



JEFF'S AUTO SALES 75
Newport Speedway – June 21, 2025 Drivers Meeting Rules
SOUTH ATLANTIC PRO SERIES

Fuel Purchase: Pro Late Model competitors must purchase a minimum of **10 gals of fuel** prior to the start of qualifying from the racetrack. Failure to do so will result in amount shorted taken out of purse winnings.

Contingency Decals: Must be on cars prior to qualifying unless conflicting with car/team's partners and sponsors.

Initial Start: On the initial start, the flagman will show the green flag and start the race. All subsequent restarts after the initial start, the leader must maintain at least pace car speed upon approaching a designated starting box. The leader will start the race inside the starting box. If the leader does not "launch" to start the race within the box the Race Director will then give the command to flagmen/field to start the race upon the front row exiting the box. Cars must stay in their starting line until crossing the finish line. If the first green flag lap is not completed, there will be a total restart with all cars back in their original starting positions except for any cars that pit, were the cause of the yellow or are penalized. If a competitor on the front row jumps the restart the green flag will still be displayed (as determined by the Race Director). The caution flag will then come out once the field reaches the back stretch. The competitor who jumped the start will get one (1) warning per race. If at any time a second offence is committed then the competitor will then be automatically put to the rear of the field. **There is no "give it back" alternative at any time.** Competitors who jump out of their starting line and attempt to advance their position prior to crossing the finish line will be subject to a stop-and-go penalty.

Restarts: Restart line-up will revert back to the last fully completed lap (all lead lap cars crossing the scoring/finish line prior to yellow). Restarts will always take place within the designated starting box. The restarts will be double-file with lead lap cars in front of lapped cars unless otherwise noted in drivers meeting. Cars will choose at the triangle just past the flag stand on the front stretch as they reach the finish-line when given the "two (2) and choose" signal in the order they are running. The leader should at least maintain pace car speed after the pace car has dropped off. No slowing, weaving, brake checking or decrease in acceleration once the pace car leaves the field. The leader can "launch" at any time within the starting box to start the race. If the leader does not "fire" to start the race within the box the Race Director will then give command to flagmen/field to start the race upon the front row exiting the box. If a competitor on the front row jumps the restart the green flag will still be displayed (as determined by the Race Director). The caution flag will then come out once the field reaches the back stretch. The competitor who jumped the start will get one (1) warning per race. If at any time a second offense is committed, then the competitor will then be automatically put to the rear of the field. **There is no "give it back" alternative at any time.** Competitors who jump out of their starting line and attempt to advance their position prior to crossing the finish line will be subject to a stop-and-go penalty. **YOU CAN NOT CHANGE LANES BEFORE THE START FINISH LINE UNLESS DEEMED NECESSARY BY RACE DIRECTOR.**

Yellow Flag: There will be NO racing back to the caution. When the yellow flag is displayed, all cars must slow to a caution pace and bunch up as quickly and as safety allows, so safety crews can work on track. All cars must get in single file and stay in single file. Cars may not pass the pace car at any time (unless directed to do so by the race director). If a yellow or red flag is thrown once the leader has taken the white flag there will be a green, white, checker restart.



Cars Involved in the Caution:

The car(s) involved in bringing out the caution as determined by the Race Director will go to the tail of the field. Rough driving will not be tolerated. If contact with a car causes a yellow flag, and the contact is not a “racing incident”, that car will also be sent to the tail. Rough driving can result in penalties and/or fines, including being sent to the tail of the field or possible disqualification from the event. The race director exclusively will be responsible for determining responsibility for the caution and any cars penalized by moving them to the tail. Cars stopping on the track to create their own caution, as determined by the Race Director, will receive a two (2) lap penalty.

Red Flag: All cars must stop as quickly and safely as possible when the red flag is displayed. No work or repairs of any nature are permitted. Doing so will result in a two (2) lap penalty.

Red/Yellow Flag: All cars must stop as quickly and safely as possible when the red flag is displayed. Under red/yellow situation cars may enter pits, as safety allows, for crews to work on their cars, but only **AFTER** the officials have given them permission to do so. All teams that work on their car under red/yellow situation under a red/yellow flag must restart at the tail of the field regardless of their previous position.

Black Flag: Go to the pit and/or check with your spotter. Your scoring will stop after three (3) consecutive laps with the black flag displayed. Drivers who causes three (3) cautions whether it be on their own or contact with another car, will receive the black flag and be asked to park for the remainder of the feature.

Orange Flag: When the orange flag is displayed, all cars must “choose” the top lane or bottom lane of the racetrack. The dedicated “choose” cone or “choose” marking on the track surface will be determined by event basis. Once choosing a lane, you may not change your lane prior to the green being displayed. If a competitor fails to OBVIOUSLY choose a top or bottom lane and/or drive their racing vehicle through the designated “choose” cone or marking space, will be sent to the tail end of the field. Failure to do so will result in a black flag and cease scoring the now penalized car.

Lucky Dog: At the time the caution comes out, the first car behind the leader one (1) lap down or more will be deemed the Lucky Dog (as long as they were not the cause of the caution). The Lucky Dog will stay in their position under caution until directed to pass the pace car or drop to the tail of the field and have their lap added manually. **The Lucky Dog can pit but must restart on the tail of the field. There will be no Lucky Dog awarded within the final ten (10) laps of the race.**

Slow Cars: Slow cars must stay at the bottom in the presence of lead lap cars during the race. Lapped cars that create problems for lead lap cars may be penalized. Lapped cars should let the leaders go by on the outside and resume racing. Lapped cars that are repeatedly passed on the inside during the race may be penalized. Cars fighting to stay on the lead lap will not be forced to yield to the leaders until they have been passed by the leader.

Finishing Under Green: The race finish will always end under green flag condition. **Even if the leader has taken the white flag, and not yet crossed the finish line for the checkered flag, and a yellow flag is displayed, the race is not fully complete and a green-white-checkered restart will occur.**

Two Scoring Systems: Transponders will be used for scoring. Teams must return the transponders to a scoring official before leaving (\$500 penalty if not returned).



Spotters: Spotters are required to be in the designated spotters stand during racing activities. Spotters must have the ability to listen to race control via a standard electronic scanner at all times during the event. Drivers should keep your spotter's patient and polite; spotters keep your drivers the same. Spotters are required to have their car number on the back of their radio headsets. Spotters **MUST** attend drivers' meetings. Spotters fighting will result in fines and/or driver/team disqualification.

Post Race: Race winners **ONLY** must go to victory lane immediately following the completion of the race. **Second, third, and a randomly selected finisher will take their cars DIRECTLY to tech and then driver must immediately report to designated media area.** Crew members may touch the cars only when directed to do so by series officials.

Single Car Qualifying:

Competitors will have qualifying order randomly generated through a selection process held in the crew chief/drivers meeting. Cars will receive **one (1) "dead" lap, followed by two (2) timed laps**, with the fastest being the lap of record to determine their starting position for the feature event. **Pre-qualifying technical infractions will result in the slowest of the timed laps as lap of record for official qualifying.** Cars will be impounded after qualifying. Teams **MUST** have three (3) team members **WITH THE CAR** until car is placed impound area or staged to race. **If SAPS Tour officials have to wait on three crew members to move the car at any time during qualifying the team will receive \$100 fine.**

POST QUALIFYING IMPOUND: Once qualifying is complete all cars are considered impounded, and no work can be done to cars post qualifying unless determined by SAPS Tour officials that work needs to be done due to a safety factor. After approved safety repairs, car will start the race at the rear. **Any team that pulls out of line, touches, or works on car post qualifying without SAPS Tour approval will receive an automatic \$350 fine and start at the rear of the field.**

CANCELED INCOMPLETION: If Qualifying is unable to be completed, the starting field will be determined by the combined times recorded in both practice sessions. If the second practice session was not held, then the starting field will be determined by times from the first practice session. If practice and qualifying are both unable to be held, the starting field will be determined by SAPS Tour Owner Points Standings. If no Ownership standings are set by SAPS, the field will line up by combined practice times.

Traditional Green Flag Format:

RACE DISTANCE: 75 Green Flag laps for the Pro Late Model feature. Failure to take the green flag at the initial start of the race and cross the finish line on track's racing surface to start timing loop will result in disqualification of the event. You must make one complete lap when taking the green flag to compete in the event.

RACE PIT LOCATION: All cars at all times must pit during the race on the front pit road, even if parked on back pit road. **Any car that enters the back pit road or the infield during the race will automatically be considered out of the race.**



PIT PROCEDURES: All cars at all times must come to a complete stop before service of any kind can be done under yellow or green flag conditions. All crew members must be on the left half of the car before car leaves pit box.

PIT ROAD SPEEDING: All cars on pit road must adhere to pit road speed as determined during pace laps as announced by race director prior to the start of the race. Pit road speed will be strictly enforced via radar guns, timing devices, and by determination of SAPS Tour officials. If you are determined speeding, a "rear of the field penalty", will be issued and will be NON-NEGOTIABLE.

CAUTIONS: Each yellow flag the race director will communicate to spotters if it is a Quickie Yellow or Normal Yellow. Cars cannot lose a lap under yellow. Under quickie yellow conditions the pits WILL NOT open. **Under normal yellow conditions the pits WILL open on a single (1) dedicated lap for ALL competitors.** Entering a closed pit will result in a rear of the field penalty. Race director will notify teams a lap prior that the pits will open next time by. **At no time can a car pull up or pass another competitor on their way to the pits.** Passing a competitor under yellow will result in a rear of the field penalty. No competitor can pass the pace car unless instructed to do so by SAPS official.

COMPETITION CAUTIONS: If the **Pro Late Model** race goes thirty (30) consecutive green flag laps without a natural occurring caution, a competition caution will occur. The only time this will not occur is if the thirtieth (30th) consecutive green flag lap falls inside twenty-five (25) laps to go of the total race distance.

RUNNING ORDER: The on track running order will be as follows: cars on the lead lap, cars one (1) lap down, cars more than one lap down, and penalized cars. Cars on the lead lap and one (1) lap down that pit on dedicated lap when pits were open and return to the racing service prior to the field doubling up will be grouped with the cars they are racing against accordingly.

RACE CONTROL: All Spotters must have race control. If a spotter does not have race control by the time we are set to race, their car will be parked until the spotter obtains race control. Race control is **451.23750**