



# General Rules & Regulations



## GENERAL RULES

1. The track promoter has the right to change the race program at any time for the improvement of racing.
2. Everyone entering the pits must sign a release. Driver will be responsible for people in his/her pit.
3. Anyone under 16 must have signed minors release on file with the track.
4. All cars must be checked in 15 minutes prior to race program or be subject to penalty.
5. No person allowed on track except those driving in the event.
6. All cars must help pack the track or be subject to penalty.
7. Any driver that changes cars must check in with pit steward and restart at rear.
8. Rough driving penalties may result in suspensions at the discretion of the promoter.
9. Cars going inside the light poles will be considered out of race and will no longer be scored.
10. Flat tires are not safe to race on. Cars will have to go to Hot Pit or pits.
11. Loss of fuel will result in car being asked to leave the track.
12. Wrecker/push car will not load cars on trailers until completion of races.
13. No drinking allowed in pits until after the race program.
14. Disorderly conduct of any kind may result in suspensions and fines.
15. Disorderly conduct by crew or family members will result in disqualification of related car.
16. Anyone going to the flag stand, or tower to argue race calls will be disqualified.
17. Driver shall be sole spokesman for the car.
18. In the event of altercations you must stay in your own pit. Anyone caught in another pit will be considered at fault.
19. Any person involved in a serious infraction of the rules may be barred from Boyd Raceway and other area tracks.
20. Anyone filing a lawsuit against Boyd Raceway, the promoter or any track officials will not be allowed on the premises until a settlement can be reached.
21. Anyone causing a major disturbance may be required to put up a cash deposit with track. The deposit will be returned after the season if there are no other infractions, otherwise the deposit will be forfeited.
22. Continuous development in racing may necessitate changes that cannot be anticipated. Management reserves to update or modify rules at any time.
23. Drivers will only be allowed to compete in more than class per night with the permission of Boyd Raceway. An entry fee may be charged for the second class.
24. Four wheelers and pit vehicles will be allowed as long as they are safely operated. They will only be allowed to be operated by persons over the age of 16. If at any point a pit vehicle is noticed operating in an un-safe manner it will be asked to be parked for the night. Drivers will be responsible for his/her pit area. Anyone caught littering, without pit passes, or acting in an un-sportsmanlike manner will be reflective on the driver.

## POINTS

1. Points will be awarded for "A" and "B" features only. Feature wins will be worth 40 points with each position after that receiving 1 less point for each position. There will be no "show up points". Should a driver qualify for a feature event and not be able to make the race they will be awarded points for the last position in the race they qualified for. Any cars that qualify for the "A" but do not run it will be awarded non-transfer pay.
2. If there are less than 10 entries, for each car less, one point fewer than normal is awarded for the feature finish. Points will accrue in the drivers name.

## REGISTRATION

1. Pay card and car numbers will cost \$30.
2. No money will be paid without pay card.
3. Winnings will only be held for the next two races. After that it will be forfeited.

*Continued on next page* —————>

## REGISTRATION (continued)

4. Anyone registering a car with Boyd Raceway will be given a set of rules and must agree to read and obey them.
5. Car numbers and parking spaces will be reserved thru registration of the next racing season. In order to hold parking spots you must compete in at least 50% of the events run. Reserved parking spaces are reserved for nightly events only. Multi day races and special shows will be open parking.

## FLAG RULES

1. Flagman starts the race. Pole car sets the pace. On restarts the leader starts the race anytime after given the ok from the flag stand. Restarts are single file until you have passed the cone on the back straight.
2. All heat restarts will be single file except for first lap cautions which will be double file. Features will be Delaware double file.
3. If a car is unable to start/restart the race all cars behind that cars position will advance one position (either directly or by criss-crossing at the tracks discretion). Cars that are late for their race will start on the back regardless of their qualifying position.
4. If a race is stopped after the completion of one lap, cars will be lined up in the order in which they were running at the completion of the last full lap before being stopped. The car or cars causing the caution will restart on the rear. (Not necessarily the cars that have to stop) If a car causes a race stoppage twice in the same race, that car will be sent to the pits, but will be scored and receive points for its finishing position as if it dropped out at that time. (Single car caution is in effect during all heat races)
5. Any car losing parts that cause a caution may have to restart at the rear.
6. Cars causing single car cautions during the heat races may be asked to leave the track. Cars will still be given a finish position for that race.
7. Any car being lapped consistently by the field may be black flagged at the flagman's discretion.
8. Races may be stopped if it is unsafe to continue.
9. Any race can be shortened if it is not competitive.
10. All races will be under a one (1) minute per lap time rule.
11. Any car that "jumps" a start/restart will be penalized two (2) places for every position gained.
12. During red flags all cars must stop immediately and wait for instructions from officials.
13. At the start of a race, front row cars must start side by side. If not possible the car with the issue will be replaced. Any driver ignoring black flag may be disqualified for the remainder of the nights events, suspended, and or fined.

## INSURANCE

1. Each accident must be reported the night it occurs.
2. All insurance is secondary and is provided by the promoter and through the sanctioning body.
3. Promoter is not liable for any claim that is more than the track insurance covers. Person must be signed in at the pit gate to be considered for insurance coverage.

## SAFETY

1. All drivers must wear fire suits that are in good condition and that effectively cover the drivers body. Fire proof gloves and neck braces are required in all classes.
2. Racing helmets are required. Helmets must be in good condition. Helmets with an "SA" sticker are required.
3. A competition shoulder harness at least three (3) inches wide, and a lap belt at least three (3) inches wide are required. No OEM factory type belts will be allowed. All belts must have at least one sub belt mounted between drivers legs. All belts must be mounted to frame or cage with 3/8 or larger aircraft type or grade 8 bolts.
4. All cars must have an approved aluminum racing seat mounted to the frame or cage.
5. All cars must have a window net that covers the majority of the window opening. The net must be mounted at the bottom so it folds down when unlatched. Latches must be in top left hand corner.
6. Roll bar padding is required anywhere the drivers body might contact the car.
7. Windshield area must have a minimum of three (3) protection bars in front of driver that are at least 3/8 in diameter.
8. Batteries must be securely mounted to frame or cage.
9. No burning lights on car are allowed during competition.

*Continued on next page* —————>

## SAFETY (continued)

10. All drive shafts must be painted white and must have a functional protection loop six (6) inches back from center of front u joint.
11. All doors must be welded or bolted shut.
12. Fuel lines must be safely mounted and properly clamped. Fuel lines that pass through the drivers compartment must be inside of metal tubing or conduit.
13. Racing type metal fuel cells only. Fuel cell overflow hose must run to the bottom of the cell on the outside and be fastened at the bottom, or a ball check valve must be used. All fittings must be on top of cell.
14. Fans must have a protective shroud.
15. All weights must be painted white with car numbers on them. All weights must be mounted with at least two (2) ½ in bolts. Weights will not be allowed in the drivers compartment or outside of the body. New cars that are not legal may be allowed to compete one (1) time at the discretion of track officials. Cars that are unsafe will not be allowed to compete.

## MISCELLANEOUS / NUMBERING

1. No mud or snow tires will be allowed.
2. No rearview mirrors or reflective sheet metal in drivers compartment.
3. No radio transceivers or any kind of two way communications will be allowed. All cars must have distinct numbers at least 20" tall on the top and both sides. Cars must have a 6" number on the front and back. Unreadable numbers must be changed.

## LINE UP PROCEDURES

1. Opening night and special event races will be draw re-draw. The number of re-draws will be determined by the number of cars competing. From second night on all races will be lined up by inverted season point average. Point average is the total number of points you have divided by the number of races you have competed in. Any driver missing two (2) consecutive nights will lose their point average the next time they compete. The next week they will have their total point average again.

## HOT PIT RULES

1. Hot pit is open during feature races only. You must use the Hot Pit for all repairs to your car. If you leave the racetrack and pass the Hot Pit you will be out of the race. Boyd Raceway reserves the right to have cars re-enter under certain circumstances. Hot Pit work will be limited to two people per car or the minimum number of people it will take to complete the work.

## PROTESTS

1. Only driver can file a protest. Soliciting for contributions will not be permitted.
2. All protests must be made before the race in writing to tech inspector.
3. If a car is protested and found legal it will receive the full amount protested. If the car is illegal the money will be returned to the protesting driver.
4. A protested car must be disassembled within 30 minutes after being notified of the protest. Failure to tear down will be the same as being found illegal. Cars that are found illegal will be subject to another teardown before the conclusion of the racing season.
5. Protest fees are: \$75 motor location, wheelbase, roll cage dimension.
6. Protest fee for cubic inch check (pulling heads) will be \$300
7. protest fee for complete engine teardown will be \$750
8. Anything found illegal during teardown will result in a disqualification.
9. Track has the option to tear down any cars at any time without a fee being paid. There will be no re-funds for illegal racecars.

Boyd Raceway will have the final word in all rules decisions. Boyd Raceway has the right to interpret and or change rules as they feel are necessary for the good of racing.