

## **5.0 FLAG PROCEDURES**

### **5.1 YELLOW FLAG**

When the yellow light comes on you will **slow down and hold your position. No passing allowed.** Any driver passing on the yellow flag will be put in the scratch position. If done a second time in the same race, he/she will be black-flagged. Cars must not break formation until the green flag is dropped during the start or restart of a race. The lead car will keep the pack slowed down until the race resumes. Laps run under the yellow will not count. No driver is to stop or get out of his/her car on the track surface while yellow or green light is on.

### **5.2 RED FLAG**

When the red light comes on, cars must move over to the **inside of the track and stop within half lap of the track.** Failure to comply will result in suspension of driver from the remainder of that night's racing. There will be no movement of cars on the track while the red light is on unless instructed by the race director. **No driver shall get out of his/her car on the track surface unless explicitly told to by the race director or a speedway official**

### **5.3 GREEN FLAG**

Indicates the race in progress. All cars on the track may race as soon as the green flag is displayed.

### **5.4 CROSSED FLAGS**

Two furled flags, held in the crossed position resembling the letter "x" indicate the leader has passed the halfway point in the race.

### **5.5 WHITE FLAG**

Indicate that the lap in progress is the final lap under present conditions. When used prior to start/restart of a race, a white flag indicates that a green flag will be displayed for the start of the next lap.

### **5.6 BLUE FLAG WITH DIAGONAL STRIPE**

Yield right of way to overtaking car. A driver receiving this passing room signal is thereby informed that he/she is or shortly will be impeding a faster car (not necessarily the leader), which is about to overtake and pass him/her. He/she is further instructed hold his/her line on the race track and race competitively but not aggressively. If the starter feels that the driver being lapped is unable to hold his/her line and or is racing too aggressively endangering the position of the driver doing the passing the starter may issue a black flag. "Passing Room" flag will be used at the starter's discretion and not necessarily given to all lapped or slower moving cars. Cars, which in the starter's opinion are moving too slowly and may present an impediment, will be asked to leave the track over the one way radio by the race director.

### **5.7 BLACK FLAG**

Leave the track as quickly and as safely as possible. A driver receiving this signal is informed that, for some reason or set of circumstances, he/she **must cease racing immediately and leave the track without stopping or otherwise impeding traffic.** Disqualifications may be result of a rule infraction such as unsportsmanlike driving, or failure to obey the starter's signals.

If a driver receives the Black Flag during a qualifying event, they are disqualified for that individual race only and will receive no points for that race. They will however be allowed to participated in the remainder of the race program. Any driver receiving a black flag in a feature event will no points and no money for the feature event.

### **5.8 CHECKER FLAG**

Indicates that the lap being completed is the last lap of the race for each car receiving the checker flag as it crosses the start-finish line. The winner of the race shall be the first car, which crosses the line having completed the designated number of laps for that event. Circumstances may arise that cause the race to be ruled a complete race before the originally designated number of laps have been run. If the race is halted for these reasons it will be at the discretion of the track officials and the head scorer will determine the finishing positions according to the scoring procedure.