



Time Limit Policy

Due to certain situations including, but not limited to, inclement weather, time constraints, and large car counts, NCQMA may need to impose time limits on races.

- Time limits will be communicated at the Driver/Handler Meeting by the Chief Steward.
- Time limits may be adjusted or removed during the race event, but will remain the same for all heat races or group of main event races.
- The NCQMA time clock is located on the scoring tower building.
- The time clock will be started at the initial green flag start of a race.
- In a race, the time clock will be stopped under red flag conditions, but will not be stopped under yellow flag conditions.
- If the time limit expires under green flag conditions:
 - a. The race will end at the next flag, either the checkered flag or yellow flag.
 - b. If a yellow flag is displayed due to a caution, the cars will be lined up based on the scoring order. Cars that received a DOT or strike will be placed in their appropriate position.
 - c. Once cars are in the correct order, the checkered flag will be displayed and the race is officially over.
- If the time limit expires under yellow flag conditions:
 - a. The race will be restarted.
 - b. The race will end at the next flag, either the checkered flag or yellow flag.
 - c. If a yellow flag is displayed due to a caution, the cars will be lined up based on the scoring order. Cars that received a DOT or strike will be placed in their appropriate position.
 - d. Once cars are in the correct order, the checkered flag will be displayed and the race is officially over.

If you have any questions about this policy or require further clarification, please see [the NCQMA Chief Steward](#).

NOTE: Time Limit Policy is Subject to Change

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