

Mirco, Mod Lite and Sprint cars

KC Raceway Rule Book

Updated 02/15/2021

1. KC Raceway is a business and is operated as one, we have the right to refuse service to anyone, or suspend/remove as seem fit.
2. Pit passes are \$30.00 5 and under free
3. Pit passes must be worn until the final car clears tech, anyone found without a band must purchase one immediately, failure to do so will result in removal and possible dq of driver.
4. General admission is 10\$ per person 5 and under free
5. General admission for special events will be 15\$ 5 and under free
6. Reserved parking annually is 100\$ This money goes to the points fund and year end banquet.
7. Points fund is 50\$ annually, this fee also goes directly to the points fund and banquet.
8. Year end awards and banquet, driver must run 10 races to be eligible for year-end awards.
9. All Drivers must attend drivers meeting, failing to do so can result in starting in the rear.
10. We use transponders to score races, driver's license, or cc must be held in possession of the track until end of event when transponder is returned. Its your responsibility to buy transponder bags. The transponder goes on the right rear downtube of the car. If the transponder is in the bag and in the correct location and is broken in a race the driver will not be responsible however if the transponder is damaged and not in the correct position or in a bag then the driver will be responsible to repay \$150.00 stating with that nights payout, driver will not be allowed to race until fee is paid. If transponder is not on the car it will not be scored and will be disqualified.
11. To run in the feature race, you must attempt to start the heat race, race director can choose to let you start in the rear of the feature.
12. Cars will be aligned on the grid, once cars are on the track and the final car passes the flag man, any late car will start in the rear, once the light goes out typically after one lap driver will not be able to go on the track unless the first lap has a caution and car re line back up. In that case the driver will also start in the rear.
13. If a car stops on the track BEFORE the yellow light is turned off (signifying "green next time by"), they will NOT lose their starting position. If a car stops on the track AFTER the yellow light is turned off, they will be charged with a Yellow Flag and be moved to the tail of the field. In the event a car drops out or is moved to the rear, after entering the racetrack, cars in the same row as the one that dropped will move forward.
14. ORIGINAL STARTS will be between turns three (3) and four (4). All cars will be side by side and nose to tail. Pole car sets the pace for the start as directed by the officials ("Slow" starts will not be tolerated and will be considered "jumping"). Race starts after the cone. When the initial green is displayed, racing may begin! Any car/cars that jump the start will be moved one row back. If the same car/cars jumps the start twice, that car/cars will then be put to the rear of the field.

15. Spins or tangles occurring in the first lap in any event will call for a New start. Cars dead on the track will restart at the rear of the field in the order they were running. Cars in the same row as the one that dropped will move forward
16. RESTARTS will be single file, nose to tail. Passing will be permitted once you have passed the designated cone on front stretch. Any car/cars that hits the cone, passes before the cone, or goes inside the cone will be charged with one yellow and sent to the rear of the field.
17. On weekly points races, heat race groups will be determined by auto drawing a number at sign-in. Features will be lined up by highest passing points and INVERTED by spinning a wheel with 0/2/4/6.
18. Heat races will be 10 laps (Jr. 8), and the A-mains will be 20 laps (Jr. 15). A-Main laps can be reduced based on car count. B-Main laps will be at the discretion of the referee, minimum 1 lap per car, but no more than 20 laps. FEATURE EVENTS (A, B, C, etc.) will have a time limit of 1 minute per lap (e.g. 20 laps=20 minute limit). At the end of the time limit drivers will be notified by Receiver there are 5 laps left. If a caution occurs after the time limit, drivers will be given Green-White Checker. If another caution occurs, drivers will be given White-Checker. Clock will stop on Red Flag or as determined by race director. Drivers refusing to line up correctly will receive the Black Flag
19. The top 14 in heat points will qualify for A-Feature, the remaining 6 spots will be filled from the B- Main in their finish order. A-Feature starting positions will be aligned "straight up" by Heat Race point total according to the Heat Race Passing Point Scale
20. In the event of a RED FLAG, the fire/rescue/paramedic (if needed) will enter the track. Drivers must provide a clear path for the ambulance. The Flagman (with a second from the Infield Steward) may waive off the fire/rescue/paramedic at their discretion
21. The top 3 feature finishers in each class may be impounded following the A-main for technical inspection. The only persons allowed in tech area are the driver of the car and one (1) crew member of that car.
22. No two-way radio communications are allowed between the driver & the pits. RACECEIVERS are required. Car re-alignment will be a combination of Receiver Communication, Hand Signals & Lineup board. Racers not in position after 2 laps will be sent to the tail of the field. Further refusal to "get in line" will result in a Black Flag and non-scoring. If drivers are not responding to receiver or officials for correct line up we will go green without correct line up. It is driver's responsibility to listen to official in a prompt manner.
23. Point System,
 - A. You must have 10 weekly races in order to qualify for the end-of-the-year point fund.
 - B. You must purchase a membership to run for year end points
 - C. If a driver is disqualified from the main event, all points accumulated for that night will be lost.
 - D. A DQ cannot be used as one of the 10 races to qualify for year end points

E. If a driver chooses to “pull tail”, passing points will be awarded from the original scheduled starting position.

24. No fighting is allowed in the pits failure to cool it after warning from officials can result in suspension and fines to be allowed to return to racing.

25. Proper conduct is expected of all people in and around the track and pit area. Any person, driver, crew or otherwise continually harassing an official or other patrons will be removed from the premises

26. Any obscene gestures from drivers or members of pit crews to anyone will result in a one (1) week suspension. Additional offenses will be dealt with by race director.

27. Paybacks on the racetrack will result in a disqualification by the flagman. There will be Zero Tolerance on and off the racetrack.

28. Absolutely NO ALCOHOL shall be consumed in the pit area during a race event.

29. ATV & Pit Vehicle Use 1. All ATV's & Pit Vehicles MUST be insured & registered with kc raceway (proof of insurance is required at time of registration). 2. Only one ATV allowed per registered car. 3. Registration can be revoked at any time due to misconduct. 4. Racetrack insurance does not cover ATV accidents. 5. All ATV's will be used for race related activity only. 6. No one under 16 years will operate the ATV. 7. No riders allowed on ATV's. 8. After all races, all ATV's must be put away. 9. 10 MPH SPEED LIMIT!! 10. No tolerance – you will be requested to put ATV away immediately. 11. No scooters, or skateboards. 12. Rules apply to the ATV (not the rider)

***** The Sheriff will be called, and you will be removed from the property if ATV or conduct rules are not followed.

30. Track billboards are available for a first-year fee of \$300 and an annual renewal fee of \$150.

31. sponsorship packages can be found on the website

32. On arrival at the track, signing in must be the first thing done to insure proper insurance coverage.

33. No refund allowed after sign

34. Switching of drivers after Heat Race must be reported to judges in charge of scoring, any driver not doing so will be disqualified for the event. Substitute drivers will start at the tail of the event the CAR was qualified for.

35. Wings, if required by class rules, will be mandatory to enter the night's event. Only exception will be in case of a rollover, a car can finish the night without a wing if a backup is not available. It is recommended for top wings to be pinned for easy removal in case of driver injury.

36. Cars re-entering the race from the infield (under Green Flag Conditions) must do so on the front or backstretch. They must have all four tires on the racing surface before the start/finish line to be scored for that lap. Cars must be started and running in the infield before entering the track area. The race

must not be allowed to continue if a car is dead on the track. Cars that leave the track and enter the pits will not be allowed to continue the race. When a car enters the track surface for a race, it may not go back to the pits and re-enter again for that race.

37. ROUGH DRIVING WILL NOT BE TOLERATED, and drivers will be given the Black Flag and may be subject to a fine or suspension from racing.

38. The end of a race will be official when the lead car receives the Checkered Flag, regardless of how many laps the following cars have completed. Finish positions will be determined in the order by which the cars complete the scheduled distance of the race. Cars unable to complete the scheduled distance will be scored by the number of laps completed. Cars involved in spins or tangles after the Checkered Flag falls, which can continue under their own power, will be scored in the order they cross the start/finish line. All cars must cross the finish line under their own power.

39. From the start of a race to the Checkered Flag, the race director controls the event. All drivers must watch and obey the flagmen.

40. ALL Reds will be CLOSED, and a WORK AREA will be available at the exit of the track between the wall and the concrete barriers. If repairs can be made to the car(s) while in that area, those repairs will be allowed. Cars may not be taken to the trailer and the races will not be held for cars being repaired. Once the officials have given the "all clear", the yellow light will be displayed, and race proceedings will resume. If repairs are completed and the car has re-entered the track before the yellow light is turned off (signifying "green next time by") the car(s) will be allowed to re-enter and get in line at the tail. Work may continue until a racing lap has been completed. If a yellow is displayed before a lap has been completed, the car will be allowed to re-enter at the tail if repairs are complete.

41. Entering or Crossing the racetrack is NOT allowed except on an OPEN Red (this includes, but is not limited to, people, tools, parts, tires, fuel & supplies). Exiting the infield under Yellow or Red flag conditions is allowed when following/escorting a disabled car.

42. During feature events, 1 crewman per race car is allowed in the infield with parts & supplies (no motorized vehicles or motorized carts allowed). If a racer enters the Infield or Hot Pit under a YELLOW or a RED, he will lose his racing position and be sent to the tail on the restart.

43. TECH RULES, VIOLATIONS & PENALTIES 1. Tech inspection will occur after each feature event as a Random Selection (Spin Wheel) from a specific list of posted items for Each Class (Fuel will be subject to inspection at any time). The random selection should be conducted in the presence of the Top 3 finishers if possible. Additional Tech Inspection may also be conducted at the discretion of the Tech official and can also occur by individual protest (see Section L).

Penalties will be as follows:

a. Class A Violation: Car setup, Weight

Loss of points that event (heat or feature) only. If Violation occurs during feature event, car will be issued a DQ and will not receive points or pay for that night's race.

b. Class B Violation: Engine, Fuel, Performance (Includes Tire Prep/Dope)

Penalties for anyone caught cheating (engine, fuel, ignitions, performance or Tire Prep/Dope) will be as follows: (suspensions include special races)

i. 1st Offense or First TECH Refusal: \$250 fine, DQ from race, loss of pay, and disqualification from the points fund for that season.

ii. 2nd Offense or Second TECH Refusal: \$500 fine, DQ from race, loss of pay, 2week suspension and disqualification from the points fund for that season.

iii. 3rd Offense or Third TECH Refusal: \$1000 fine, DQ from race, loss of pay, 1year suspension and disqualification from the points fund for that season.

c. Payment of fines must be made in full before the car, driver or owner can compete in any activities.

d. Fees from all fines will be placed in the points fund.

e. Any item or component resulting in a Class B Violation will have to be re-verified before the car is allowed to resume competition at kc raceway.

44. SAFETY REGULATIONS

1. The ambulance or emergency vehicle must be present before any cars are allowed on the track.

2. At least two (2) fire extinguishers (Purple K) must be within the confines of the track during testing periods and racing. Two (2) additional fire extinguishers will be made available in the pits. One (1) fire extinguisher will be always in the authorized push vehicle.

3. It is recommended to install a cross brace back of the seat to support the shoulder harness. (See Figure 3 at end of Rule Book)

4. Any car that upsets or rolls over on its side may be allowed to continue at official's decision. Any driver requiring medical attention as a result of an accident while participating in a race must obtain a written release from the attending physician before being allowed to race again.

5. Any driver involved in an accident may be disqualified for the remainder of the night, if, in the opinion of the medical staff, it is unadvisable for him/her to continue.

45. PROTESTS & FEES

1. Protests for technical infractions must be submitted to the Referee in written form within 30 minutes of the posted finish of the last event.

2. ENGINE: Engine Protest fee is \$500. An engine protest will involve removal of the engine by the owner for presentation to the Tech Official at the track, removal of the oil pan to verify crankshaft and connecting rods, removal and verification of the cylinder head, measurement of bore & stroke and verification of pistons, camshafts & camshaft timing. The track will be paid \$100 of the protest fee. If legal, \$400 goes to the protested party. If illegal, \$400 is returned to the protesting party.

3. Any other technical protest, including fuel, will require a \$150 fee be paid by the protesting party. The track will be paid \$30 of the protest fee. If legal, \$120 goes to the protested party. If illegal, \$120 is returned to the protesting party.

4. Penalties resulting from a protest will be as outlined in Tech Rules, Violations & Penalties section

46. FLAG SIGNALS

Warning lights are to be considered the same as a yellow flag. Violation of any flag signal will bring a disqualification.

THE FLAGS OR LIGHTS ARE OFFICIAL AT ANY POINT DISPLAYED.

GREEN: Starting the Race.

YELLOW: Caution.

No passing. DO NOT RACE BACK TO THE STARTING LINE ON A YELLOW FLAG CONDITION. Slow to parade speed immediately, hold your position and line up single file with space to allow track officials to re-order cars as necessary. All cars dead on the track will restart in the rear in the order they were running. Car or cars that start the reason for the yellow flag will also go to the rear and be placed in the last starting position for causing the yellow flag. Any car with more than 1 unassisted ("charged") Yellow Flag will be eliminated from the remainder of the race. There will be no working on cars on the track surface. Any car that stops on the track surface during a race (unless directed to do so by a track official) will go the rear of field.

RED: Stop at Once.

Any accident occurring after the first lap has been completed and it is necessary to stop the race, the cars will be re-started in the order they finished the lap before the accident in single file. All cars dead on the track will restart in the rear in the order they were running if the track officials consider the cars safe to start. If the race has gone 2/3 or more and in the opinion of the Flagman it is unsafe or unwise to continue, positions will be awarded in the order that the cars would have been restarted.

WHITE: One lap to finish.

BLACK: Report to infield immediately.

CHECKERED: Race is complete and final.

47. oil must go in oil barrels

48. Trash must go in trash barrels

49. Payouts must be picked up by next available race or will be forfeited and used to the points fund

50. Any social media bashing can result in suspension. Officials are human and scoring systems makes mistakes, tracks can be dusty or muddy or rubbered up. Weather can play a huge factor in track prep. Bashing of track or officials can result in suspension.

