

Race Procedures for 2020 Southern Super Series Rattler 250

- **Qualifying**
 - Qualifying order will be reverse order of entry. All cars will be given a dead lap then 2 consecutive timed laps unless under penalty. Once you have taken the white flag you have an official time. In event of a tie order will be set by who qualified first.
 - If you are in line but unable to come out for your attempt or you wave off your attempt before taking the green for an acceptable reason you will be put on a 5 minute clock. If you do not make it out within the 5 minutes you will not be allowed to qualify. If you miss your place in line you will receive the slowest of your two laps.
- **Race**
 - 250 laps Cautions count. Must have 5 green flag laps after lap 245 but do not have to be consecutive
- **Start**
 - Initial start will be at the designated line. Flagman will start the race. Front row should stay side by side until the green waves. Jumping the start will result in a black flag for a pass through penalty.
 - If a caution occurs before the completion of the first lap there will be a complete restart. All cars retain position unless they pit or receive assistance from the safety crew.
 - On a complete restart if a car drops out or goes to the rear that line will just advance forward.
- **Yellow Flags**
 - Do not race back to yellow. Get single file behind pace car. No scuffing around workers on track. You will receive one warning thru your spotter. Any further issues and you will be parked for the remainder of the event.
 - If you are involved, spin, slowed or your progress is disrupted by the incident, you will be positioned where you rejoin or blend back into the field – NOTE: the incident must play itself out before the order is set. If you pit and don't rejoin the field in your proper position at tail of the line before the one to go sign, you will restart at the back of the Field
 - Any discrepancies in line up will be determined by Race Control or may revert to the last completed green lap.
 - Should a car not maintain caution speed for any reason, stops or enters the pits during a yellow, it will lose its running position. You must maintain your position under yellow and stay nose to tail.
 - If a driver deliberately picks up positions after the yellow flag is displayed, they may be penalized.
 - Pace car will pick up field in turn 2. Pits are closed until lineup is established.
 - We will use controlled cautions for this event up to lap 240 unless declared a quickie yellow.
 - A quickie yellow would be used if we have not completed 25 laps since the last controlled caution for an issue that can be cleared quickly. If you pit you will lineup how you enter pit road unless you lose a lap on pit road.
 - Under controlled cautions scoring will stop for 3 laps once pits are open. You can pit for service without losing positions in regards to other cars that pit the first time by under the same caution. Once lineup is correct race control will announce pit road open next time and pit open flagman will show green. You can enter pit road when you get to entrance. Do not advance. Once lap count resumes you will lose laps and position.
 - Pace car and pit road speed is 35mph. Pit road speed will be checked and enforced.
 - You can only take tires under controlled cautions unless for an approved flat.
 - If we run 75 consecutive green laps a caution will be displayed. There will be no mandatory caution after lap 240.
- **Red Flags**
 - Stop as quickly and safely as possible. Pits are closed
 - No working on car on track and no crew members allowed on track.
 - Penalty for pitting under red is restart at tail of the line. Must have approval before coming to pit road,
- **Restarts**
 - A "lucky dog" will be awarded to the highest car on track laps down at time of the caution. Must restart on tail
 - No "lucky dog" will be given in the last 10 laps or if the eligible car was involved in the caution.
 - Cars behind the pace car that are on the tail end of a lap will be given a 'wave-by' until the leader is the first car
 - Coming 1 to go the leader can choose inside or outside everyone else double up inside/outside. Lap cars to rear.
 - The leader is the control car and restarts in the designated box. If you jump the start or play games you will be black flagged to serve a pass thru penalty at pit road speed.
 - Once pace car leaves field front row should gradually increase speed without slowing back down until leader reaches the line. No scuffing tires, brake checking, laying back. Pace car speed will be 35
 - Stay in line. Do not advance your position before the start finish line. No three wide into turn one on a restart.
- **Finish**
 - Once the white flag is displayed we are coming to a checkered unless the track is blocked.
 - If track is blocked we will go red and revert to last lap. We will finish with a green/white/checkered.
- **Penalties**
 - If you stop to intentionally draw a caution it will be a two lap penalty.
 - Three unassisted spins or multiple avoidable incidents and you will be parked for the remainder of the event.
- **Spotters**
 - Spotters are required in designated area during race. Spotter must check in with official for car to be able to compete. Should have car number clearly visible. If spotter leaves for any reason the car will be black flagged.
 - Spotters should have the ability to monitor race control at 461.2000 with a separate radio or scanner.

SSS/SAS officials reserve the right to make final decisions in the interpretation of any rule or race procedures.