



## GENERAL TRACK RULES

RACECEIVERS ARE MANDATORY IN ALL DIVISIONS. CHANNEL 454.000  
No two way Radios in any division.

Transponders are mandatory effective June 1, 2017 in all classes except Challengers.

All drivers are responsible for registering their car each night. Cars must be registered by 6:00pm or you will push the field. Car must be in pits to register. If you arrive after pill cutoff, you must notify an official that you have arrived and you will be added to the rear of a heat.

10 Cars or Less in a division & you will run a feature only. 11 Cars or more will merit both heats & features.

**If we have 17 or fewer cars for a particular class, we will run 2 heats. We must have 18+ cars to add a third or fourth heat.**

**Street Stock, Econo-Mods & Crates – Top 3 from each heat must scale. Top 5 from each feature must scale & go immediately to tech. Failure to do so will result in a disqualification.**

Track is not responsible for ANY racecar left on the track if the driver leaves the car. Track is not responsible for any racecar left on the grounds after racing.

Drivers doing spin-outs or speeding in the pits will NOT be allowed back on the track.

**1<sup>st</sup> Offense – Warning**

**2<sup>nd</sup> Offense – TWO (2) Racing Week Suspension (excluding rain-outs/cancellations)**

Crew members are NOT allowed to enter the track for any reasons.

ALL CARS must have a readable number on the front, rear, doors & roof. Please no duct tape or spray paint. Numbers must be legible.

Motorized vehicles (four wheelers, golf carts, mini bikes) are permitted at your own risk, however, if you are asked to park it, you must abide by rules. Safety is our primary concern.

### SAFETY RULES:

YOU SHOULD HAVE A FULLY CHARGED FIRE EXTINGUISHER, SECURELY MOUNTED & ACCESSIBLE FROM BOTH INSIDE AND OUTSIDE OF CAR

FIRE SUITS MANDATORY – NO TEARS OR HOLES PERMITTED  
ASA or SNELL FULL FACE HELMETS MANDATORY

FIREPROOF GLOVES STRONGLY RECOMMENDED

YOU MUST HAVE A TOW HOOK OR CHAIN ON THE FRONT & REAR

Halo must sit above your helmet. If Halo is not higher than your helmet, you will be made to lower your seat.

Anyone going on the track for hot laps must be in complete safety attire. Fireproof clothing must not be torn.

**FINES AND/OR SUSPENSIONS WILL BE IMPOSED FOR THE FOLLOWING:**

Anyone fighting on the track or in the pit area will incur a two (2) week suspension (excluding rainouts/cancellations) and a \$500.00 fine. The fine MUST be paid before the individual will be permitted to return to competition. The car will also not be permitted to return for the 2-week period, even with a different number or driver.

Anyone who drives a car without registering both car and driver.

If any driver, crew member, or family member goes to another car or pit without an official

Any abusive physical or verbal altercations with officials or employees

If any car goes on to the race track after the races are over without prior approval

Anyone not making requested changes to car by specified time

Anyone caught allowing access through the fence or by providing others with tickets

Anyone failing to leave the track when ordered to do so

Anyone going to the flag stand or upstairs to confront an official – Driver &/or Crew

Anyone leaving tires at the track will forfeit their money won for that night

**Track discretion will be used when assessing situations – all penalties are final. All situations are different and will be assessed individually.**

**QUALIFYING FOR FEATURES:**

All divisions will use a pill draw for heat positions.

**Redraw system will be used to determine feature line-up. Winner of the 1<sup>st</sup> heat will meet at the line-up boards after all heats for that class have been completed to pull for the entire class. Second & Third place finishers of the 1<sup>st</sup> heat will be the back-up in the event the 1<sup>st</sup> place finisher does not show. DRIVER MUST PULL, NOT A CREW MEMBER. (1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> place finishers of 1<sup>st</sup> heat in your class must all show to line-up board once heats for that class have finished)**

**Redraw will be:**

**15 or less cars – 6 car redraw, top 3 from each heat**

**16-20 cars – 8 car redraw (2 heats – top 4) or 9 car redraw (3 heats – top 3)**

**21+ cars – Top 12 redraw, top 4 from 3 heats or top 3 from 4 heats.**

**Winners Handicap:**

**Win feature from the week before & make the next week's redraw, you will start no better than 6<sup>th</sup>!**

**Win two weeks in a row and make redraw third week, you will start in the last redraw position. If you win that third week, you will get a bonus! The bonus will be 10% of 1<sup>st</sup> place payout, ie. Super Late 1<sup>st</sup>**

**Place payout is \$1500, therefore the winner will earn an extra \$150.**

24 Cars will start the Features.

If more than 24 cars are present a 'B'-Main will be run to set the starting field.

Double File Starts. Delaware Re-Starts after 1 lap completed. Single File last 3-5 laps.

Driver may not exit their car on track during a race event.

**NEW FOR 2016 – PLEASE READ:**

**Motorized Vehicle Use** - once racing starts, please limit the use of motorized vehicles and use safe driving. **NO KIDS WILL BE PERMITTED TO BE DRIVING ANY 4-WHEELER, GOLF CART, MINI BIKE, SIDE BY SIDE, etc... in the pits or parking lot once racing starts.** Security will be around both areas watching for this. **ONLY 2 PEOPLE permitted to a 4-wheeler** (this includes going out for victory lane photos). This is a safety pre-caution. **No one is to ride on the front of a four wheeler. Abuse of motorized vehicles and we will completely prohibit them from the track period.**