

# RULES of COMPETITION

## BEFORE GOING ON TRACK

- A. Everyone entering the pit area needs to read the Pit Area Rules & Guidelines available on Speedrome.com.
- B. All racers need to read the rules for their division.
- C. Every racecar/driver combination racing that night must sign in when their tow vehicle comes through the pit area gate. This is how we know you are here race lineups. Failure to do so, may result in you starting at the tail.
- D. Each race car must have completed car number registration before going on track. This includes any addition items spelled out in their rules. Your car number belongs to that person for the season. Purchasing a "used" car does not give you that number. A number can be removed from someone due to lack of use. Car numbers must appear on both car sides and on the roof. Numbers must contrast in color (light vs dark) from car color. Divisions with front windshields must have a 6" white number in the upper corner of the passenger side.
- E. All drivers that are competing for prize money must have a completed W-9 form on file. No prize money will be issued until then. A driver must officially complete one lap in that race to receive prize money. Prize money will be paid out at the pit office front window approximately 15 minutes after the completion of the day or evening's final race and all the races results have become official.
- F. When a racecar appears at the track for the first time that year or for the first time with a new owner, it is required to be presented to the tech area for technical and safety inspection before entering onto the racing surface. Tech inspector approval is required for any further participation. Further inspections may be required at any time. If the inspector challenges the compliance with the rules of any car, it is the responsibility of the car owner to prove that any part or component of the car which is challenged does meet the requirements of its division's rules. When the car is submitted for inspection, the car owner certifies that the car meets all the requirements contained in these rules. The decision of the inspector as to whether the car complies with the rules will be final without appeal.
- G. Cars are required to go through tech prior to each single-car qualifying session and all feature events.
- H. All teams are required to properly place a Speedrome owned scoring transponder on their car for all laps turned on the track. Transponders can be picked up at the parts building neat the pit area entrance. A license will be held until the undamaged transponder is returned. Failure to return the transponder in a timely manner after racing ends or it being damaged may results in a fine.
- I. Race lineups will be posted in a timely manner on the red board located on the back of the west pit area grandstand.
- J. Race lineups aim to promote balanced competition with its tradition of handicapping the majority of race starting lineups. The inversion method mainly used since 1995 are rankings with the best ranked drivers starting at the back.

- K. A ranking chart contains a driver's previous finishes in that class and type of event (feature or heat). These finishes are organized from best to worst. Drivers tied with an equal finish, will use their next best to break the tie and do so for as many finishes are needed. Drivers with no previous finishes have no ranking and will start behind ranked drivers. Late arriving, non-qualified, or drivers who miss their heat will also start behind ranked drivers.
- L. Feature races will use the inverted rankings method as explained above. If multiple features are necessary, the higher ranked drivers will be lined up in one feature and the remaining drivers in the next feature, and so on.
- M. Heat races will use the inverted heat rankings.
- N. Heat races with feature transfer spots on the line will have heat ranked drivers spread evenly across races.
- O. Heat races without feature transfer spots on the line will have one heat lining up the higher ranked drivers and the next heat having the next highest and so on.
- P. Last chance race (if needed) will be inverted by heat rankings. Transfer spots will be on the line. Those drivers who transfer from the last chance race will be added to the back of the feature lineup by their finish.
- Q. Legend car lineups differ. See their rules for more info.
- R. All transfer spots are earned by the driver and not the car. Switching cars will result in that driver starting on the tail.
- S. 2021 opening night will use 2020 overall points unless qualifying (with an invert draw) is held for that division.
- T. Special event lineups may differ.
- U. A car can only compete for prize money in one division per event unless approved or specifically announced prior.

## ON THE TRACK

- A. Pulling onto the track for a race, each car must go across the start/finish line once to activate/confirm their scoring transponder is working properly. Cars must then pull directly into their correct starting spot on the grid.
- B. Junior Faskarts will not go to the grid. They will proceed to the south end for track officials to put them in order.
- C. Drivers must wear a clearly labeled helmet that meets or exceeds the 2010 SA Snell or SFI 31.2 or SFI 24.1 (youth) standards. Helmet must be worn at all times while a race is going on. This includes while parked out of the race.
- D. Drivers must wear a long-sleeved fire-resistant racecar uniform and gloves. Factory FWD and Ford division drivers may wear long pants and a long-sleeved sweatshirt instead (a fire suit is recommended).
- E. All drivers must also make use of an approved neck collar or Hans-style safety device in competition.
- F. Faskart drivers are required to use safety arm restraints.
- G. No participant may use a two-way radio or any other driver communication device unless assigned by the track.
- H. No lights of any kind can be added for appearance purposes to any Speedrome racing division.
- I. The four corner markers mark both the oval and Figure 8. The car must go above or contact the four corner markers to be scored for an officially completed lap. This includes coming out for qualifying and all starts/restarts.

- J. Qualification runs begin when the car pulls onto the track. If the car is then not able to complete a qualification lap, the car will be considered a non-qualifier. Cars that are disqualified for technical reasons in qualifying cannot go again. That car will be considered a non-qualifier. Cars that have not attempted a qualification run and are in line at the on-track gate when qualifications close will be allowed their attempt during regular events.
- K. On a start or re-start, racing begins when the green flag is waved. Line-up positions should be held until the green flag waves and the concurrent display of the green light. Starts/re-starts will be double file unless a single file re-start is deemed appropriate by the chief steward.
- L. No track official can give physical assistance (except as outlined here) to any competitor during any race event. A competitor can be disqualified from any event in which he or she has received such assistance. A wrecker and/or track official may lift a car off another car, lift a car off the wall, or assist in the separation of two or more cars locked together. The wrecker or officials can assist in performing necessary work to clear the track and/or avoid additional damage to cars. If the assisted car is to continue in the race, it must leave the scene under its own power or be pushed by another racecar. A car pushed off or removed by a wrecker may return to a race proving to move under its own power and approved by the chief steward.
- M. No car may leave the pit area to first enter a race after the green flag has been initially shown.
- N. Cars may only pit and return to a race that is scheduled for 25 laps or more and timed race events.
- O. Green flag indicates the start or restart of racing. It may stay out with minor situations such as a spinout.
- P. Yellow flag (Jr Faskarts) indicates a minor hazard on the course. Cars should slow down and not pass cars. Officials may adjust this order after the hazard has been remedied and before returning to green.
- Q. Yellow flag (all other divisions) advises drivers that a minor hazard is on the course and racing will continue. Racing will return to green flag conditions when clear.
- R. Red flag indicates a severe hazard on the track that requires stopping the race. All cars must stop and maintain position until approved by track officials. Cars moving around may be asked to leave the racing surface.
- S. Black flag notifies a competitor that they are to pull directly out of the race for safety or conduct reasons.
- T. White flag indicates there is one lap remaining.
- U. Checkered flag indicates the end of an event.
- V. No one will be allowed on the track for any celebration or ceremonies until all racing vehicles have stopped and had their engine shut off. Track personnel will decide when persons shall be released onto the racing surface.
- W. All on track conduct such as fighting, hitting cars under the red, physically/verbally assaulting competitors/officials will not be tolerated. Expect to be immediately removed from the property plus additional fines and/or suspensions.
- X. If a car is involved in an incident or is stopped anywhere on the track surface (including the infield) and is unable to move, the driver must shut off the car and lower the window net if uninjured. Drivers must remain in their cars. Only under conditions that threaten an immediate danger from fire may a driver get out of the car on track during racing conditions. Other than fire, drivers must then wait for directions from track personnel to loosen safety equipment and climb out. Driver will stay with the car until it is ready for removal from the track without approaching the active racing surface or another vehicle. A driver can be removed from participation for violation of this rule.
- Y. The data gained from the transponders along with serial scoring will be used to make all race result official. Any laps deemed to shortcut the course, completed under the black flag, or car disqualified in tech can be deleted from scoring. Protests of scoring of feature events must be made within 10 minutes after the official posting of results. Protests must be made in writing in the pit office. Only a driver or parent of a minor driver affected by the alleged scoring error can lodge protests. Any on-track penalties or judgments made by the officials cannot be protested.

#### **AFTER COMING OFF THE TRACK**

- A. Feature post-race tech is required for the top 3 finishers and any selected cars in the Street Stocks, Factory FWD, Junior Faskarts, Adult Faskarts, Legends, and Fords. Not showing up or refusal of tech inspection results in a DQ.
- B. Late Model Figure 8 post race guidelines are available in the Tire Policy sheet available on Speedrome.com.
- C. When a regular racing program is ended prematurely due to inclement weather, power interruption, etc., participants will be paid full prize money and awarded the related points for every completed event. A specific race will be considered complete if at least 50% of the scheduled laps are run before the race is halted.
- D. Any time a car is damaged, the car owner is expected to repair any components that might cause the car to be unsafe for the driver or other drivers. When a car has suffered serious structural damage, we may remove the car from competition even though the car is operational.
- E. Points are awarded only to the driver. The driver who first comes onto the track for a race receives the points/awards
- F. Points for feature races is 100 – 97 – 94 – 92 – 90 – 88 – 86 – 84 – 82 – 80 – 78 – 76 – 75 thru field
- G. Points for heat races/qualifications are 30 – 29 – 28 – 27 – 26 – 25 – 24 – 23 – 22 – 21 thru field. Not for Legends.
- H. Points for a last chance race for the non-transferring drivers is 74, 73, 72, 71, 70, 69, 68, 67, 66, 65-field.
- I. A minimum total of 50 hard luck points may be awarded to an event driver who does not reach that total at that event.
- J. Disqualified drivers receive no points at all for the night.
- K. Ties in the point standings are decided by a driver's best feature finish in that series. If multiple drivers are still tied, we go to the next best finish and so on.
- L. To receive points for any race or qualification attempt, the transponder must be activated at the start/finish line thus having the driver's name appearing on the results.