition.
- C. Drivers seeking Rookie status must make application to Scotia Speedworld. Acceptance or rejection can be made at the discretion of the race director. The driver must disclose all previous racing experience/ if officials request proof of Rookie status; the onus is on the driver to provide the information.
- D. Rookie points will be awarded the same as car points. However, a registered rookie must qualify and drive his own car to receive Rookie points.
- E. Should a registered Rookie switch cars (in the same division) during the season, they will be allowed to maintain their Rookie points. However, they could be required to start either the car handicap or the Rookie handicap, at the discretion of the race director or handicapper. Any cars switching should be done before registering for an event. Driver changes should be confirmed with the handicapper at daily registration (sign-in).
- F. A registered Rookie may put a substitute driver in their car. The car would maintain its season point standings. However, the Rookie points would not be awarded unless the substitute driver was also a rookie, meeting all the criteria required for the division. An experienced substitute driver cannot qualify the car, turn it over to the Rookie and maintain Rookie points. A Rookie driver cannot qualify the car, turn it over to an experienced substitute driver and maintain Rookie points.
- G. The Chief handicapper or the Pit Stewart must be made aware of any driver changes. Driver changes that have not been directed to officials but are later noted and confirmed (before the completion of the weekly standings), will be disallowed, at the direction of the race director. Two or more Rookies sharing the driving of one car will qualify for Rookie status. They will be listed as one in the point standings. Acceptance will be at the discretion of the Race Director or Chief Handicapper.
- H. Any situation not covered by this rule will be at the discretion of the Race Director or Chief Handicapper.

14. PRACTICE

- A. Only one class will practice at one time, unless otherwise indicated by the official in charge. Bandolero classes could be placed together depending on car count.
- B. Cars waiting to go on track will line up on the pit line-up road.
- C. Cars will enter the track on turn three only and exit off turn two only.

15. POINTS MONEY/TROPHIES

- A. Points money is reward for loyalty to Scotia Speedworld, its sponsors and fans that race teams have displayed throughout the year. Points money is distributed equally per point accumulated during the season to all eligible participants. Should a car miss any point's races, its points will be adjusted as follows:

Races Missed	Payout %
None	100%
1	75%
2	50%
3 or more	0%

NOTE: cars missing three or more races will not be eligible for point money. Any bonus money will be distributed to a pre-determined number of competitors, based on criteria negotiated with the providers of such funds. Any division not scheduled on a weekly basis could see numbers adjusted.

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B. Scotia Speedworld will honor the top ten in championship points in each division, or the top drivers that have competed in 80% of the races if that number is less than 10, with point trophies at the year end awards banquet. **Acknowledgement will be given to teams at the year end awards banquet that compete in 80% of the races but fail to finish in the top ten in championship points.**

C. Multiple full time drivers splitting one car that receives a point fund trophy will only receive one trophy for the car. Additional trophies can be purchased from Scotia Speedworld for the additional drivers of the car.

16. WEEKLY PURSE/POINTS MONEY

A. The weekly purse will be determined and is subject to change depending on the ticket sales of the previous week. Purse may also be adjusted for competitors who do not meet a minimum percentage of shows (i.e.: cars that do not race weekly will not receive the same amount as a weekly competitor).

B. In order to get credit for a finishing position in a race, a car must pass under the starter's stand under its own power on a warmup lap. A car does not need to compete in the first official lap of the race.

D. Cars that cannot compete in the feature race due to damage or part failure, will receive last place points. This situation must be reported to the Pit Stewart and be verified by an official. **A broken down car that does not compete in a heat race will not receive heat race points.** Please refer to rule 9E for handicapping and attendance procedures required around broken-down cars.

E. Cars that qualified to advance to a feature but fail to answer the call to the line-up for that feature for any reason, will not forfeit their spot to an unqualified car, nor will they receive credit for a finishing position in that feature. Bubble cars will not be used in weekly events. Cars that do not get points from another feature that fail to start the Main Feature may receive a minimum number of points.

E. All competitors must leave enough space across the top of their car's windshield for divisional sponsor decals. All competitors are required to display these decals. Non compliant cars may not receive race night prize money or year end points fund money.

E. All competitors are required to display divisional contingency sponsor decals on front fenders in the proper locations to receive **purse** money. Non compliant cars will not receive race night **purse** money.

17. RACE DAY SCHEDULE

A. Pit gates open two hours and thirty minutes before the posted start time.

B. Pre-race inspection begins two hours and thirty minutes before the posted start time.

C. Practice begins two hours before the posted start time.

D. Practice ends thirty-five minutes before the posted start time.

E. Pre-race inspection ends thirty minutes before posted start time.

F. Driver meetings begin **thirty** minutes before posted start time unless otherwise posted.

G. Line-ups will be posted twenty minutes before posted start time.

H. Line-ups begin fifteen minutes before posted start time.

18. PIT PARKING

A. The front row of the pit area is reserved parking. All other pit parking is on a first-come, first-serve basis.

B. All spots can be re-reserved the next season by the same competitor as long as they have competed in 75% of the races. If a competitor with a reserved spot does not continue to race on a regular basis, (miss two weeks in a row without agreement from the Race Director) that spot may become available to another competitor with no refunds to the original competitor.

C. Reserved spots may not be available on special event shows

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D. Price for the season is \$70 for an asphalt spot. If the competitor has not paid within three weeks of the season, the money may be taken from the competitor's share of the posted purse money.

19 SOCIAL MEDIA POLICY

Any social media posts that are deemed detrimental to the sport, Scotia Speedworld, track sponsors, other racers and/or track staff will not be tolerated. Posts that the track deems detrimental, abusive, and/or in poor taste will be dealt with. The policy applies to all teams associated with Scotia Speedworld including but not limited to drivers, crew members and car owners.

The first occurrence will see the author formally told to cease and desist and placed on probation. A second occurrence will see the author and/or their respective team suspended for a race. Further suspensions up to and including suspension for season could result in the event the posts do not stop.

20. PERSONAL VEHICLES IN PITS

A. Any personal vehicles entering the pit area at Scotia Speedworld (golf carts, side by sides, ATVs, bicycles, scooters, etc.,) must have a functioning headlight and taillight when moving about the pit area.

21. WRAP UP

A. Scotia Speedworld reserves the right to final and non-appealable interpretation of all rules and specifications. The Race Director or officials in charge will decide upon any situation not specifically covered.

B. These regulations are a guideline. All descriptions may be subject to the EIRI (except in rare instance) rule. Rules are subject to change without notice.

C. For any situation not specifically covered herein, Rule 2-Y applies.

D. Contact number for additional information on competition:
Administration office at 902-481-2514 (weekdays 8:00 a.m. to 4:00 p.m.)

E. Contacts for general information:
Track: 902-873-2277, staffed race-days only, event hotline other days
Office: 902-481-2514, Monday to Friday
Fax: 902-468-3591
www.scotiaspeedworld.ca