

General Track Rules

1. Drivers, car owners & crewmembers will conduct themselves in a calm and sportsmanlike manner at all times.
2. Interpretation of rules and decisions of speedway officials will be final.
3. Ignorance of rules will not be accepted as an excuse for their violation.
4. Management reserves the right to refuse entry to any car or person without question.
5. The driver/car owner alone will be the sole spokesman in any and all matters pertaining to the race and must talk with the official in charge.
6. Open drinking of intoxicants in the pit area by drivers will not be tolerated. Offenders will be subject to immediate ejection.
7. The following activities will result in fines, loss of winnings and points, and be subject to suspension and arrest: Loud and abusive language toward track officials, Starting or engaging in a fight, Deliberate contact during caution laps or after the race has completed, Subjecting any employee or official to improper or abusive language or profane signs. Penalty will be at the official's discretion. Any person found with any weapon on him or his vehicle is also subject to arrest. Disorderly conduct will not be allowed at the pay-off window.
8. Any fines, suspensions, and/or protests must be settled with speedway management and local Law Enforcement before a driver, car owner or crew member will be allowed to enter restricted area at another event.
9. Any cars entering race track other than at allowed times for division running (Race or Practices) will be subject to action at discretion of race officials.
10. Any driver, car owner or crewmember going to the top of Flagstand, Scale, or Tower to argue, without permission, will be fined (minimum \$150) at official's discretion. Orderly conduct & discussion only!!
11. Three features wins in a row in any division the driver or car must start the next race from the rear (Crate Late Models excluded). Special events are the exception, and the following weekly event will have the driver/car starting from the rear. Special events qualify as any purse paying \$200 over the weekly WIN amount. Young Guns V8 will start in the rear after each win.
12. Car number must appear on the roof and both sides to be scored.
13. Any situation not specifically covered by this rulebook will be acted upon by flagman, race director, pit steward or management and decisions shall be final.
14. All cars must have a chain in front and rear for hook up!
15. Six inch self-supporting spoiler allowed in all classes.
16. Fire Retardant driver uniform, window net, helmet, five-point harness and fire extinguisher required. If caught at any time without one of these items, you will not run that date and you will forfeit all points and money.
17. Fuel protest \$150. Must pass FUEL LAB TEST!
18. A car is only allowed to compete in one division per night.
19. Any and all items not covered in these rules are non-protest items.
20. All prize money must be picked up at the payoff window following day or night's racing activity. Failure to pick up money on night of race will result in forfeit of winnings. No exceptions.
21. Stock means that you cannot modify this part. (If the rules don't say you can- then you can't.)

22. The rules are configured to support different racetracks and what may be good at one track may not be good at another. As deemed necessary, the rules may be altered and/or changed to suit the track and/or the officials. Rules are based off of US production models and availability.
23. The track reserves the right to promote any driver up at any time without prior notice.
24. All 4 Cyl. classes may run heat shield no longer than cylinder head and may not extend past shock tower.
25. No electric or mechanical vacuum pumps allowed in any class
26. All bore & stroke measurements will have a plus or minus .010" tolerance. CC's and CI's will be figured from actual measurements.
27. Exhaust EVAC system OK in all classes.
28. Bead locks OK all divisions. Outward facing only.
29. Mirrors are OK in all classes. Series/association rules override track rules.
30. All weights or cc's must be posted on hood. All weight penalties & weight breaks must be claimed on hood. If not posted and the car is protested, this could result in a DQ.
31. NO Personal Vehicles or trailers to cross scales. (Racecars only). If caught will be DQ!

Pre-Race Process

1. Attendance by drivers, car owners & crew members at drivers' meetings is mandatory.
2. Visual protests (requiring no measurements whatsoever) must be presented to Tech Officials in writing before feature line-up commences. No visual protests taken after track announcer has made call for cars to come to staging area. Cost is \$25. Bodies are not a protest item and will be governed by track.
3. All drivers must be ready to compete in the event for which they are scheduled. If you are not staged in line up when cars are called to the speedway, you will start tail of field.
4. All Drivers must have a working Raceceiver when on track!

Race Process

1. The Race Director/Flagman is in full control of race procedure and on track activities. His/her decisions will be final.
2. Drivers may not exit the car on track unless instructed by Race Director or safety crew. Exiting the car for any other reason will be grounds for disqualification from the event.
3. Any cars not on the track when "okay" sign comes out will start at rear.
4. STARTS - All initial starts are double file at the start line. Inside driver sets the pace. It is the outside driver's responsibility to stay beside him. Jumping starts will put you back one row. After 2 double file attempts (jumps do not count), line up will go single file, Crate Late Model excluded.
5. RE-STARTS - Drivers will be instructed by Race Director to choose inside/outside for re-starts. Leader will re-start within the start box area. Jumping starts will put you back one row.
6. MULTI-CAR WRECK ON FIRST LAP: All cars get their spot back. Single car spin will go to the rear. Any cars going to the pit will go to the rear.
7. Any car deliberately stopping before the completion of the first lap to bring out the caution will be put to the rear or penalized a lap at the discretion of Race Director/Flagman. Deliberately

stopping and bringing out the caution to keep from going a lap down will be scored one lap down.

8. Any car(s) involved in any accident that brings out red or yellow flag will be lined up in the rear of the field. (This does not include cars that stop to keep from hitting the other cars.)

9. Lap traffic must stay to inside of the speedway. (Any cars trying to hold up leaders will be black- flagged.)

10. Any car charged with three (3) unassisted cautions will be black-flagged.

11. Race back to the checkered flag only. (Green and yellow lights on means race back.) If the track is blocked or a driver's life is in danger, the race will go caution and resume with green, white, and checkered.

12. No work can be done on race car on the track. No tools allowed on track. No crew is allowed on the track, ever! Track officials DO NOT pull sheet metal or perform work on cars!! ONLY exception to pulling sheet metal is if the Race Director deems necessary for safety reasons.

13. Any driver stopping on track and exiting car to argue with officials for any reason will be penalized at track official's discretion Penalized or DQ for the night.

14. No car can receive any assistance from another car during the last lap of the race.

15. In the event that two or more cars cross the finish line at the same time, the car next to the infield can be declared the winner.

18. Rough driving will be dealt with through fines and/or suspensions.

19. Track officials' decisions are final.

Post Race Process

1. Cars will exit the track and enter the pit area at a safe speed.

2. Top three cars must cross scales in order of finish for inspection after heats and features. All cars must have weight and any weight penalties posted on hood

3. Scale area is off limits to pit crews during official weighing. Please exit scale area after car has been pushed on scales. No car will be weighed until the area has been cleared.

Protest Rules

1. Only Driver/Car Owner may protest. Protesting car must compete in race in question to file protest. All protests must be presented in writing, accompanied by protest fee, to Tech Man within 5 mins of the winner of the feature race crossing the scales. Spite protests and protests done in an unsportsmanlike manner will not be considered.

2. Protested cars have 5 mins to accept or refuse protest. After acceptance, protested car has 5 mins to back pull protesting car only, on equal or less items.

3. To protest any car in the field, you must finish directly behind them or protest all cars between. Must be on lead lap at checkered flag.

4. After protest has been filed and money has been put up, it will not be returned for any reason. Protest cannot be taken down once it is filed; this is to avoid swapping money, which is unfair to rest of field.

5. Parts must be ready for inspection within one (1) hour. (Tech man discretion)

6. For protest money to go to car that has been protested, he/she must tear down and be checked and found legal. Cars found illegal will forfeit points and money earned for entire race night.

7. Questions on protest process will be made by driver/car owner only.
8. Driver filing protest is all that will be allowed in protest area other than security and track officials.
9. The Tech Man has final word on any rule or protest.
10. Visual protests (requiring no measurements or removal of parts whatsoever) must be made in the same manner and before line-up for Feature Event. No visual protests taken after track announcer has made call for that division to come to staging. Cost is \$25. Bodies are not a protest item and will be governed by track.
11. Cost of protest: two (2) items \$400 top only. One protest per car per night- this is to stop any spite protest. (But may pull fuel also) Acceptance fee is \$100. The protested car will present \$100 to accept. Back pull's will also present \$100 acceptance fee. If found to be legal, acceptance fee will be returned along with protest money MINUS tech fee (\$100). If found illegal, acceptance fee is forfeited and pays tech fee.

12. Scoring protests/questions will be made after the completion of all night's racing. Scoring protests will only be done in an orderly manner. NO ARGUING! Any disorderly conduct will result in disqualification and/or suspension.

Point system for all divisions will be as follows:

1. Winner receives 100 points for the first place finishing position.
2. Each position throughout the field drops by 2 points (Ex- 100, 98, 96, 94 etc.)
3. Points awarded to driver only.
4. Any car protested and found illegal, the driver will forfeit all points for the event.
5. If at season's end a tie for a position were to occur, the tie would be broken in the following manner: (A) Most wins (B) Most top 5 finishes (C) Most top 10 finishes
6. If a tie still exists, the awards for the position and the position following it will be divided and distributed equally between the two drivers involved.
7. Double points races will be announced in advance.
8. In the event a driver has mechanical failure in their heat race (only) and are unable to continue competition for the night, the driver must contact management, and with permission may take the green flag for the main event, complete one lap and then receive last place finishing points. If management determines that the car cannot safely continue competition, a maximum of 40 points or last place finishing points (whichever is the lesser point value) will be awarded for attempting to compete in the race event.
9. Points start the first race in April and end the first week in October.