



Creek County Speedway General Track Rules

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

1. RACEceiver 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 weekly 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 flag stand. If a driver passes before the flag stand the yellow will be displayed and that driver will restart at the tail. **Any car a lap down at the time of a caution will drop to the tail of the field, and be realigned behind the lead lap cars.**

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. Weekly Series FORMAT:

Qualifying heat races will be held at all events. Lineups are determined by random pill draw.

Draw is held as you check in. It is the responsibility of the driver, or a team representative to be present for the draw. Any team that fails to draw in will be allowed to start at the tail of a Heat Race, but will receive no Passing Points. Only finishing points. No exceptions will be made.

The car count at the close of the draw for qualifying heats will determine the number of heats to be run. As each number is drawn for a car, that number will be posted and this procedure will be repeated until a number has been drawn for each car that wishes to compete. The lowest number goes to the pole of the first heat race, the next lowest drawn number goes to the pole of the second heat, etc.

Once pole position in each heat is filled, the next lowest number goes to the outside front row of the first heat, etc. If there are an uneven number of cars to equally distribute between heats, the last cars will be placed at the back of the lowest numbered heats. Any cars not represented at the drawing shall be placed at the rear of a heat race. Heat races will determine the starting position for the balance of races scheduled.

The passing point system will be used to determine starting positions in feature events (see below). The driver will receive points for passing as well as finishing position. Once Heats are complete and points are official, an invert of 0, 4, or 6 will be drawn at the Pit Board. A draw of zero (0) will line the field straight up by their passing point totals. A four (4) will invert the first two rows of cars. A six (6) will invert the first three rows of

cars. The remaining balance of drivers will go straight up by their passing point totals into “A” and “B” Feature(s).

Top 14 in passing points will advance to the A-Feature with the remainder to at B-Feature. If less than 20 cars are entered in a given class, call cars will move into the A-Feature.

In the event of a tie in passing points, the driver who first earned the points shall be aligned in front of any subsequent driver earning the same number of points (tie goes to the early heat). Passing points will be figured on the actual starting position on the final parade lap.

One a side-by-side start, if a car drops out, that line will advance straight up. If two or more cars in the same line drop out, the field will be crisscrossed.

Promoter reserve the right to relocate a driver to the rear of the field if deemed necessary for the safety and well-being of all involved.

33. IF IT DOES NOT SAY YOU CAN, THEN YOU CANNOT!

Creek County Speedway

www.creekcountyspeedway.co