



Red River Valley Speedway Track Procedures

- 1. Decisions of the Race Officials, interpretation of all rules and scoring of positions shall be final. No arguing with race officials.**
- 2. No drivers or crew members may enter the pit area until he/she has personally signed all releases and waivers. No one will be permitted to sign for someone else.**
- 3. All persons under the age of 18 who enter the pit area must have a signed Minor Waiver on file with RRVSV. Minor Waiver must be legible to be accepted.**
- 4. No one except officials are allowed on track at any time after the race program has begun.**
- 5. If a car is unable to start a race, all cars beyond his/her position will advance one position straight forward, no criss-crossing.**
- 6. The car(s) which caused the yellow flag will restart at the rear of the field.**
- 7. Any driver who causes 2 yellow flags in a race will be black flagged and must leave the track.**
- 8. Any car being lapped consistently by the field will be black flagged. Any car considered to be a hazard may be black flagged at the discretion of the officials.**
- 9. A race may be stopped at the discretion of the track officials at any time they consider it unsafe to continue.**
- 10. The pit meeting will be announced over the PA system in the pts before it begins. Please head for the meeting area immediately after the call is made.**
- 11. Watch your speed in the pits. Anyone speeding or driving in an unsafe manner in the pits may be suspended at the discretion of the officials.**
- 12. The following flag rules will be followed:**
 - Green Flag: The entire track is open for racing.**

Yellow Flag: All cars must come to parade lap speed as soon as possible and fall into single file formation. Cars will restart in the order they were running when the last green flag lap was completed.

Red Flag: All Cars must come to a complete stop on either the front or back straight away unless directed otherwise by race officials. Watch track officials! NO PITTING ALLOWED. Flagman may at his discretion send all cars to pits.

Rolled up Black Flag: A warning to a driver that he/she may be too aggressive towards fellow competitors.

Black Flag: A car given the black flag must pull into the pit area immediately. The car will no longer be scored from the point the black flag is displayed.

Blue/Yellow Flag: Gives the driver warning that he/she is about to be lapped by a faster car. Driver being lapped should stay in his/her racing groove and let faster car(s) by. Do not rave the leaders.

White Flag: One lap remains in the race.

Checkered Flag: The race has officially ended. All cars must pass under the checkered flag to be scored as having completed the last lap.