

General Rules

ANY CAR OWNER, DRIVER, SPOUSE, GIRLFRIEND, BOYFRIEND, PIT CREW, FAMILY MEMBER OR FRIEND GOING TO SCORING BOOTH OR THE FLAG STAND DURING THE RACE PROGRAM FOR A DISPUTE WILL CAUSE THE DRIVER TO LOSE MONEY EARNED DURING THE EVENINGS EVENTS.

THE DRIVER AND CAR OWNER WILL BE RESPONSIBLE FOR HIS OR HER ENTIRE CREW AND WILL SUFFER THE PENALTIES FOR ANY VIOLATION OF THESE RULES.

ANY PHYSICAL ABUSE OF ANY OFFICIAL AT ANY TIME WILL CARRY A ONE YEAR SUSPENSION OF THE RACING PROGRAMS PLUS THE LOSS OF MONEY EARNED DURING THE EVENINGS EVENTS.

UNSPORTSMANLIKE BEHAVIOR WILL RESULT IN A BLACK FLAG.

Foul or abusive behavior or language will NOT be tolerated, whether directed at a track official or a participant.

NO FIREARMS ALLOWED ON PREMISES.

Pit stewards, infield stewards, flagman, scorers, track promoter and track owner will have authority to enforce on track rules. All decisions are final and upheld for all events of the program. Official decisions are not up for debate!

All cars will be subject to inspection at any time.

PITS

Everyone in the pits, including drivers, must have a visible pit band on their wrist at all times.

Anyone caught within the pit area without a pit wristband will be removed from the pits. Be sure your team and crew have a pit pass. You are responsible for your crew!

Anyone entering the pit area must sign a waiver release form. If the person is under 18 a release form must be signed by the parents or legal guardian.

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Car owners and drivers: Warn your pit crew, family members and friends: Use of alcoholic beverages and/or illegal drugs, even a hint of consumption, will result in the individual being removed from the pits. Anyone associated with a participating car that is removed from the pits for this reason will cause the disqualification of the car for the remainder of the program and will receive a two-race suspension.

Fighting is not tolerated. First offense will result in a two race suspension for the driver and the car. A second offense will result in a one year suspension.

Handicapped Parking is available in the pit area for a discounted price. Occupants paying the discounted price must stay with their vehicle in the designated area.

Vehicles not towing or hauling a car are not allowed in the pits.

If you are not in the staging area when your race is lined up on the track, we will race without you.

There will be no reckless driving in the pits. Run at low speed.

Four-wheelers must run at idle speed. No four-wheeler racing in the pits. No four wheelers or golf carts outside the pits.

Absolutely no riding on the outside of the car. This is cause for disqualification of the car and driver for the remaining program.

Anyone caught dumping oil or fuel on the ground will be suspended for two races.

You are responsible for removing your used tires. Do NOT leave them behind.

TRACK

Rough and reckless driving will not be tolerated. A driver will be sent to the pits for that event. Flagrant or multiple offenses may result in suspension for the year.

No hot lapping before an event - get into formation immediately!

No four-wheelers on the track. Penalties will be assessed for this violation.

Once a car goes to the pits, for any reason, it may not return to the track.

SAFETY

Anytime a car is started in the pits or on the track the driver must have on a helmet and

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During a race, if your safety belt comes unfastened, roll to a safe stop in the infield at the Start/finish line. An infield official will assist you.

DRIVER DRAW

We will gladly draw for you if you are running late.

PAYOUT

Any questions regarding payout will be discussed with the driver (or parent if driver is a minor) or car owner only! Be sure to verify payout prior to leaving the payout window.

RACEceivers

RACEceivers: Will be required for all competitors. We will instruct driver twice on RACEceivers on placement, our infield officials will instruct you once. If you fail to comply at that time you will be BLACK FLAGGED and sent to the pits.

STARTS

If the flagman does not allow a start, he will display the green flag followed by the yellow flag. After the first restart the start will be single file.

A race starts at the cone in turn four. Any driver racing before the cone is considered to be jumping and will cause a false start. Any driver jumping the start twice in one race will go to the tail.

If the yellow comes out before the first lap is complete, the restart will be two abreast.

SELF STARTING

All cars must be self-starting. Any car requiring a push vehicle prior to the initial green flag will start at the tail of that race.

YELLOW FLAGS

Get single file immediately so that we may correct the line-up quickly!!

Drivers are to maintain their position at low speed.

Do not work on your car under a yellow for any reason. This includes changing tire, repairing loose bumpers, hoods or other body parts.

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Cars stopped on the track during a yellow flag will go to the tail of the field.

Rough driving or deliberately causing an accident will be subject to the disciplinary action based on the official's decision. Cars creating a hazard to others on the track will result in a black flag.

Once a car goes to the pits, for any reason, it may not return to the track.

If a car stops on the track for any reason after taking the green flag, it goes to the tail. The only two exceptions:

1) If a track official stops a driver for an inspection and determines the situation to be satisfactory, there is no penalty and the driver receive his original racing position. However, if the official finds the situation unsatisfactory, the official will direct the driver to the tail of the field or to the pits.

2) If a driver's safety belts come undone and he stops on the inside of the track at the start/finish line, he will get his position back.

If a driver is involved in three yellow flag situations, the driver is to go to the pits. No arguments, no questions or holding up of the race...go to the pits. If a driver is told more than once to go to the pits because of three yellow flags, a penalty may be assessed.

BLACK FLAGS

The black flag is used at the discretion of the officials and the flagman.

Rough driving or deliberately causing an accident will be subject to the disciplinary action based on the official's decision. Cars creating a hazard to others on the track will result in a black flag.

Unsportsmanlike behavior on the track will result in a black flag.

REDS

Drivers when you see a red flag/light stop as quickly and safely as possible. Advise your crew not to enter the track until all safety personnel are at the accident scene. TWO crewmembers only per car may enter the track after the pit steward gives the okay. If you are found with more than two crewmembers on the track during a red flag you will be starting on the tail.

DURING A RED FLAG, DO NOT BLOCK ANY ENTRANCE ONTO THE TRACK.

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DRIVERS!! ADVISE YOUR CAR OWNER, FAMILY, SPOUSE, GIRLFRIEND, BOYFRIEND AND PIT CREW THAT If YOU ARE INVOLVED IN A RED FLAG THEIR PRESENCE ON THE TRACK MAY DELAY THE SAFETY PERSONNEL FROM GETTING TO YOU QUICKLY.

Driver must stay in their car. Be ready to roll when we go from a red to yellow.

TWO crewmembers may enter the track, however, once the announcement is made to clear the track, the work must be complete. If your work holds up a restart of the race you will not be permitted to join the field even though the work is complete.

RESTARTS

Single file, nose to tail. Do not lag back in order to get a running start.

No brake checking on restarts. You will go to the tail.

On a yellow flag or a red flag, all cars will revert back to the last completed lap. Lapped cars do not go to the tail of the field on a yellow flag or a red flag. Lapped cars will line-up according to their position on the track, not their running position in the field line-up.

Look at the chalk board or hand signals for your line-up position from the infield stewards or the flagman.

The leader starts at the cone on the front stretch. You must go between the cone and the outside of the track. Do not pass any car until you have passed the cone. Jumping will result in a penalty either during the race or after the finish of the race. If it is possible to assess the penalty during the race, you will go back two cars for each car jumped. If the penalty has to be assessed after the finish, you will be penalized two positions for every car you pass before or at the cone.

Do not run above idle speed under a yellow until track has been completely cleared of all track officials or pit crews. Failure to do so may result in a black flag.

Do not exit your car until instructed to by a track official. The only exception is in the case of fire. We have chosen this time to tighten our rules. Any driver exiting his car, making threatening gestures or advancing towards another competitor on the racing surface will be automatically scored in last place. Further issues may result in disqualification or suspension. We understand that racing can be an emotional sport but first and foremost we must adhere to the rules set in place for the safety of the drivers and track officials.