

SCRA Points System and Lineup - 2016

1. For 2016 the race day lineup will be decided by a pill draw for position for the first heat. New drivers or any driver can start at the back as many times as they want.
2. The second heat lineup will be inverted from the finish of the first heat. If you started in Heat A you will remain in heat A for the entire day. If you started in Heat B you will remain in Heat B for the entire day.
3. If you do not start the first heat, you will be placed at the back of Heat 2B.
4. The Feature lineup will be based on the accumulated points for the day with the fastest to the back.
5. In the event of a tie in points for position for the Feature, a pill draw will resolve the tie. The driver that drew the lowest number in the pill draw to start the day will win the position. Example: 7 vs 4 – 4 wins
6. If you receive a black flag, you will lose your points for that race.
7. On a caution, you will be lined up according to the last lap completed as recorded by the transponder system. If the leader has passed the flag stand and the transponder indicates that a new lap has started after the caution is called, this will be considered a lap. Therefore, all cars on the lead lap will be considered to have completed that caution lap. However, any vehicle that is a lap down at the time of the caution, irregardless if they have passed the flag tower during the caution lap, they will be considered to remain a lap down. The lapped vehicle will also be deemed to remain a lap down even if they have passed the lead vehicle but have not completed a full lap prior to the caution. .
8. If you did not start a race, you cannot enter the track after the green flag has been brought out and the race officially started.
9. The length of a heat race will be 10 laps, and shall not exceed 10 minutes, and at the discretion of the flagmen and tower officials.
10. The length of a feature race will be determined by the number of cars.
 - a) The length of the race will be the number of cars times 2 plus 2. However, there will be no more than 25 laps completed, and not less than 15 laps.
 - b) A feature race shall not exceed 30 minutes in length, and at the discretion of the flagmen and tower officials.

11. Should a race run to the time limit due to a high number of cautions or some other reason, the Flagmen have the authority to complete the race by the Green, White, Checkered process.
12. Points received in the heats will be as follows:
 - a) A heat win will be worth 10 points. Each car placing behind the winner will receive 1 less point for each car in order of finish. Example: Heat winner - 10 points, second - 9 points, third - 8 points and so on. The points will roll back by 1 point.
 - b) This point system will apply to each individual heat.
13. Points in the feature will be as follows:
 - a) A feature win will be worth 30 points. Each car placing behind the winner will receive 2 less points for each car in order of finish. Example: Feature winner – 30 points, second – 28 points, third – 26 points and so on. The points will roll back by 2.
14. Payout shall be based on the position in which each driver placed in the feature as per the 2016 pay schedule. Points accumulated will solely be for the purpose of determining the season champions. Modified cheques can be mailed out or held for pick up the following race day. Streets, Hobbys and Trucks will be paid out in a lump sum at the conclusion of the 2016 race season.
15. All race vehicles must be inside the back gate and signed in by 5:00 pm for a 7:pm start time or by 12:00 noon for a 2:00 pm start time. Any race vehicle not complying as above, will not be eligible for the pill draw and will automatically be relocated to start in last place for the first heat. At the discretion of the back gate officials, and in the event of a lineup entering the back gate at 5:00pm or 12:00 pm, this rule may be waived.