



Race Procedures

- **Pre-Race** - Cars that are not staged in their correct position on the grid by the time the field rolls onto the track or when driver introductions begin, will be placed at the tail of the field. Once cars are on track, the field will not cross-over. If a car drops to the tail, that line should move forward one row.
- **Starting a Race** - All starts and restarts will take place at a consistent speed, with cars side-by-side in rows of two throughout the field. In the event that an initial start or restart is called back, the front row will be assessed a warning. If another start infraction occurs, car(s) will be sent to the tail of the field. After three attempts at a start or restart, the field will be realigned and started single file.
- **Yellow Flag** - There will be no racing back to the caution. When the yellow flag is displayed, all cars must slow to a caution pace and bunch up as quickly as safety allows so safety crews can work on track. All cars must get single file and stay single file until instructed to double-up by race control. If a yellow or red flag is thrown once the leader has taken the white flag, there will be a green, white, checker restart.
- **Restart Line-up** - The field will be realigned according to the last completed lap. Lead lap cars will always be realigned ahead of lapped cars. The leader will realign in front of the field. Second place will have choice, inside or outside. All other cars must fall in line with even positions on the bottom and odd positions on the top. All restarts will be double file in all races. Any disputes in track position will be resolved by a call from race control. Failure to lineup in proper position immediately will result in disqualification.
- **Cause of the Caution** - The car that spins is the cause of the caution and will restart at the tail field of their lap. All stopped cars that are deemed directly involved in the incident will also be sent to the tail of the field. Rough driving will not be tolerated; if contact with a car causes a yellow flag and the contact is not deemed by race control as a "racing incident", that car will also be sent to the tail. Any car(s) that spins or stops to avoid the incident will get their spots back if they do not go to the pits. Any car causing the caution twice can be parked for the remainder of the race. A car that intentionally causes a caution will be penalized 1 lap. Any car can be penalized for rough or careless driving at any time. The car(s) causing the caution on the start or restart will be sent to the tail unless the caution is for a restart infraction.
- **Black Flag** - Cars that receive the black flag must go to the pits immediately. Cars that do not go to pits will no longer be scored.
- **Pitting** - Cars that go to the pits under a caution period for any reason will be placed at the tail of the field upon re-entering. Re-entering the race track under green is prohibited. All work on race car must be done in the designated hot pit area. If car returns to the trailer or work is done on the car outside the hot pit area, that car will be done for the race. AELMT and/or track officials will not work on race cars. Any car that goes to the hot pit immediately after the caution flag has been displayed will receive two or three courtesy laps, depending on track size.
- **Free Pass** - The first car one lap down will receive the free pass, earning a lap back. Free Pass car will always restart at the tail of the field. No free pass will be awarded within the last five laps.
- **RaceCeiver** - RaceCeivers are mandatory at all times AELMT cars are on track.
- **Post-Race** - Instructed cars must report to the scales immediately following the race. The top three cars in the A-Main should report to victory lane after the scales.

**Procedures are interpreted by AELMT officials and may be altered without notice at any time, for any reason, by AELMT management.*