

# 2024 GCS General Rules and Procedures

## No animals at track

### 1) Improper Language or Conduct:

- a. No participant will be allowed to use improper language to a race official at the track.
- b. No person shall be discriminated against because of sex, race, religion, or national origin.
- c. No participant shall strike or cause bodily harm to any person at the track.
- d. No participant or member of his/her pit crew is to approach the flagman or scorers during a race. Any problem is to be taken to the Director of Competition.
- e. Unsportsmanlike conduct or participating in any action or activity considered detrimental to GCS, at any sanctioned event or on social media, by drivers, owners and/or pit crews shall be grounds for disqualification and/or suspension.
- f. Guns or other weapons will not be allowed on any person at the track or at any organization activity.
- g. All decisions at the race track will be left to the discretion of the Director of Competition.

### 2) Physical Condition of Driver:

- a. GCS strongly encourages all drivers to get an annual physical exam before the first race if the season.
- b. No participant will be allowed to compete if it is evident that he/she shows signs of exhaustion, intoxication, or other potential physical incapacities which make him/her a threat to the well-being of himself/herself or his/her fellow competitors. The Director of Competition may rule that a driver is not able to participate.
- c. Intoxicants or Drugs: No owner, driver, or pit crew member shall be found to be under the influence of intoxicants or drugs while on the race course or in the pit area. No liquor or drugs will be used while in the pit area before or during a race program. Anyone found guilty of this infraction will be removed by security from the designated area.

### 3) SPORTSMANSHIP:

- a. Micro Sprint car racing is a very emotional sport. As such, good sportsmanship is the key element of any competitive racing program. This must include respect for all participants – drivers, owners, pit crews, and officials. For our part, we will make every effort to be consistent with our rules regardless of whom or what is involved. We will treat all participants with respect and expect similar treatment in

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return. A racer's pit area is his territory – therefore please stay out of other racer's pit areas, especially after an incident where you have been involved with that racer. Drivers – remember that you are responsible for the actions of your crews. Any offending parties will be fined appropriately, and disciplinary actions will be initiated as deemed necessary.

## 4) Flags:

a. **Green Flag** indicates START, course is clear. The green flag will not be displayed until the field has been completely closed up and the course is clear.

a.1 The race is considered official once the flagman displays the green flag.

a.2 **A DRIVER MAY NOT EXIT HIS/HER CAR WHILE ON THE TRACK DURING GREEN FLAG CONDITIONS.**

Exceptions to this rule may be made for safety issues. The Director of Competition will determine if the driver exited his/her car for a safety issue.

b. **Yellow Flag** indicates CAUTION, slow down and maintain one's position.

b.1 The yellow flag will be displayed in the event of an accident or an unfavorable condition on the course. In the event of the yellow flag being displayed, the leader of the race is required to slow down to parade lap speed and the balance of the field will close in behind him/her in the order in which they crossed the start-finish line on the last scored lap.

b.2 In the event of a Yellow or Red flag, cars will restart according to the last completed lap.

b.3 All cars that have stopped on the yellow will be placed to the tail end of the field in the order they were running before the yellow.

b.4 Any cars that go to the hot pits to get any work done will have until the caution light goes out to rejoin the field. If the driver does not get back out before the light goes out the driver will not be allowed to re-enter unless a lap does not get complete upon next restart. If any driver enters the track after the light goes out they will be black flagged and DQed for that race. Cars will be lined up at rear of field in the order they return to the racing surface from hot pit.

b.5 Working on your car or having a track official work on your car during a yellow on the racing surface will penalize that driver to the rear. Exception to this rule is if a NOW600 Series official stops you to check over it.

b.6 If a driver causes 2 yellows that driver will be black flagged from that race.

b.7 All Restarting line-ups will be single file after one lap with any lapped cars being placed at rear of lineup.

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b.8 **A DRIVER MAY NOT EXIT HIS/HER CAR WHILE ON THE TRACK DURING YELLOW FLAG CONDITIONS.** Exceptions to this rule may be made for safety issues. The Director of Competition will determine if the driver exited his/her car for a safety issue.

b.9 **Any crew member that enters the racetrack will result in their driver being DQ'd for the night.**

c. **Red Flag** indicates STOP, race is halted. The Director of Competition will determine whether the Red Flag condition is open or closed.

c.1 Closed Red: Work on a car will be not permitted during a closed red in the designated work area. However when the yellow is shown then the car may be worked on in hot pit area.

c.2 Open Red: Work on a car will be permitted during an open red on both the track and in the designated work area, but the car must be ready to resume racing when given the order. Cars not back on the track before the yellow light goes out will not be permitted to resume the race. Any work done on a car requiring a jack must be done in the hot pit during an open red. If a car changes any tires the car will go to the tail. If the car needs to be refueled. The car must be in the hot pit to do so.

c.3 The car(s) that the red flag was thrown for and any other cars that change any tire will be placed at the rear of restarting line-up. All other cars not involved will get the position they were running in prior to the red flag as long as they did not exit the track or enter hot pit area.

c.4 It shall be the decision of the GCS officials as to what cars the flags were displayed for and their decision is final.

c.5 All Restarting line-ups will be single file after one lap with any lapped cars being placed at rear of lineup.

c.6 **A DRIVER MAY NOT EXIT HIS/HER CAR WHILE ON THE TRACK DURING RED FLAG CONDITIONS.** Exceptions to this rule may be made for safety issues. The Director of Competition will determine if the driver exited his/her car for a safety issue.

c.7 **Any crew member that enters the racetrack will result in their driver being DQ'd for the night**

d. **Black Flag** indicates STOP AND EXIT TRACK.

d.1 Black Flag being waved at you indicates an issue with your car that is not safe for you to continue the race or you received a penalty for a rule infraction. Car will not be scored if it does not stop on the next lap.

d.2 If black flag pointed at you it indicates a warning for rule infraction.

d.3 Any car not driving at a reasonable speed will be blacked flagged for safety precautions.

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e. **Royal Blue with Yellow Diagonal Stripe** is given when leaders are approaching a lap car.

e.1 Flag is given to lap car. Lap car shall hold their racing line and not race leader.

f. **White Flag** indicates Entering the Last Lap of race.

g. **Checkered Flag** indicates Race Completion.

g.1 A race is considered official once the checkered flag is thrown. If a red or yellow come out after the checkered flag is thrown the payoff and scoring will be done on a split finish.

## 5) RACE FORMAT:

**6)** Drivers Meeting will be held at a specific time per the track. All drivers must attend the drivers meeting. Specific Racing rules and instructions will be discussed.

**7)** Each race night will consist of Hot laps, Heat Races, B-Main(s) and A-Main races.

**8)** SPECIAL SHOWS - There will be special events scheduled through the year, GCS Series will inform all drivers of specific changes to the racing program at the drivers meeting.

**9)** Number of Heat Races will depend on car count, at each race drivers will draw for heat race starting position, lowest number pill draw up front, highest number pill draw to rear of heats. First lowest pill drawn will start on the Pole of the first heat (1st) race, the second lowest to the Pole of the second (2nd) heat, etc.

**10)** Pill Draw: All drivers entering the CGS event will Draw for starting position. Draw will open one hour prior to Drivers Meeting and will conclude once the Drivers Meeting has begun. If a driver fails to draw, they will be placed on the back of the next available Heat Race and will not receive passing points.

**11)** PASSING POINTS will determine the starting positions of the Semi's and the A-Main lineups. GCS NOW600 utilizes the ASCS Passing Point Chart.

**12)** GCS Series will advise driver of the make-up of the number of heat races, main events, field maximum size and other pertinent information at the drivers meeting.

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h. Heat Races will be 8 laps in distance, if B-main is to be ran the Top 14 in passing points including heat race winners to the A-Main.

i. B-Mains will be 12 laps in distance and taking the Top 6 to the A-Main. If two B-Mains are scheduled the top 3 from each will transfer. B-Mains are on a 10 minute time limit.

j. A-Main Laps: 25 laps or 25 minutes. If a race nears the time limit under a caution, the race will restart as a green, white, checkered. No invert or redraw unless announced drivers meeting.

## 6) RACING PROCEDURE:

a. **Back up Cars:** A car and driver qualify as a team. Each driver can qualify only one car. No driver will be permitted to change cars after taking the green flag of their qualifying heat race.

b. **Packing Track:** GCS official will determine if track needs packed and will be announced at drivers meeting. All safety gear must be worn when packing track. Direction of travel will be determined by GCS official.

c. **Line Up:** All lineups will be posted on MyRacePass or the Pit Board. An announcement will be made as soon as lineups are posted and official.

c.1 The lineup that takes the green flag will be the lineup that we use to calculate passing points. Any driver that elects to tag the back of the field will receive no passing points but will get their finishing points.

c.2 If any car drops out of the starting lineup the field will be moved up, only exception is when two or more cars in the same row fall out then the lineup will be crisscrossed.

### d. **Staging:**

d.1 When your race is called report to the staging area immediately! Any car not in staging when race is rolling out will be placed to the rear of the field and receive no passing points.

d.2 Drivers in the staging area must line up in their correct starting spot upon entering the track. Please pay attention to the pit steward if he or she is trying to get you in line. If you do not you will be put on the back of that race. NO EXCEPTIONS. We want to go lights out as soon as you enter the racing surface.

d.3 Pit steward will check proper safety equipment is worn prior to entering the track. You will not be allowed to enter track without proper safety equipment.

d.4 Any car stopping on the track after coming out from the staging area will be sent to the back and will go toward your two-caution rule.

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## **e. Initial Starts:**

e.1 In the case of a start using a pace car, the pace car will leave the track before the starting lap and the lead pole car shall approach the starting line at a consistent speed, in accordance with track conditions and as required to keep the field in formation.

e.2 In the event a pace car is not used, the lead pole car will set the pace, which shall be slow and consistent, in accordance with track conditions and as required to keep the field in formation.

e.3 Front row must stay side-by-side until they reach the white line or cone placed in turn four. All other drivers must stay in proper position nose to tail until the green flag or light is displayed. Warning for jumping the start will be given in the drivers meeting. NO on track warning will be given. If you jump the start you will go back one row and receive no passing points.

e.4 The race is considered official once the flagman displays the green flag.

e.5 Following three initial start attempts, the field will start single file if one lap is failed to be completed.

e.6 NO DRIVER MAY DELIBERATELY IMPROVE HIS POSITION UNTIL THE GREEN FLAG IS DISPLAYED.

## **f. Restarts:**

f.1 Single file restarts will be nose to tail, all cars must stay in order until they have passed the cone on the front stretch. Passing before the cone will result in getting docked 2 positions per car passed in the finishing order or in the next yellow, which ever may come first. Hitting the cone or going below the cone will result in the offending driver being sent to the end of the field.

f.2 Once the yellow light and flag are displayed, drivers must immediately get single file where they are running. There will be NO tolerance for drivers being side by side another car trying to get in line or fighting for a position.

f.3 Any participant failing to take his/her proper starting position, deliberately obstructing a fellow competitor from taking his/her proper starting position, or intentionally delaying the start of a race event will be moved to the last running position.

f.4 In the event of a Yellow or Red flag, cars will restart according to the last completed lap.

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## g. Race Rules:

g.1 RACEivers are MANDATORY to race Unless otherwise noted, GCS will use frequency 454.000 at all events. (not required for Karts)

g.2 Caution Rule; any car that causes or is involved in **two unassisted** cautions will be blacked flag for that race.

g.3 Two-Way radios are prohibited. If caught driver will be DQ and will not receive points or pay and may result in suspension from a GCS sanctioned race.

g.4 Any car not driving at a reasonable speed will be blacked flagged for safety precautions.

g.5 A car that stops for any reason under green flag conditions, including for an accident, will be placed at the tail of the field for the restart. Exceptions to this rule will be made for safety issues. The Director of Competition has the discretion to determine if the stop was made for a safety issue.

g.6 Cars that pull into the infield or to the hot pits will not be allowed to re-enter the racing surface once they go down a lap in GCS Series competition.

g.7 All cars involved in an accident will restart at the rear of the field according to the running order they were in on the last completed lap.

g.8 Drivers will be required to start the race in race gear. (No Shifting)

g.9 Drivers shall always remain seated in their car with seatbelts secure while on the racetrack, except under an open red flag. Any driver getting out of the race car seat shall be disqualified from that race. Additional penalties may be assessed for sportsmanship incidents that occur while out of the car. An exception will be made for a safety issue such as, but not limited to, fire. The decision by the GCS NOW600 Series officials at the time of the violation is final.

## h. Spins:

h.1 Spins are not permitted and will not be tolerated. The director of competition has the discretion to determine if the spin does not impede the race to maintain racing.

## i. Rough Driving:

i.1 1st Offense: Driver will be sent to tail.

i.2 2nd Offense: Driver will be disqualified, receive no points and no pay.

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## **j. Slide Jobs:**

j.1 A participant's attempt to clear the car he/she intends to pass must be made in good faith. The good faith determination will be made by the Director of Competition.

## **k. Retaliation:**

k.1 If a participant engages in retaliation before, during, or after a race, the participant will be disqualified and will receive no points or pay

## **l. Race Completion:**

l.1 A race will be considered complete when the checkered flag has been displayed or whenever the scheduled distance is finished, whichever occurs first.

l.2 The white flag will be displayed to the leader as he/she completes his/her last lap, and will continue to be displayed to each successive car during that lap of the race, indicating one more lap to be run.

l.3 The checkered flag will be displayed to the leader as he/she completes his/her last lap and to each successive car until all cars running have been signaled that the race has been completed.

l.4 If a race is stopped by a red flag after the leader and/or other cars have taken the checkered, those taking the checkered prior to the showing of the red flag will be scored according to how they crossed the start-finish line. Cars passing the start-finish line after the showing of the red flag will be scored according to their last scored lap (green). Those involved in the accident will be scored at the rear of the field.

l.5 If a race is stopped by use of the red flag and is ruled complete by virtue of more than 50% of the race event having been run, the finishing positions will be paid according to the last official scored lap by the leader, previous to the red flag being displayed. Any cars involved in the accident which resulted in the red flag being displayed, will be scored at the rear of the field.

l.6 If a feature race stopped by the use of the red flag is ruled incomplete by virtue of not having completed 50% of the race event, all race participants of that event will share equally in purse money paid for that event.

## **7) POINT SCALE:**

A DNS or DQ will result in no points for that race. Each driver will receive a minimum of 35 points for night they are signed in.

A-MAIN POINTS:

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1. 100

2. 97

3. 94

4. 91

5. 88

6. 85

7. 82

8. 79

9. 76

10. 73

11. 70

12. 68

13. 66

14. 64

15. 62

16. 60

17. 58

18. 56

19. 54

20. 52

21. 50

22. 48

Drivers not transferring from a B-Main will receive 35

points. HEAT RACE POINTS:

1. 20

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2. 19

3. 18

4. 17

5. 16

6. 15

7. 14

8. 13

9. 12

10. 11

## **8) WEIGHING PROCEDURE and TECH:**

a. Minimum weight is posted in the National Open Wheel 600 Series Rulebook under each division it includes car with driver, all cars must make weight, any car that does not make weight will be disqualified and earn no pay or points for that race. If the driver does not make weight in the heat race will receive no points, and must start tail back of the Semi Feature, in the event of no Semi Feature the driver may start on the tail end of the A-Main event.

b. Winner of the Heat Race and B-Mains along with the Top 3 in the A-Main MUST report to the scales following the checkered flag, any driver that does not report to the scales will be DQ for that race and receive no points or pay.

c. Tech area will be pointed out in the drivers meeting.

d. Only car owner and driver allowed in tech area.

e. Any driver/car owner that refuses to be teched will be DQ'd from the event, forfeiting all points and money from the event and will be suspended for 2 additional races.

f. Any driver/car owner that fails tech at an event will be DQ'd from the event, forfeiting all points and money from the event and will be subject to pre-race tech for the same infraction at the next event. Any driver/car owner failing post-race tech a second time for the same infraction within the season will be suspended for 2 additional race nights. Any driver/car owner that fails post-race tech and wants to protest the infraction they can do so by Tues at 8pm the following week. If not protested by Tues at 8pm then call stands.

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g. Any driver/car owner that fails tech for any infraction three times within a season will be suspended for the remainder of the season. Three strikes and you are out!

## 9) MISCELLANEOUS:

a. Electric fuel pump shut off is highly recommended. The electric fuel pump will shut off automatically if engine dies. This is commonly done through a relay with a signal from ECU but can be achieved other ways also.

b. Drivers wishing to run for points in the GCS Micro Series will be required to

## 10) WORK AREA:

a. GCS NOW600 officials will designate a "Work Area" before the event starts. Officials will announce at the Drivers Meeting where said area is located. (Commonly by entrance of track on return road or infield behind wall)

b. Drivers will NOT receive time in the work area. Once the lineup is good and the lights go out you will not be allowed to re-enter unless we do not complete a lap.

c. The light will not be instructed to go out until the leader takes the one to go signal from the flagman.

d. Any Driver that re-enters after the light is out will be disqualified for that event.

e. If a car exits the track and one or more laps are completed in its absence, that car will not be permitted to resume the race.

f. The number of times a car utilizes the work area will be 3. If the car impedes 3 times the said car will be prohibited from completing the race.

## 11) Engine Protest: (600s, Restrictor, Turf, Sportsman)

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a. A formal protest shall be verbally accepted from a car owner or driver. Protesting party can only protest if his/her was in the feature with the car being protested. Protest can only come from drivers/owners that have finished in top five. You can only protest winner of race. Money (protest fee and filing fee) must be paid no longer than 15 minutes after completion of the race program. No protest of any type shall be allowed after post race inspection has been completed. Drivers/owners may not protest more than one car per event. Motor shall be torn down completely and all items be checked.

b. Engine tear down \$2000.00 deposit+ \$300 nonrefundable filing fee. The deposit shall be used towards the mechanic fee. Any unused deposit shall be returned. This deposit includes the fee of \$100.00 per hour with four hour minimum for tear down and possible rebuild. Time is determined by mechanic doing the work. If the motor is determined legal then the hourly charge shall continue until motor has been put together fully. Meaning if the cost to put the motor back together is more than the \$2000.00 deposit then the protesting party must finish paying mechanic. If the motor is determined to be illegal then the time stops after it is found illegal and shall not be put back together. The remaining unused deposit shall be returned.

c. A driver/owner refusing to let his/her engine be inspected shall be disqualified from that event and shall not receive any points or money for that race and I suspended for the rest of the year.

## 12) Membership:

- a. Membership fee for the season is \$75.00
- b. Membership is no longer included with the pit pad.
- c. A previous year membership is required to vote on any and all track rules, polices or procedures.
- d. A previous year membership is also required to be nominated and elected as a board member.
- e. Membership is required to run for end of year points awards.