

KRA Policies and Procedures

Updated 5/25/2025

Drivers:

- General etiquette
 - Drivers help to represent the race track and the sport of racing to the fans and the outside public. With this in mind, drivers and pit-crew are expected to conduct themselves in an appropriate, respectful, and sportsmanlike manner. This applies to actions towards fans, other competitors, and track personnel. The track may impose fines if it is determined that competitors are acting in an unsportsmanlike manner.
 - After the races are finished, we ask that haulers, that are able to, exit the grounds through the grandstand entrance to try to keep noise and dirt out of the residential area near the pit entrance. Please be cautious of fans and pedestrians when driving through the grandstand parking area and entrance.
- Driver Check-in/Draw Shed
 - The “Draw Shed” is behind the pit stands near the entrance to the track on turn 2
 - Drivers will check in and draw at the draw shed at the beginning of the race night.
 - Draw cutoff will be 30 minutes prior to the scheduled start time.
 - Drivers may choose to start in the rear of the field, but should make this decision clear to the officials at the draw shed when checking in.
 - Regular race night redraw will be performed automatically following the heat races.
 - Redraw for specials may be performed differently from regular races, and will be explained at the nightly pit meeting.
 - Payout checks will be at the Draw Shed shortly after cars are cleared by Tech Officials
- Pit Meetings
 - Pit Meetings will take place approximately 15 minutes prior to the scheduled start time.
 - Drivers are expected to attend the pit meetings where reminders and nightly updates will be given.
- Staging Area and Track Entrance
 - Cars will stage before their race next to the pit stands near turn 2 behind the entrance to the track.
 - The track entrance is after turn 2 coming onto the backstretch.

- Scaling and Tech Area
 - The scale is located to the right of the “exit road” coming out of the track exit on turn 1
 - The top 5 finishers in Heat Races, B-Mains, and A-Mains in all classes are required to scale immediately following the finish of their race.
 - The tech area is located to the right side of pit road, just past the main pit gate, after exiting the scale.
 - The top 5 finishers in the A-Main in all classes are required to go to tech immediately following the scale.
 - Tech officials are able to inspect any cars at any point during the race night to determine legality and safety of competitors and cars.
- During the Race
 - Communications and Scoring
 - KRA utilizes “Racecievers” as the primary form of communication with drivers during the race.
 - Drivers are required to have a functional receiver in use during the race, set to channel 454.
 - KRA utilizes “MyLaps” transponders as the primary form of scoring with backup scoring done by hand if needed.
 - All cars, with the exception of Hornets and Pure Stocks, are required to have a functional compatible transponder on their car in the correct location during the race.
 - Drivers should ensure the draw shed has your up to date transponder number.
 - Start Zone
 - The start zone consists of 2 cones spaced apart located near the exit of turn 4.
 - Races will be started/restarted by the pole car within the start zone.
 - The pole car must not “fire” before the start zone.
 - All other cars may not “fire” before the pole car, unless the pole car has not fired by the time they reach the end of the start zone.
 - A “jump start” will trigger a restart.
 - Cars that have been deemed to have “jumped the start” may be put back 2 positions.
 - Lineups
 - Start of the Race
 - Lineups will be posted on “My Race Pass” and on the lineup board on the side of the pit concession stand near the Draw Shed before each race.

- Start of the race lineups will be double file with the odd position cars being the inside line.
- Restart
 - During a caution or red flag, restart lineups will be read to the drivers over the receiver.
 - Lineups for restarts on regular races, unless otherwise specified, will be done in the “Delaware Style” with the pole car out front and double file the rest of the way back, second position has choice of inside or outside line and third position next to them, the rest of the field will be even positions inside and odd positions outside.
 - Specials may follow different restart procedures.
- On-Track
 - When entering the track for the race, drivers should go single file, maintain a reasonable speed, and maintain a following distance of approximately 1 to 2 car lengths, for the purposes of checking transponders. Track officials will instruct the field when to go double file in the correct lineup.
 - Drivers may not exit outside the track during green flag racing. If a driver decides that they cannot/will not continue racing, they should pull into the infield of the track. They will be allowed to cross to the outside pit area when the track is not green and officials determine it is safe to do so. Failure to follow this rule will result in a Disqualification from that race.
 - Drivers may not exit their car while on the racetrack unless instructed to do so by track officials, or if the driver determines remaining in their car is an imminent risk to their safety. Failure to follow this rule will result in a Disqualification from that race.
 - Drivers are asked to take 1 “cool-down” after the checkered flag, and then exit the track off of turn 1. The winner of the race will go to victory lane, in front of the scoring tower in the in-field, after the “cool-down” lap.