



PADUCAH INTERNATIONAL RACEWAY

Welcome to Paducah International Raceway and thank you for joining us. Our goal is to blend competition, entertainment and business together to create a formula that works for everyone involved – race teams, fans, sponsors and staff. We strive to create an environment that is enjoyable to be a part of and is conducted in a professional manner. Adam, Brittany, Track Officials and Staff will listen to your suggestions, compliments, and complaints.

UPDATED FEBRUARY 2025

These rules and procedures are designed for the orderly execution of racing events, provide for the safety of competitors, crew, officials and track personnel, and to establish minimum acceptable requirements for these events. Drivers are REQUIRED to have read, understand and comply with all Rules. If you're not sure, ask.

GENERAL RULES and EVENT INFORMATION:

All Drivers will register for the Draw each day. Unless stated otherwise prior to the event, Draw will close at 6:00PM. Drivers arriving late will be added to the group with the least number of cars at the discretion of the Officials.

Driver one-way radios (454.000) or Raceceiver are MANDATORY for all divisions at each event. No 1-way or 2-way radios, a 2nd Raceceiver or cell phones are allowed. You will be DQ if found. It is the driver's responsibility to provide a Raceceiver or adequate one-way radio and earpiece. The track does have a limited number available to purchase.

Transponders are MANDATORY for all divisions at each event and must be active at all times while on the track. Drivers will receive Transponders at the Draw each day and must be securely mounted in a pouch (see your class rules for location). Transponders must be returned each night or payout is forfeited. Payouts will be nightly. Replacement cost for lost or damaged Transponders is \$300 or \$150 respectively.

Safety and Technical Rules are posted on our web site and copies are available in the Registration building. Safety equipment may be inspected at any time.

Event information and lineups will be posted on MyRacePass. Timing and finishing positions are NOT official.

Drivers are responsible for their crew/friends in the Pit area. Drivers and crew members shall not approach or enter another competitor's pit area at any time with the intent to start or continue an altercation.

Alcohol is NOT PERMITTED in the Pit area. No speeding in the pits; a 2nd warning will result in loss of points and purse. No one is allowed beyond the fence in Turn 3 behind the scales. No standing at the track fence anywhere. NO ONE is allowed on the track at any time unless directed by a Track Official.

Fighting will not be permitted anytime. Minimum penalty is immediate expulsion from the property. Criminal charges are possible. Abusive language or threatening gestures towards Track Officials will result in expulsion.

Schedules and Information will be posted on the Board at the Pit Sign-In and Pit Registration building. All event laps and procedures will be announced at the Drivers Meeting. Attendance is mandatory for Drivers; crew members are welcome.

Backup cars allowed. Car will move to the tail of the scheduled race and must be ready in Staging Lane(s).

Crews may use colored gloves or sticks. Lights and pit boards are prohibited.

Victory Circle will be located in the Pits for the Feature winners. Special events may move to the Infield.

Hot Pit procedures will be announced at the Drivers Meeting. Hot Pit will be either in the Infield or near the Scales in the Pits. If Hot Pit is in the Infield and you exit the track, you're done for the night. Two (2) laps allowance once the lineup is set. No lap allowance in pits during heats or LCS. When Hot Pit is in the pits, cars may return to the track under direction of Track Official on the ramp.

Time limits will be applied to all Heats and Features and announced at the Drivers Meeting.

HOT LAP/QUALIFYING:

Format will be determined by the number of entries and announced at the Drivers Meeting.

If a Driver/Car is not registered before the Drivers Meeting ends, they will forfeit a Qualifying time and will start at the rear of their Heat or Feature.

Cars must be in the Staging Lane(s) on time and in Lineup Order per MyRacePass.

Cars will exit the pits and take the Green second time by for two laps of Qualifying. At the Checkered flag, cars will exit the track on the backstretch.

If a car cannot make their qualifying position on time, you will get one lap if taken before Qualifying is completed. If a car has a problem after the first qualifying lap, a second lap will not be scored.

RACE PROCEDURES:

Heats will be lined straight up (no inversion) within a qualifying group.

All Drivers are responsible for being in the Staging Lane(s) and in Lineup Order as soon as the preceding race in on the track. If you are not in the Staging Lane(s) when your race is called, you will start at the tail of the field.

Drivers must stay in their cars on track except for a fire or a safety issue. If you have damage or a mechanical issue, pull off the track into the infield. Stay in your car and drop the window net.

If a car drops out before the original start, the remaining cars will move up in line; no crossovers.

Any car that stops on the track during the Start, Restart or the race to cause a caution will go to the tail of the lineup.

Once on the track, if a car has a mechanical issue or is involved in an incident, they must pull to the infield and wait until the race is completed. No one is to exit the track under Green or Yellow until the race is complete.

Double File Original Starts - Side by side starts within the designated area as explained at the Drivers meeting. Starts on the Green flag by the Starter. Lagging, brake checking or jumping the Start will result in a minimum of one row restart penalty.

Original Start Cautions (less than 1 lap completed): First and Second Starts: Original start position except car(s) involved in the cause of the caution or your car enters the pit area will go to tail, others move up. Third Start: all cars involved in the cause of the caution will go to tail, balance single file in original line-up.

During Heats, the race is complete if failure to complete a lap in 3 attempts of the Start or a Restart. During Features, a 4th Start/Restart will be attempted; failure to complete a lap will complete the race.

Delaware Double File Restarts – Leader in front, 2nd place chooses inside or outside of 2nd row. Everyone else will be double file (4th place inside). Maintain position until the Leader has passed the starting point as indicated in the Drivers Meeting. Do not pass the Leader until past the Start/Finish line.

Do not pass the Leader until past the Start/Finish line. If you pass the Leader before the S/F line, a Yellow will be out and you will move to the rear for the restart.

DO NOT race back to the caution. When the caution is displayed, maintain your position. Get in single file order WE WILL GET YOU IN YOUR CORRECT POSITION. Failure to comply with the Race Director within 2 laps will result in a Driver going to the tail. Repeated warning will result in disqualification.

During Yellows, be very slow around safety workers or emergency personnel.

A lap is complete once the Leader + 2 cross the Start/Finish line. Once a lap is complete, a Yellow or Red flag will have the field line-up in running order the previous lap. All cars involved in the incident will go to the tail.

A race will be considered complete if a Red is displayed for dangerous weather; finishing order will be the last completed lap.

After a second unassisted spin, the car will be disqualified.

No rough driving. Intentionally spinning or wrecking another car in any manner will result in minimum penalty of placement at the rear of the field on the first offense and disqualification on the second offense.

If you hit a car under Caution or after a race, you will be disqualified for the night, and lose points and purse.

Interference/blocking by a lapped car of the lead car(s) resulting in a spin/caution may allow the lead car(s) to retain running position at the discretion of Officials. Lead cars retaining running order is NOT automatic.

Lapped cars will drop behind all cars on the lead lap on any restart. Cars involved in an incident and continue will go to the tail of all lead lap cars.

During Heat Races: if the Leader + 2 receive the White Flag and a Yellow is waved, the race will be considered complete. The finish will be based on the running order on the last completed lap with the cars involved in the Caution placed to the rear of the field. If the Leader + 2 do not receive the White flag prior to a Caution, the race will restart with a Green/White together and the Checkered next time by.

During Feature Races: All Features will finish under the Checkered flag. When the Leader receives the Checkered, the race is complete. If a Yellow comes out after the Leader takes the Checkered, the field will finish in order of the last completed lap with the cars involved in the Caution at the tail of the field. If there is a Yellow before the Leader receives the Checkered, the race will restart with a Green/White together and the Checkered next time by.

The top 5 cars in each Feature are required to weigh at the Scales; failure to weigh is an automatic DQ. If a technical inspection is called by the Technical Director, only the Driver and 1 Crew Member are allowed in the Tech area. A Driver refusing to be inspected or found to have an illegal car will be disqualified and forfeit points and purse for the event.

Finishing results will be posted at the Pit Registration building 10 minutes after each Feature. A protest of the finishing order must be made within 10 minutes of posting and notification sent to the Race Director. A review and decision will be conducted at the end of the night.

Track Points Breakdown

All Race events will be eligible for Track Championship Points. Points will be awarded for Features only. Anyone not making the Feature will receive 10 Points.

Position: Points:

1	75
2	70
3	65
4	60
5	55
6	50
7	48
8	46
9	44
10	42
11	40
12	39
13	38
14	37
15	36
16	35
17	34
18	33
19	32
20	31
21	30
22	29
23	28
24	27

Race Time Limits

All races will run under a time limit based on the type of race. The time limits may be changed depending on car count and other factors based on Race Director decision. If Time expires during a race, the race will continue under Green until a Yellow or Checkered flag is displayed. If the Time expires during a Yellow, 1 attempt of G/W/C will be made. Timer will stop during a Red Flag situation.

Heat Races	10 minutes
Semis, Consolations, LCQs	15 minutes
Features:	
12-15 Laps	15 Minutes
20-30 Laps	30 Minutes
30-40 Laps	45 Minutes
50+ Laps	60 Minutes

Decisions of the Race Director, Tech Director and/or the Track Owner/Promoter are Final. Ignoring or disobeying any Track Official will result in loss of purse and points. It is the responsibility of Drivers and Crew to know and understand all Rules. If it's not written in the Rules, consider it Illegal. If you're not sure – ask.

The rules and/or regulations set forth herein are designated to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for such events. These rules shall govern the condition of all events, and by participating in these events, all participants are deemed to have complied with these rules. No express or implied warranty of safety shall result from publications of or compliance with these rules and/or regulations. They are intended as a guide for the conduct of the sport and are in no way a guarantee against injury or death to a participant, spectator or official. The Race Director shall be empowered to permit minor deviation from any of the specifications herein or impose any further restrictions that in his opinion do not alter the minimum acceptable requirements. No expressed or implied warranty of safety shall result from such alteration of specifications. Any interpretation or deviation of these rules is left to the discretion of the Officials. Their decision is final.

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Tech Director: TBA