



# URANIUM CAPITOL SPEEDWAY, INC.

P.O. BOX 3478 MILAN, NM 87021-3478

## 2018 General Rules

### Introduction

The rules and regulations set forth herein are the 2017 official rules of Uranium Capitol Speedway, Inc., "UCS". All members of UCS Association will be subject to all UCS Rules and Regulations and will be expected to abide by them. Any infraction of these rules and/or regulations will result in a fine, and/or forfeit of points and prize money, and/or indefinite suspension, at the discretion of the UCS Board of Directors and/or track officials.

The UCS Board of Directors shall have absolute authority on all decisions pertaining to the interpretation of any/all UCS Rules and Regulations. In the event any questions or subject arises, and is not covered by UCS Rules and Regulations, the UCS Board of Directors shall have absolute authority to make the final decision regarding the point in question.

### Disclaimer

The rules and/or regulations set forth herein are designed to provide for the orderly conduct of the racing sports events and to establish minimum acceptable requirements for such events. These rules shall govern the conditions for all race events, and by participating in these events, all participants are deemed to have complied with these rules. No expressed or implied warranty of safety shall result from publication of or compliance with these rules and/or regulations. They are intended as a guide for the conduct of the racing sport and are in no way a guarantee against injury or death to a participant, spectator, or an official.

### Disqualification-Damage Notice

No race car driver, car owner, or pit crew member shall have claim for damages, expenses, or otherwise, against UCS, any director, any officer, or any official by reason of disqualification or damage to either the car or driver or both. The driver, the car owner, and all the pit crew members agree that the track is in safe racing condition if they participate in any racing activities.



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## 2017 Rules and Regulations

The Board of Directors is vested with general management of the affairs and activities of Uranium Capitol Speedway, Inc. The Board of Directors shall have absolute authority in all decisions pertaining to any/all racing events held at Uranium Capitol Speedway, Inc.

### Officers

#### Board Of Directors

Alternates:

Special Committees: TECH:

## 2017 Rules and Regulations

### Pit Entry

UCS Association Annual Membership fee.....\$25.00 (Jan 1<sup>st</sup> to December 31<sup>st</sup> of current year)

UCS 1-Day Association fee..... \$10.00 (Day of event only, no voting rights)

Driver Pit Pass.....\$30.00

Crew Pit Pass.....\$20.00

Go-Kart drivers.....\$10.00

7-13 yrs. old (unless car driver).....\$10.00

SENIOR CITIZENS 62 & OVER AND ALL VETRANS \$10.00, EXCEPT FOR DRIVER

Special event 2-day shows:

Driver \$100.00 2-day/ \$60.00 1-day

Pit \$50.00 2-Day/ \$30.00 1-day



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## General Admission

Adults: \$7.00 (special event \$10.00)

Student (11-17): \$5.00 (special event \$7.00)

Sr & Vets: \$4.00

10 under: Free

## Inside General Reserved Handicap Parking

2 spaces available at the North end of General Admission seating.

Handicap Placard required, and the person on placard must be in car

Spaces will be sold "first come first serve"

Season Pass.....\$40.00

Night pass.....\$10.00

All vehicles parked inside the fences will be subject to search for alcohol. Remember UCS is an Alcohol-Free zone. We may revoke your pass if alcohol is found.

General Rules apply to all persons that are on UCS property. Please read thoroughly and ask a board member if you have any question. We want this to be a fun and productive year.

Thanks for your support in Uranium Capitol Speedway.

Gates will open at 4:00 PM, **Pill draw will be held at 6:30pm-6:45pm (Anyone who does not dill draw in this time will start scratch for the night Heat & Main.)** Pit meeting will be at \*6:45 PM, packing the track will start immediately after pit meeting. Go Kart's will race at \*6:00 PM, both heats and main will run before packing of the Stock Car track. One hour intermission unless changed by the UCS Board due to weather or time restraints.

\*(Start time may be subject to change for special events)

In an event of a rain out if all heat races are finished the race is official. There will be no rain make up dates. In the event that all heat races are not finished we will refund that night. (See Refund below)



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Main event Points and Money will be awarded based on finishing order of heat race in the event of more than one heat race in a class prize money will be split by # of heat races.

(1<sup>st</sup> place heat #1 and 1<sup>st</sup> Place heat #2 will split 1<sup>st</sup> place purse, both will receive 1<sup>st</sup> place points. Other finishing positions will follow suite.)

**REFUNDS** : Cash refund will be given that night or Wrist band must be presented at next scheduled race to receive free entry due to rain out (only good for next race).

## 2017 Rules and Regulations

1. Any person(s) engaging in malicious mischief, stealing, destroying or damaging property of UCS or any other persons in attendance will be subject to arrest by authorities and charges will be pressed to obtain a conviction. Any unsportsmanlike conduct towards any driver or other person will result in ejection for the night and a fine to be paid prior to next admittance.
2. NO ALCOHOLIC BEVERAGES ALLOWED ON UCS PROPERTY! This is for the safety of everyone.
3. Everyone entering the pits must be (or become) a member of the UCS Association, pay the required pit fee, and sign the required release form, anyone under the age of 18 years MUST have a signed NOTARIZED minor's release form on file for the 2016 racing season. NO EXCEPTIONS. Children (under the age of 12) must remain in the pit box or with parent/guardian at all times. 0-6 year olds are free, 7-13 years are \$10.00 (unless they are 13 and driving a car then the driver fee of \$30.00 applies. Any children in the pits not following these rules and running or fooling around in pits excessively will be sent to the General grandstands and will not be allowed in the pits the remainder of the season.
4. EVERY driver must complete and sign any/all required forms and releases before their first race. No driver will be allowed to participate until any outstanding fine(s) or bill(s) are paid. Anyone with outstanding fines cannot enter the pit area until fines are settled.
5. The car driver or car owner will be the only spokesperson for their car in any/all events pertaining to race and/or arbitration with UCS Officials and/or UCS Board of Directors.
6. Driver is totally responsible for the conduct of his/her car owner, all personal and other affiliated people; including family members. Conduct includes, but is not limited to: language, fighting, cheating, threatening or attempting to intimidate



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others, or any other actions that are determined to be unsportsmanlike conduct by UCS officials.

7. First warning will be given at Pit Meeting. UCS Board will determine the penalty based on the severity of the violation, which could be fines, suspension, loss of points or all of the above.
8. Anyone caught in the pit area without a pit pass will be given a warning and escorted to the ticket booth to get a pit pass. Second offense will result in \$40.00 fine due immediately.
9. Any person arriving who appears to be intoxicated by a reasonable person will be denied pit entry. Drinking of alcoholic beverages is prohibited!! Any person displaying evidence of intoxication and/or being under the influence of alcohol or drugs will be required to leave UCS premises immediately. Any driver in violation of this rule will forfeit points for the season, prize money for that racing event and a \$100.00 fine. To insure no alcoholic beverages are being brought into the pit area at any time, any vehicle, and all coolers are subject to search; if we are not permitted to look, the driver will not be permitted into the pit area.
10. The TECH committee will inspect every car for Safety regulations before it is approved as eligible to race. Any car not passing inspection will not be allowed to participate in any UCS events until corrections are made and the TECH committee gives approval for participation.
11. Any car and driver involved in a rollover will not be allowed to participate further in any UCS event until it is inspected by the TECH committee. For Safety, the car will not be permitted to race until the following race date.
12. The staging area is designated "ONE WAY". Each race will be staged and ready to go before the previous race is completed. All cars will enter track and maintain the line-up at a reasonable pace. All cars leaving the track must use the exit lane. Any car entering the pits through the staging area without official authorization will be fined \$75.00.
13. Excessive speed in the pit area is PROHIBITED!! Violators will be fined \$75.00, all drivers must remain strapped in their car at all times when on the racetrack surface (except in an extreme emergency; fire etc.) Violators will be subject to a \$75.00 fine.
14. Any situation arising that concerns a track rule should be submitted to the Vice-President, Pit Gate Monitor, or Non-Racing Board Member. If not an immediate safety item, please submit concerns in writing. Driver, pit crew or family members are not allowed in the announcer's booth or flagman's tower. If you have questions, please ask the Pit Steward, if Pit Steward cannot solve the issue, submit concerns in writing and the Board will review issue after the race. The Board may withhold



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payout for the class involved until the issue can be reviewed and will provide a decision within 1 week of the submission of the complaint. Please wait till between races to speak with any officials. The driver, pit crew or family will not abuse any track official, including pit steward/manager, flagman, judges, ticket booth personal or announcer. Any driver, crew member, family member or any spectator approaching the flag tower or announcer's booth will be fined \$75.00.

15. All cars in the class (es) specified during the pit meeting are required to pack the track. Any car/driver, in the specified class (es), that does not pack the track will run scratch the entire night. NO HOT LAPS WHILE PACKING THE TRACK!!!
16. LINE UP PROCEDURES: All heat races will be lined up by pill draw. Main events will be inverted either by; 2 cars, half the field or the entire field. During intermission we will have a child from the grandstands go to the flag tower and will pick a sealed envelope for all class. At that point the envelope will be opened and the line-up for each class will be announced. *Classes being organized through a club may use their own line up procedure, if desired by the members.*  
*\*lineup procedure is subject to change.*
17. Any driver/car changes will result in starting scratch.
  - No driver changes will be allowed during a race.
18. Randomly during the season top finishers of the main events will have their cars inspected immediately after the completion of the main events by the TECH committee. A car found to be illegal will be disqualified and will forfeit all accumulated points for that event. All other cars will move up a position. The illegal car will not be allowed to participate until corrections are made and approved. Drivers are allowed one person in the pit to help cool down the car. No one will be allowed to work on the car until inspection is done.
19. Protests/Tear Down
  - Protest: All protests must be in writing, signed by the driver(s) protesting. Fee of \$25 (Cash only) **per driver** must accompany the written protest when turned into the Pit Stewart, not the tech. This must be done within 15 minutes of the checkered flag. Only the top 4 finishers may be protested, and only one item per protest. If car is found to be illegal, protester gets his \$25 back. If car is legal, that driver gets the \$25.
  - Tear down: Only drivers competing in the same class as the driver who the protest is against can file a tear down protest. The protest must be in writing and turned into a member of the TECH committee, Board of Directors or Pit-steward/manager within fifteen (15) minutes after the completion of the race. The driver making the protest must put up a \$350.00 protest fee. Protest tear-





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down will consist of 1 valve cover, Intake, 1 head, and 1 exhaust, pulling of starter, pulling of oil pan and checking of the carburetor. The only persons allowed at a tear down will be the car owner, mechanic, TECH committee and the protestor. Any officer may also be present. Failure to comply with the tear-down or the car is found to be illegal, will result in disqualification and forfeiture of points and prize money for that event and forfeiture of points for the season up to that race date. Tear down will take place at the track or at a neutral local shop based on the approval of driver who is being protested. \$50.00 of the protest money will be awarded to the track. If the car is found to be legal the remaining \$300.00 will go to that driver, however if the car is found to be illegal the \$300.00 will be returned to the driver making the protest.

20. Track officials are the only ones that can be on the race surfaces during the races. Any driver(s)/member(s) that are on the racing surface during a race (including yellow and red flags) will be fined. Track officials are the only ones who can touch a racecar while on the track surface. If a driver allows anyone else to touch or work on his/her car on the track, the driver will be disqualified and will lose points and money for that event. *Support help from clubs will be considered Track Officials for the race they are supporting.*

#### Drivers:

Once on the race track, if for some reason you spin out, involved in an accident with another car/wall/tires or any type of incident that impedes your car to continue to race YOU MUST REMAIN INSIDE YOUR CAR until the tow truck driver/rescue personnel arrive and clear the scene and advise you that it safe for you to exit the vehicle. The only exception to this rule is the matter of imminent life or death, IE Vehicle on fire/ Vehicle is on its roof top and may roll over further to cause imminent life or death. If a driver exits the vehicle a red flag will immediately be thrown. If a driver breaks this rule you will be facing a \$ 500 dollar fine and a 3 race suspension.

#### PIT PERSONNEL:

All pit personnel are not allowed on the track at any times, unless they have permission from the track personnel or board members and they are not allowed on the track while cars are in forward motion.

#### TOW TRUCK DRIVERS/RESCUE PERSONNEL:



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Please allow the cars to slow down under yellow before you enter the track. This is a major concern as you may also cause an accident, we will not have only one accident, but two accidents.

21. Each class must have four (4) cars to initially make the class. After this has been met, each class must have three (3) cars to run for points, and (4) for prize money. Drivers cannot pay for a car that is not racing to make car count.
22. A car may run more than one class per night, as long as they are moving up a class, pay the additional driver fee and meet all safety requirements.
23. **Cars not fitting class requirements will run in the next higher class for that race day. The car not fitting class rules will have one week to conform to the lower class rules. Failure to do so will result in being placed in the higher class permanently. Points will remain in class won and not move with the car or driver.**
24. Only emergency vehicles, race cars, vehicles pulling racecars, and trailers are allowed in the pit parking. Enclosed trailers will not be allowed to park in the infield. The vehicle that transported a Go Kart to the race track will have to park in the general parking area and come back to retrieve the GO Kart when the races are over. Pit Parking is for race cars only.
25. For main events points are given if you take the green flag, payouts are based on taking the checkered flag.
26. Point Structure, Heat Race: 1<sup>st</sup> place =3 points, 2<sup>nd</sup> place=2 points, 3<sup>rd</sup> place=1 point

Main Event: Must take green flag to earn points in Main Event

|                                     |                                     |
|-------------------------------------|-------------------------------------|
| 1 <sup>st</sup> place-----16 points | 2 <sup>nd</sup> place-----14 points |
| 3 <sup>rd</sup> place-----12 points | 4 <sup>th</sup> place-----10 points |
| 5 <sup>th</sup> place-----8 points  | 6 <sup>th</sup> place-----6 points  |
| 7 <sup>th</sup> place-----4 points  | 8 <sup>th</sup> place-----2 points  |

All others-----1 point

27. Competitors under the age of eighteen will have checks made out to guardian in order to maintain amateur status for high school/college level sports.
28. Drivers will be paid prize money for the main event points only. Driver's checks will be available for one (1) hour after races are complete. Any check not cashed within 30 days will be void.





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29. The flagman will have absolute authority in all decisions pertaining to race procedures and un-sportsman like conduct. All decisions of the flagman will be final!
30. **Green Flag-GO!!** The green flag indicates the start or re-assumption of a race. All other flag rules apply after the first green is shown. ALL CARS MUST COMPLETE A LAP BEFORE THE RACE IS A START! Any car jumping position, bumping, or holding up the start of the race will be sent to the back of the track, at the discretion of the flagman.
31. **Yellow Flag-CAUTION!!** The yellow flag is official once thrown. All cars will revert back to their position on the previous lap. All cars in single file and maintain a REASONABLE pace set by the leader. Car(s) causing the yellow flag will go to the back of the pack. Each car will be allowed 1 yellows in the heat and two yellows in the main, third yellow car will be asked to leave the track. One hot pit is permitted under yellow during the main event; pitting car must wait to reenter the track during a yellow if green has already been thrown. All cars pitting must line up at the back of the field. (see Hot pit/pitting)
32. **RED FLAG- STOP!!** The red flag is official when and where received. Any car moving while the red flag is out will be black flagged. Cars will line up single file according to the previously scored lap. Drivers causing the red flag, if able to continue will go to the back of the pack. Drivers may get out of their cars to assess damage and removal of car from racing surface. Driver must stay with their own car and not approach other drivers or cars on the racing surface; driver can be subject to fines if in violation of officials. If flagman allows cars to pit, drivers must wait until the yellow flag is thrown. (see Hot pit/pitting)
33. **RED & YELLOW FLAG- RESTART!!** All cars, except the car causing the yellow, resume the original lineup. **Only one** restart is allowed thereafter single file line up will be used, with the car causing the yellow to go to the back of the pack. Cars needing to pit (due to mechanical problems, flat tires, etc.)(This only applies to the initial red and yellow flag restart. See restarts.) Will be allowed three laps under yellow to make repairs and get back on the track for the restart of the race. (see hot pit/pitting)
34. **BLACK FLAG- DISQUALIFICATION!!** If you are black flagged for any reason, you must leave the racing surface immediately. Stopping to argue with the flagman (or official) or stopping and doing a burn out in front of flagman will result in a \$50.00 fine and each lap taken after black flag is thrown will be an additional \$25.00. The black flag will be given to any car for rough driving. ROUGH DRIVING will not be tolerated. Any driver deliberately running into and/or forcing another car off the track will be black flagged at the discretion of the flagman. THE FLAG WILL BE FINAL.



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35. **WHITE FLAG**- LAST LAP!! One remaining lap will complete the race. A yellow flag displayed with the white flag is to warn drivers of a problem on the track, continue the race with caution. If the red flag is thrown during this lap, the event will be scored as if the race had been completed minus the car(s) causing the red.
36. **CHECKERED FLAG**- FINISH!! The lead car has completed the race. Cars will be scored as they cross the finish line.
37. **Hot pits/pitting** - under certain circumstances cars will be able to pit during a race.
- One hot pit is permitted under yellow during the main event; pitting car will have 3 minutes to make repairs. If the hot pit goes beyond the allotted time the driver must wait to reenter the track during the next yellow. Car may be scored down by how ever many laps that have been completed. All cars pitting must line up at the back of the field unless instructed otherwise by track official. Only 4 crew members will be allowed to make repairs to the car.
  - During Red Flag conditions or restarts, it will be up to the flag man to allow cars to return to their pits for service/repairs. Cars not returning to the track at the designated time by the official must wait in staging before reentering the race. Cars may be held in staging until the next caution and will be scored down by however many laps that have been completed.
  - The designated hot pit area will be off of turn 4 next to the staging area. In the event that over flow pitting in the infield is required the hot area will be on the back stretch of the go-kart track.
38. **Restarts**
- **Start of Race** - All cars, except the car causing the yellow, resume the original lineup. Only one restart is allowed thereafter single file line up will be used, with the car causing the yellow to go to the back of the pack. Cars needing to pit (due to mechanical problems, flat tires, etc. This only applies to the initial red and yellow flag restart.) Will be allowed three laps under yellow to make repairs, may be allowed to return to their pit and get back on the track for the restart of the race.
  - **After Caution** –
    - Heat race - cars will start single file.
    - Main Event – cars will start Double file with the leader alone on the front row (Delaware Start). The second place car will choose high or low and the field will follow thereafter.
    - The flagman may use his discretion and have the cars line up single file if the cars cannot complete a restart.



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39. The advertised length of the race may be cut short do to extend caution periods or due to, to many cars not being able to finish. (Example- 10 cars start the race and 8 have mechanical issues and only 2 remain, if the 2<sup>nd</sup> place car is 1 or more laps down the flagman may use his discretion to end the race early).

## 2017 SAFETY RULES

1. The cruiser and Hobby stock classes are the only classes allowed to have passengers as long as the passenger has the same door bracing, window net, racing seat and 5 point harness as the driver for that class.
2. All equipment will be subject to approval at any time by the TECH Committee. Any car in which safety factors are inadequate will be barred until such conditions are corrected. It is the responsibility of each driver to have his/her car free from mechanical defects and is in safe racing condition for all UCS events.
3. Seats must be mounted to the roll cage and/or frame. **NOT TO THE FLOORBOARD!!** Seats must be braced on the bottom, lower back and upper back. An approved padded headrest is **MANDATORY!** It **MUST** be attached to the seat. A 5-point safety harness system (lap belt, shoulder harness, anti-sub belt, must be SFI approved and dated within the last five years. Belts must be securely mounted to the roll cage or frame, **NOT THE FLOORBOARD.** Follow diagram for proper installation of safety belts. No fiberglass or plastic seats.
4. Each driver must have a full racing fire suit (without holes or worn thin material), a helmet with full face shield; SA2000 or newer approved and a neck support brace. **FLAMEPROOF** foot protection (leather boots OK, no tennis shoes) and flame-retardant gloves (must have all fingers with no holes) are **MANDATORY.** **Please look at specific class rules for further clarification of these rules.**
5. All cars may use a window net. Arm restraints are mandatory, if not running a window net.
6. **ROLLCAGE:** All stock cars must have a roll cage of minimum 1 ½" .095 steel tubing. Roll cage must have four vertical uprights, (must have "halo" roof support system made of roll cage material ,minimum .095) two rear angle supports, front nose loop and tail section loop, a minimum of three horizontal door bars on the driver's side and passengers side. Driver's door must have a minimum of 16 gauge plate located between the door skin and the outside of the door bars. All stress points must have gussets. The



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windshield must have center vertical bar a minimum of 1".095 OD pipe, a minimum of three windshield bars or heavy gauge metal screen covering the windshield opening in front of the driver. Dash bar is required. Uni-body cars, which have no frame to which attach the roll cage, must have a minimum 6"x6" steel plate welded to the floorboard. Uni-body cars may connect the front and rear sub frames with boxed tubing.

7. DRIVERS COMPARTMENT: a 2 ½ pound ABC fire extinguisher must be securely mounted with a safety latch within the driver's reach. All fire extinguishers must be fully charged and equipped with a working gauge. All cars must have a firewall between the driver and the engine, and a firewall between the driver and the fuel cell. Drivers must be completely separated from the track. Fuel lines that run through the driver's compartment must be enclosed from firewall to firewall by electrical conduit and securely fastened. Unless specified in specific class rules.
8. BATTERY: The battery must be securely fastened inside a metal frame. If the battery is in the driver's compartment it also must be inside a well secured covered box. All batteries must be completely isolated from the driver.
9. FUEL CELL: Fuel cells are MANDATORY for all cars/classes unless specified in specific class rules. The fuel cell should be mounted within the main confines of the chassis and roll cage. All fuel cells must be encased in a steel container. All fuel cells must have a flapper valve.
10. TRANSMISSION: All standard transmissions must have explosion proof bell housing or a protective scatter shield. Scatter shield must be a minimum of 3/16" thick.
11. DRIVESHAFT: All cars must have a safety loop or chain (for approval) around the drive shaft securely mounted within 6" of the front U-joint. The drive shaft must be painted white and the cars # painted on it.
12. MIRRORS: Rear view mirrors are not allowed in any class.
13. IDENTIFICATION: Cars must have a number; letters are optional. Identification must be at least 18" high and 2" wide on both sides of the car on the doors. With the exception to the modified and x-mod classes, they can have the identification on rear quarter panels. The top identification must be at least 20" high and 3" wide. UCS Officials have the right to temporarily change car identification to avoid duplication. Car identification may be registered for a \$5.00 fee. If identification is not visible to the judges, the car will not be scored.
14. BODIES: All damages incurred during the race must be reasonably repaired by the next event. This applies to all classes. Hood and deck lid must be on car if it is on the racing surface. It must be secured at four corners on hood and deck lid. All bumpers must be in place and securely fastened to be on the racing surface. (If a car is involved in a crash



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and the hood/deck lid must be removed it will be up to the track official to allow the car to continue as long as it is deemed safe to compete).

15. FUEL TYPE: Pump fuel or racing gasoline ONLY. No methanol or alcohol (excluding modified class)
16. RADIATOR: Any type of radiator may be used. The radiator must be mounted in front of the engine. Cooling system is allowed if shielded from the driver.
17. OTHER: Operational self-starters are required. Cars MUST start under their own power before leaving the pits. A master kill switch is mandatory and must be mounted on the left side of the car and marked by a 3" arrow and must be accessible from the outside by pit personnel.
18. RADIOS: Radios and any other devices used for transmitting or listening are not allowed in the racecar. Drivers will be required to run a Receiver to enable audio communication from officials to drivers.

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