

**VALLEY SPEEDWAY
2010
GENERAL RULES and REGULATIONS**

IF IT'S NOT IN THE RULES DON'T DO IT

INTRODUCTION:

This 2010 Valley Speedway Track Rules and Regulations Manual will strive to make the rules as complete and understandable as possible. The rules and regulations within are designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for such events. If any changes from this Rules Manual as distributed occur the changes will be given out on a Rules Update Sheet. If you converse with another person pertaining to the rules it is best to point out the specific rule by quoting or showing the page number, paragraph number, and sub-paragraph in this manual.

CAR/ DRIVER 2010 REGISTRATION

1. Car/Driver Registration: For each car class a driver competing must be registered for the racing season through use of the 2010 Valley Speedway Registration Form. Each registration carries a fee of \$50.00. After March 31st registration fee will be \$ 60.00. Registrations may be mailed with a check or money order to :

IMPACT Motorsports, 26900 E. Pink Hill Rd, Independence, MO 64057

2. Car Numbers Registration: Each car must register the number it carries. Numbers will be assigned at Valley Speedway. Numbers cannot contain more the two numerals. Numeric numbers only. The numbers applied for must be approved.

PITS / PIT PASSES

1. Pit Entry Requirements : Due to safety concerns, and recommendations of facility insurance carrier, children under the **age of 6 years** will not be admitted to the pit area. Children ages 5 and under are admitted into the grandstand area free of charge.

A. Minors ages 6 through 18 years of age entering the pit area must complete :

-- Waiver form signed by both parents or guardians

--Understanding Waiver signed by the minor person.

1. All persons entering the pits must pay the \$ 25.00 pit fee and sign the correct Release Form sheet.

2. Admission Payments must be paid in cash

3. Race Track / Infield Area: Unless special assistance is requested, no one other than Valley Officials will be admitted on the track or infield area unless granted permission or allowed to do so during intermission.

4. No pets allowed in pits

5. 4-wheelers & Golf carts must have insurance. Drivers of 4-wheelers & golf carts must act responsibly.

INSURANCE COVERAGE:

1. Claims: Any claim for injury at or on the track must be filed within 7 days after the injury takes place. It is the best to fill out the injury form at the time the accident occurs. Also, if you have any doubt as to whether you are injured or need assistance, it is recommended that you seek assistance or have a check-up at the time of the possible injury.
2. NO ONE may drive any race car on Valley Speedway racing grounds unless the person driving the race car is registered NO EXCEPTION.
3. Valley insurance requires driver and car to be registered with Valley Speedway. If a car/driver is not registered they must furnish proof of insurance naming Impact Motorsports dba Valley Speedway additionally insured.

Racing Events Outline / Order:

1. Friday Weekly Event Time Order: Pit gates open at 5:00PM Driver's Meeting at 7:00PM, Hot Laps 7:30PM Racing follows
2. Saturday Weekly Event Time Order: Pits open 4:00 pm Drivers Meeting 6:00PM, Hot laps 6:30PM Racing follows
3. Events / Laps
 - a. Heat races: All heat races will be lined up according to the draw.
 - b. Feature Events: "A" features will be started straight up according to the finishes in the heat races and B feature.
4. No Alternative starters: If there are cars that are unable to run the "A" feature events, there are no substitutes.
5. Be on Time! If you sign in after the **driver's meeting**, you will be assigned to the rear of a heat race. Stage Your Cars on Time! If you are not in the racing area when your race has been signaled to move onto the track, you will NOT be able to run in that event. Once the yellow light goes out, you cannot come out onto the track. Instead, stay in the staging area with the engine running and if the initial 1st lap has not been scored you can come out on the tail after the official has approved it. If the lap has been scored you cannot come out. Stock cars must self Start! If your car is unable to self-start and is not running while in the staging area and not on the track. You will not be able to run in that event. We will not wait for anyone for any reason.

PURSE / PAYOFFS:

1. Payoff times and locations: The purse payoffs will take place right after the final finishes of all classes have been posted. If there are any claims or protest, the payoff will be held until the final decisions are made.

Points Systems: 1. Points: See points chart there will be no points awarded for you finish in the heat races.

2. Show Points: For each night entered to raced, the driver will be awarded 10 "Show up points". A "runnable" car must be entered. There are no multiplication factors in the final points.3. Points: Always awarded to the DRIVER of each class.

NEGATIVE CONDUCT

Negative Conduct will be used to help the driver, crews, and Valley Speedway to conduct themselves in a positive way. It will help all of us to remember the conduct areas of the Track Rules. The driver will be held responsible for all conduct of self, car owner, car crew, and other directly related persons. We definitely want to achieve and maintain a family oriented sport at Valley Speedway.

The Negative Conduct is set as follows:

- The Valley Speedway Official Judges will assign the punishment through a majority judgment. Decisions will be final.
- Any other Negative Conduct by a driver or his responsibilities that are not listed below may find assignment of Negative Conduct punishment if found needed by the Official Judges.

NEGATIVE CONDUCT

1. Running car through the pits above idle speed – Driver will be disqualified – no payout – no points!!.
2. Returning or trying to return to track surface without permission by track officials to do so.
3. Cursing or using foul language at anytime, anywhere on Valley Speedway grounds.
4. Using foul language, signs or lettering on any property of the driver.
5. Arguing with officials about a call, decision, ignoring an official.
6. Leaving used oil, tires and / or wheels and other discarded items on the Valley Speedway property. \$100 fine assessed.
7. No Non-drivers out on the track at ANY TIME during the racing event (mother, father , brother, sister, NO ONE)
8. Purposely making contact with another car at any time (in pits or on track).
9. Any open cans or bottles of consumable alcohol in pit area during the racing program.
10. Continuous arguments with track officials or other drivers or crews
11. Threatening to fight with any other person or persons.
12. Leaving your car while on the track at any time for any reason (unless emergency situation applies)
- 13 Fighting anywhere at anytime on Valley Speedway property with intent to injure, showing intent to injure and / or using objects or weapons. Authorities will be notified.
- 14 Purposely doing or attempting to run over or run down a person with a vehicle.
- 15 Driver found to be DUI (driving under the influence) of alcohol or any controlled drug substance by proof of drinking or using such as determined by EMT'S or authorities
- 16 Purposely not registering with Valley Speedway for the season .
- 17 Valley Speedway Officials have the right to disqualify a driver and / or car owner and / or other persons from appearing on the track ground for an indefinite amount of time if any extreme negative conduct takes place.

GENERAL RACING RULES:

1. **Starts:** The front row cars will set the pace for the start of all events. The pace is to be kept at a low speed until reaching the 4th turn and the green flag is waved. When the green flag is waved, racing is underway throughout the field. Two bad starts, front row goes to the rear.

2. **Restarts:** After one lap has officially been scored and a yellow or red situation occurs the racing will restart single file start except touring series that have specific start procedures.

3. **Servicing of Cars:** If an official stops you for mechanical inspection, you may restart the race in the same spot only if NO problem was found. If a problem is found and needs to be repaired, you will be allowed to restart at the rear only if official waves you back onto the track before the race is back under green conditions. - Remember, exiting a race and going into the pits area disqualifies you for the rest of that race.

4. **Yellow Flag /Light:** When a circumstance takes place that endangers the race, a yellow flag / light will be displayed. You will fall into single file behind the car that was ahead of you at the end of the previous completed green flag lap.. If you are in doubt of your restart position watch for the signals and / or position board from track officials. During standard racing events, yellow flags laps are not counted. The yellow flag will be thrown for any and all cars leaving the race track surface, or driving through the pit lane during green flag racing. Remember to slow down. This will count for one of your yellow flags or two spins.

If you have mechanical problems during the race that will cause you not to finish, pull to the middle of the infield so the yellow will not have to be displayed. We will take you to the pits after the race is finished.

5. **Red Flag / Light:** A red flag / light will be displayed when the track is blocked or a dangerous situation has taken place. You are to stop immediately with caution and turn the engine off. Remember, no servicing or contact with any crewmember can take place at any time. As with the yellow flag, the re-alignment will be made by your position at the end of the previous, complete lap.

6. **Red / Yellow Lights:** When both the Red and Yellow Lights are displayed, you may not leave the track

7. **Black Flag:** If you receive a black flag, and ONLY a black flag, you are out of the race. If you ignore directions from the Flagman or any track official, you will be black flagged and considered disqualified from that point.

8. **Mechanical Flag:** This is a black flag with a horizontal stripe: This flag signifies that you have a mechanical problem that must be inspected. Pull into the " Hot Pits: for your car to be checked by the officials.

9. **Checkered / Red Flag :** It is rare that his flag combination occurs, It is thrown only if an accident takes place after the leaders have come out of turn 4 on the final lap but have not reached the start / finish line. The red or yellow flag is thrown in combination with the checkered flag. The checkered flag has already committed but an accident takes place in the final lap sector. The race is completed. The final finish is in the order the field crossed the start / finish line on the final lap, minus the cars involved.

10. **Checkered Flag:** As everyone knows, the race is over!

11. **Final Two Laps:** At Valley Speedway, no race can end unless the last 2 laps are concurrently run under the green flag.

12. **Two Yellow Rule:** Any car that brings out the yellow flag twice or one red one yellow during any feature race will be disqualified for the remainder of the race. One yellow or red flag in the heat races you are disqualified for the remainder of the race. Any spin, or making contact, that brings out the yellow will be charged with a yellow flag. Cars that stop and avoid contact will retain their spot. Any contact you will be placed in the rear.

13. **Accident / Involvement:** Any car that is involved in an accident and is able to restart must do so from the back of the pack in the same position to other cars also involved.

14. **Time VS Laps:** A feature race will not be run in more minutes than the number of laps that are scheduled for the event: ie X number of laps set VS same amount of minutes. Under a red flag, time is stopped. When the time is reached the white flag will be called for.

15. **Not Keeping Pace:** If you are judged a being a hazard during a race due to the car running too slow or it is mishandling, or if the leader has lapped you more than twice, you may be disqualified for the remainder of the race.

16. **Scratches:** If you are not able to compete for the rest of the night, the driver (ONLY) of the car must report the scratch to a Valley Speedway Official at he records tower immediately!

17. **Lapped Cars:** In the event of realignment after a red or yellow flag cars that are lapped will restart at the back of the field. If lap cars are considered a hazard to other racers. They may be moved to the rear for safety.

18. **Flat Tires:** If your car has a flat tire, you are automatically disqualified from the remainder of the race. You will still receive finishing position.

19. **Dragging Bumpers:** If your car has a front or rear bumper dragging on the ground, and an official believes that it could cause a problem, the mechanical flag will be displayed and you must leave the track.

20. **Excessive Smoke or Rough Driving** is the Officials call.

21. **CARS THAT ARE DQ'd WILL FINISH LAST IN HEAT. DQ'd FOR ROUGH DRIVING IN "B" OR" A "MAIN FINISHES LAST AND RECEIVES NO POINTS AND NO MONEY FOR THAT EVENT.**

22. **Failure to ALLOW CAR alignment** by a track official by preventing a car from being placed in front of you will get you put to the rear or disqualified from the event.

23. **Disposal:** Absolutely no oil and tires to be dumped on speedway grounds. All disposals of oil and tires are the responsibility of the driver. Violators will be fined \$100, or suspended. Valley Speedway has provided a "used oil" container for driver use at the tech official's area in the pits. Valley will also collect used, discarded tires at the tech area for a \$4 disposal fee.

GENERAL SAFETY RULES:

1. **Safety Clothing:** All persons in the pit area must wear at least 50% highly visible clothing . No bare feet allowed.

2. **Drivers Clothing:** Drivers must wear a minimum one layer fireproof uniform, shoes and gloves. It is

highly recommended that a driver wear a head restraints . This applies to **All** Classes. All helmets must carry Snell SA85 or M85 or newer restraints.

3. Neck Braces: All drivers in all classes must wear a neck brace. The wearing of air restraints is highly recommended.

GENERAL CAR SAFETY SPECIFICATION:

1. All cars must have well-sealed firewalls, rear firewalls and floorboards.
2. All cars must use fuel cells that are safely mounted by at least two steel straps 2" wide around the cell, Tip over valve and flapper are required. Fuel cell must be located in the trunk area.
- 3, Drivers head with helmet on must clear the roll bar height while strapped in car.
4. All roll cage, frame, tubing must be minimum .095
5. All car divisions must be equipped with a safety net.
6. No plastic wheels allowed.
7. No electric fuel pumps, except Dirt Demon cars. Fuel pump shut off with master cut off switch.
8. Drive shaft loop is required and must be constructed of at least ¼" by 2" steel equivalent No more than 6" back to front of drive shaft.
9. Drive shaft must be painted white. Corresponding numbers is a good idea.
10. All cars must have a kill switch located window height behind the driver's seat. This switch must disconnect the positive line from the battery.
11. All batteries must be securely mounted, and safely covered if located inside of an open cockpit area.
12. Car must have a tow hook strong enough to support the car's weight. Tow hook needs to be attached to chassis readily accessible.
13. Racing seat belts must be a minimum of 3" wide, shoulder and lap belts 2" wide with crotch straps. They must be bolted to roll cage. Belts must have manufacturers tag on belt and may not be over two years old and in good condition. Tech man has discretion to say YES OR NO
14. No oil, water, or transmission coolers are allowed inside the driver's compartment.
15. All cars must have a working fire extinguisher safely located in the cockpit area, and both must be rechargeable, removable, while driver is still strapped in.
16. All cars must be workable, four wheel brakes. Cars cannot have a brake shut off or adjustable valve.
17. Exhaust must be mounted in such a way as to direct spent gases away from the cockpit area of the vehicle and away from areas with possible fuel spillage.
18. Fuel lines must run inside the frame area and under floorboard metal. Braided fuel line is highly recommended.
- 19,. All cars must use a professional quality racing seat of wrap around design. If the seat is low back, headrest pad or bar must be located on a centerline directly behind the driver's head. No fiberglass seats.

20. Radiator overflow tube will be located between frame rails directed downward or into overflow jug.
21. All cars must run functional muffler.

GENERAL CAR SPECIFICATIONS:

1. Tires: No RV or Truck tires are allowed in any class.
2. Number: Stock Car Classes: Numbers must be a minimum of 14" high on both sides of the car body. On the front and back of the car, in a vertical position minimum of 5" high numbers must be affixed on the left or right side.
3. RADIOS: No Transmitting, receiving or signal devices can be used.
4. Inability for a stock car to move to the track by its own power from the staging area before the start of an event will be disqualified to compete in that event. (Saturday race program)

TECH / INSPECTIONS:

1. Technical Officials: There will be an assigned Valley Speedway Technical Official from whom the technical decisions will be final.
2. NO Nitrous Oxide: If a car is inspected for containing a nitrous oxide system, the owner will be responsible for pulling the intake manifold. If found the driver shall be fined and will lose all points to date.
3. Pre Race Tech : All cars will be weighed and inspected, before being allowed to race.
3. Post Race Tech : The Valley Speedway official will inspect the first five finishers of each feature event in a manner as set. If found to be illegal all points and purse money will be cancelled for that night. The car must be corrected before competing at Valley Speedway again.
4. Special Events : Cars may be inspected after heat races if the official so desires to determine if it qualifies for the main event.

OTHER:

1. Car and Driver must be registered with Valley Speedway
2. If your car breaks in hot lap driver can get into another Valley Speedway registered car and run that nights events. Driver must stay in that car for the remainder of events that night.
3. If a driver qualifies through heats and the car breaks down or becomes involved in a wreck and cannot continue in the same car the driver may get another car and start at the back of the "B" or " A " main (whichever qualified for). However, original driver cannot have started the same car in another "B" or " A " main.
4. In either situation the driver must notify Valley Speedway Track Officials before doing so. Failure to notify track officials before doing so will be grounds for disqualification.
5. If the car or driver arrives late to the track and the qualifying event has not been completed, driver may start at the back of the heat designated by track official.
6. If all qualifying events have been run, the driver may run at the tail of "B" or "A" main as designed by the officials.

7. Reserved pit stalls: Drivers may reserve pit stalls for the race season. The same stall may be reserved by both a Friday program driver and a Saturday program driver. During special events involving a drivers class with a reserved stall, the driver may be reassigned a different reserved stall for that event due to staging needs of special vehicles involved in that evenings event.

RAIN OUT POLICY

1. Rain Out: If all qualifying heat races are NOT run due to rain cancellation, the event will be a total cancellation and pit / grandstand passes will be honored at a future racing event. NO REFUNDS – keep ticket stub / wristband.

2. Make-up Events: If all heat races are run but features(s) are rained out, those events that could not be run or completed will be run at a later date. It is otherwise a complete show. Passes and grandstand tickets are not honored. The line up for the make-up features will be set according to the rained -out weeks qualifying heat finishes, and only those cars that qualified that night will be in the make-up feature.