



## Infraction and Penalty Guidelines

<b>Driving Violations</b>
---------------------------

### Metal – Metal

If a review of a metal-to-metal avoidable contact incident is required (*including video if necessary & available*), a hearing will be held to determine fault.

The Race Director will conclude the findings, and a penalty will be assessed.

The severity of the penalty will be determined by the aggression of the impact, and severity of the damage to the track, and each car. Additionally, the attitude and acceptance of the penalty by the guilty driver will also factor into the penalty.

The Race Director’s decision is final. There are no appeals.

Penalties include sitting out a session to exclusion from the event, and probation, or suspension of your driving privileges, for a specific time.

These actions will be reported to the Vintage Motorsports Council (VMC) for listing on their website which will ban the driver from any vintage race throughout the country. Lifetime bans are considered if the incident is serious enough.

A driver with a Pro racing license from SCCA, or other such sanction bodies, will be reported to that body, for further action from them on license removal or banning for a period.

<b>Blocking</b>	Any session	
	1 <sup>st</sup> Offense	Furled Black
	Continued	Black Flag – See Race Director
	Blatant	Loss of next session, loss of position, loss of points – probable probation
<b>4 Wheels Off or Spin</b>	2 <sup>nd</sup> Offense	Black Flag
	3 <sup>rd</sup> Offense	Loss next session see Race Director
<b>Unsafe Return to Track</b> <i>(Causing other drivers to veer or avoid or go off track)</i>	1 <sup>st</sup> Offense	Black Flag
	2 <sup>nd</sup> Offense	See Race Director
	SERIOUS	Loss of next session with possible probation or suspension

**DIVE BOMB PASSING** is described as a late breaking attempt to pass a competitor after the commitment zone is past. The driver in front cannot see the overtaking car to take avoidance action, but the aggressive passer can see the whole car. If he is up to the door pillar of the front car, before the apex, the line of vision is equally shared. If contact is made at the apex, the overtaking car came in too late and hit the first car, the fault is the overtaking car. This is the case most of the time.

A late breaking pass attempt resulting in an avoidable contact incident will result in a metal-to-metal penalty, mentioned earlier.

<b>Blend line violation</b>	Black Flag – Stop & Go
-----------------------------	------------------------



## Infraction and Penalty Guidelines

### OVER AGGRESSIVE DRIVING

ALL competitors are reminded that in a SVRA race you are racing in a “no contact” vintage environment.

Blatant intimidation of another driver is not accepted.

Overdriving a corner to gain a position and constant running off the track will not be tolerated. You will be considered out of bounds and black flagged. If you choose to ignore the black flag, we will stop scoring you after the second pass by pit in. Further punitive action will be determined by the Race Director at that time.

Drivers from any **professional series** participating who hold a **pro race license**, that compete with SVRA must be reminded that this is not a professional race. Penalties will be assessed at the highest level, to the Pro who uses these tactics to gain a position. We assume you to have professional track conduct and understand that you are racing in an amateur vintage race environment.

Flagging Violations		
<b>Pass Under Yellow – Non-Race</b>	1 <sup>st</sup> Time 2 <sup>nd</sup> Time 3 <sup>rd</sup> Time	Black Flag – Stop & Go Parked for the day On trailer – probation, possible exclusion
<b>Pass Under Yellow – Race Session</b>	1 <sup>st</sup> Time 2 <sup>nd</sup> Time  3 <sup>rd</sup> Time  Multiple Offenses  Pass for Position	Stop and Go After race, parked for the day. If at day end possible probation. On trailer – probation see Race Director – Probable parked for day – Possible exclusion. 1 Lap penalty/No points/No podium/Probation
<b>Double Yellow – Passing</b>		Black Flag
<b>Double Yellow – Continue to Race</b>		Black flag, parked for the day. If at day end, <b>PROBATION</b>
<b>Double Yellow – Serious</b>		On trailer, probable <b>SUSPENSION</b> .
<b>Any violations under Yellow may result in loss of time, positions, points.</b>		
<b>BLACK</b>	Passing or Ignoring (Confirmed): Practice  Qualifying Race	Discussion with Race Director, possible loss of next session – Notify/Hold on grid Lose fast lap of session 1 lap penalty, loss of position loss of points, if more than once parked for the day.
<b>RED FLAG VIOLATION:</b>	<b>ANY SESSION</b>  <b>SERIOUS</b>	Exclusion from event  <b>3-month suspension with notification to VMC</b>



### Infraction and Penalty Guidelines

#### CHECKER

Blowing:	
Practice	Lose lap next session – Notify/Hold on grid
Qualifying	Lose fast lap of session
Race	Lose 1 lap on results

Pit Lane Violations – Sprint and Enduro Events
--

Speeding (Pit Lane Speed 40mph)	41-44	Stop & Go
	45-49	30-second hold
	50-54	1-minute hold
	55+	2-minute hold – <b>See Race Director</b>
Short Pit Stop:		<b>Black Flag/Hold for time that stop was short</b>
Hot Pit Safety:	fueling, crew violation, etc.	<b>Black Flag/Stop &amp; Go or Stop &amp; Hold</b>
Blend Line Violation:		<b>Black Flag – Stop &amp; Go</b>
Pit Entry (Bad):		<b>See Race Director</b>

Race Start (Re-start) Violations
----------------------------------

Jumping Start:	No position gain	<b>Furled Black Flag</b>
	Position Improvement	<b>Black Flag/10-second Hold</b>
Hanging Back at Start:		<b>Black Flag - Stop &amp; Go</b>
Failure to Pack Up/Line Up on Re-start		<b>Black Flag - Stop &amp; Go</b>