



2020 SFG Promotions Race Procedures and Rules

Re-Entry:

A competitor who loses first round may purchase an entry to the Re-Entry Round. Re-Entry is available at Registration (or other identified location). Re-Entries run a separate round between rounds 1 & 2 of the race. To compete in round 2 an entry needs to win either round 1 or the re-entry round. **Note:** A driver/entry not present for round 1 may buy an entry and a buyback and compete in the re-entry round. However, a car or driver may only compete twice per round.

Call to Staging Lanes:

All classes will be called to the lanes by the announcer over the track PA system and radio station. Text alerts will also be utilized at the events.

Bye Runs:

Bye runs are determined by best green reaction time from the previous round. First round bye runs are determined by random draw. Tiebreakers are: 1. Green/Non-breakout package, 2. First to do it. If there is an even number of cars, the bye run will be paired with the last remaining car and the bye car receives lane choice. If the bye run is not used it will carry to the next round. An entry can only get one bye run per race unless all remaining entries have had a bye run. A bye run car may elect to just take the tree and back off the starting line after notification to the Race Director. When on a ladder, the ladder is recalculated each round based on the previous round's reaction time. However, unused/carried bye runs are retained the same as non-ladder rounds and are placed into the #1 position on the ladder.

Competition Bye Runs:

Competition bye runs are awarded in the event that your opponent is not able to race. Competition bye runs remain eligible for regular bye runs.

Staging Lanes:

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Standard Run Order: No Box, Door Car, Dragster. Please stay with your car once in the staging lanes. Please follow the instruction of the SFG personnel in the staging lanes and which lane you are selecting. Once you pull into the staging lanes, remain in the selected lane. Do not change lanes or move in front of/behind another entry for any reason unless directed by an SFG team member. Cars will be paired side-by-side. If only a single lane of cars remain, cars will be paired front-to-back with the front car getting lane choice.

Staging:

By staging your vehicle, you have indicated that all conditions of the race are acceptable and you are ready to race. This includes your dial-in, your opponent's dial-in, etc. If there is a problem, **DO NOT STAGE** and explain your issue to the starting line official. If you stage, you have agreed to all conditions of the race and there will be no re-runs, regardless if both drivers agree.

When the first driver has fully staged and the second driver has pre-staged, the second driver has a set amount of time to fully stage or he will be timed out and disqualified in a foul per AutoStart settings. In addition, if a driver is ready to stage or has already staged and the second driver is having problems (i.e. mechanical failure, etc.) the starter will put that car on a 30 second clock. If the car cannot stage after that time, the first driver may receive a competition bye run.

Deep Staging is allowed but not guaranteed. It is recommended to write "DEEP" on the front and both side windows and to deep-stage before your opponent is staged.

Cross Talk, Autostart, TruStart, Stage Lock:

Cross Talk will be on for all classes except No Box. If you DO NOT wish to have cross talk enabled on your lane when you are the quicker vehicle, plan an "N" with a circle near your dial-in. Please make sure it is easily visible with your dial-in.

Autostart will be used for all classes. These settings will be used for SFG events: Stage Minimum – 0.6 seconds, Stage to Start – 1.1 seconds, and Timeout – 8.0 seconds.

TruStart (worst red light) will **NOT** be used at SFG events.

Stage Lock will be in use at tracks where it is available (Compulink Timing Systems). Note: Not all tracks have Stage Lock capabilities so make sure you are fully staged. There will be no re-runs due to issues with shallow staging.

Time Between rounds (64-cars or less remaining):

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15 minutes from the final pair of cars in a round until all competitors need to be in the lanes for the following round. Expectation is that racers are in the lanes and ready for racing/pairing fifteen minutes after the final pair of their class from the round before.

Time Between runs, double entries:

Vehicles remaining in competition which are double entered (2 drivers, 1 Car OR 1 driver in same car) will be provided 15 minutes from the first pass of vehicle in the round until the car needs to be in the lanes ready for the second entry. Once the 15 minutes has expired, a two-minute timer will then be started for the driver to present their vehicle as fully ready to race (i.e. ready for the burnout, etc.)

New Entry Time Runs:

A New Entry is defined as a Driver or Car that has not been down the track during the course of the event. For any car/driver combination, if either the car OR the driver has been down the racetrack at any point during the event, that combination is not eligible for a new entry time run.

Broke car changes:

Driver may change vehicles due to breakage while in competition with approval from the Race Director. Vehicle must match the class that the original entry was in (i.e. Door Car cannot switch to a Dragster). Once a vehicle is considered broken it can no longer be used in competition for that race. A vehicle may be repaired and used in future races at that event or future events.

Re-Runs:

Re-Runs for competitions issues that occur are at discretion of the Race Director. No re-runs will be conducted until the ladder rounds when cars are paired for competition. Prior to ladder paired competition rounds the Race Director will determine the appropriate action, if applicable.

Inspection and Cheating:

SFG Promotions, Inc., in an effort to combat cheating and the use of methods or devices that are against the rules or the intent of fair competition, retains the ability to review and/or inspect any competition vehicle and all of its components (including hardware and software), items/articles on or about the drivers person, and/or supporting equipment or persons associated with the competitor. SFG Promotions, Inc. may also employ or use devices to detect or affect systems that may be used in an illegal manner. Random checks and impounding of equipment may be done at any time through the

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course of an event. If a vehicle or other equipment is impounded, two individuals (i.e. driver and/or owner) will be allowed to stay with the vehicle to observe the inspection but must not interfere with the inspection. If requested by an SFG Official, the vehicle/equipment/etc. must be provided immediately and no alteration/removal/etc. may be completed. A polygraph test may also be utilized as part of the inspection.

If a competitor or owner refuses to allow SFG Promotions and its officials/staff to inspect or review the above mentioned or additional items at the time it is requested, it can be determined to be equivalent to a failed inspection.

If a competitor is determined to have violated the rules and spirit of fair competition, or refused to allow for the inspection/review, that competitor/owner will forfeit all entries, re-entries, and earnings associated with that competitor and vehicles affected and be barred from competition at any future SFG sanctioned event. Example: 1 car, 2 drivers – both drivers are considered in violation and will not be granted refund or earnings.

Forfeited earnings will be distributed in the following manner and only applicable at the event in which the violation is identified but will be applied to all races that constitute the event.:

If the competitor earned money in a race only prior to the SFG Promotions identified “split round”, earnings will be split equally between any competitor who was eliminated by the violating competitor/entry.

If the competitor earned money after the SFG Promotions identified “split round”, earnings will be equally distributed between all remaining competitors of the “split round” and any competitor who was eliminated by the violating competitor/entry prior to the split round.

If the violation is identified after one or more of the races at an event is completed, those races will have the forfeited earnings distributed in the same manner for that event.

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