

# Winchester Speedway

## RULES

### RULE BOOK DISCLAIMER

The rules and/or regulations set forth herein are designed to provide for the orderly conduct of racing events and to establish minimum acceptance requirements for such events. These rules shall govern the condition of all events, and by participating in these events, all participants are deemed to have complied with these rules. **NO EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATIONS OF OR COMPLIANCE WITH THESE RULES AND/OR REGULATIONS.** They are intended as a guide for the conduct of the sport and are in no way a guarantee against injury or death to a participant, spectator or official.

The race director shall be empowered to permit minor deviation from any of the specifications herein or impose any further restrictions, that in his opinion, does not alter the minimum acceptance requirements. **NO EXPRESSED OR IMPLIED WARRANTY OR SAFETY SHALL RESULT FROM SUCH ALTERATION OF SPECIFICATIONS.** Any interpretation of deviation of these rules is left to the discretion of the officials. Their decision is final.

~::~~THE MANAGEMENT OF THE WINCHESTER SPEEDWAY

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### GENERAL RULES AND REGULATIONS

Super Late Models, Limited Late Models, Crate Late Models, Pure Stocks, 4 Cylinders, U-Cars & Enduro's are the only cars suitable for competition will be approved. The Promoter and or officials reserve the right to reject any car or driver without cause or recourse

Every person or group of persons who enter into the pit and racing area, or participates in competitions sanctioned or promoted by the Winchester Speedway does acknowledge, represent, and warrants that he/she has read, understands and agrees to abide by the rules and regulations in their entirety as set down by the promoter and/or officials in charge of the racing programs under these rules, and that his permission to participate or enter the grounds shall constitute his acceptance of the same.

The officials interpretation of these rules shall be accepted as binding.

**Speedway management reserves the right to add, amend, or change the rules and regulations during the current season.**

Drivers will be given 30 minutes after the last feature flag drops to pick up there money at the office. It is the drivers responsibility to pick their payoff up. Any driver not picking up their money will receive it the following week. It is the drivers responsibility to ask for the previous weeks pay when entering the following week. All drivers envelopes that are not picked up at the end of the season will be added to the drivers points fund at the end of the season. Winchester Speedway does not mail money that is left during the season.

## **DRIVERS**

All drivers must be at least 16 years of age to participate in events at the Winchester Speedway, unless specified by a particular series or class approved by the promoter. UCar division can be **13 years of age with notarized papers contact Denise Hollidge for further info.**

No Driver can operate a race car under the influence of drugs or alcohol. All drivers may be subject to breathalyzer or urinalysis testing at each Winchester Speedway event. Any driver, crew, fan, or official that is found to be under the influence of alcohol, or drugs will be escorted off the property immediately.

Drivers may qualify more than one car. However, when a driver takes the green flag to qualify a second car, the first car that he qualified is automatically disqualified. Drivers changing cars will go to the rear of the field.

In the event of rain and the feature is postponed to another date after qualifying has been completed, no new cars or drivers will be allowed to enter the "make-up" feature, as the field is already set.

If you have earned a "guaranteed starting position" in an event, **you must be present and attempt to qualify.**

NOTE: Participants- i.e. owners, drivers, mechanics, pitmen, agents, etc., when entering into an event, are independent contractors, and as such shall assume and take all the responsibility for all charges, premiums, and taxes, if any, payable on any funds or prize money they may receive as a result of their participation in any speedway event.

A car can only be raced in one division per night.

## **INSURANCE**

At each racing program, a pit insurance fee will be charged. Payment of this fee, plus the affixing of each participants personal signature, on the pit register and release; release the Association, Corporations, Promoters, and Officials from any and all liability, and makes the insurance carrier liable.

Failure to remit the required fee, and personally signing the pit register and release shall nullify any and all claims against the Association, Corporations, Promoters, Officials, and the Insurance carrier, for death or injury incurred prior to, during, or after the racing program. All participants, including but not limited to owners, drivers, mechanics, pitmen, equipment operators, officials, and agents of such, recognizing that automobile racing is a hazardous undertaking, assumes all of the risk by reason of his participation in , or association with automobile racing, and does for himself and/or herself, his and or her, executors and administrators, successors and assigns from any and all liability for personal injuries that may be received, and from all claims and

damages for injury to persons or property, growing out of, or resulting from race, races or any other competition of any track or tracks, equipment, cars or other devices used therefore, whatsoever.

Any age person signing a waiver and paying pit insurance will be permitted into the pit area after completing a parent or guardian form. This form must be notarized: this is our insurance company's requirement. Any person operating a ATV or Golf Cart must be 16 years of age or older to operate on the speedway premises due to insurance regulations. All ATV'S and or Golf Carts must have a valid 2014 approved sticker that can be purchased at the front office. Any ATV or Golf Cart without stickers will not be allowed on speedway premises

Any injury occurring during racing program **MUST BE** reported to the track office/promoter before leaving the speedway by the injured person, his or her car owner, or a member of the crew.

Due to Insurance Regulations, no one (drivers, crew members, spectators) in the inside pit are will be allowed to stand on top of vans or race car trailers. No observation decks allowed on top of trailers, vans or pickup trucks. This action is necessary because track officials must have an unobstructed view of the race track at all times.

Due to insurance purposes there will be no riding on the side of car on in car by any patron at any time. Anyone caught riding on the side of the car anywhere on the speedway premises will be dis-qualified for the nights events with no points and or money. The only person to be on a car at anytime will be the driver sitting in the drivers seat. No exceptions

## **QUALIFYING**

1. Qualifying will be by heat and/or consolation events. Heats will be 10 laps for Late Models, 8 Laps for Semi-Lates, Crate Late Models 6 lap heats, 6 laps for Pure Stocks, and 5 laps for Four Cylinders, Enduros 5 lap heats, U-Cars 5 lap heats. All heat events have a 15 minute time limit. In the event, that any division should have 12 cars or less signed in NO HEATS will be run for that division. (pill draw will determine the feature line-up, except for last previous feature winner) Consi events, may vary due to number of entrants, changes will be posted. If lack of entries makes a full consi unnecessary, the event may be scrubbed entirely or ended on the parade lap. If checkered, (a yellow consi), only those who answered the call will qualify (in that order) to run the feature.

2. Heat line-ups will be according to pill draw. Drivers who arrive after 6:15 pm, will be assigned to the rear of a heat. Time will be 6:45 on Friday Night events. Drivers not in the staging area when field or pace vehicle pulls away, will report to the rear. The number of heats determines the number of qualifiers for that heat. Also, any car involved in two yellow flags in a heat event will be sent to the pit area.

3. Late Models only: In a 30 lap regular show the winning driver will start 6<sup>th</sup> the following week if qualified in the top 6 if it's a regular show. In the event of special shows the following applies: Any show over 30 laps the winning driver will not be penalized the following week. Any driver winning a special show that's over 30 laps will not be penalized at anytime. This rule was put in effect on opening night at the drivers meeting,

Feature draw: The top six qualifiers will draw for starting positions: If there are 2 heats the top 3 from each heat will draw for starting positions, with the exception of last weeks feature winner who will start 12<sup>th</sup> if qualified. If there are 3 heats the top 2 from each heat will draw for starting positions, with the exception of last weeks feature winner who will start 12<sup>th</sup> if qualified. All six drivers must be present before the pill draw will take place.

4. The previous week's winner will start twelfth (if qualified in the top 12) in the feature event. If the previous winner is absent the week he/she is to start twelfth, he will start thirteenth (if qualified in the top 12), on the week he/she returns. This rule applies to all Winchester Point events.

5. A Late Model driver can only "drop back to a Semi- Late, and a Pure Stock driver can only "drop back" to a Four Cylinder. Semi-Late drivers cannot drop back. The only exception to this rule is if a driver is making a permanent move.

6. Relief drivers, substitutes, or driver changes are permitted, but:

A. Officials must be notified **BEFORE** the event starts, preferably at time of pill draw.

B. If the change is after the pill draw is closed, but, before qualification, the car will be placed in it's drawn heat event, but will be forced to start at the rear.

C. If the change occurs after the qualifying events, and both car and driver are qualified, the car will start at the rear of the feature event.

D. All points go with the driver that takes the initial green in an event.

## **GREEN FLAG RACING**

1. The flagman has complete control of the race.

2. Drivers remain in formation, with no racing or passing until:

A. The field passes the designated "break point" on the track.

B. The leader will "make the break" when the flagman drops the green flag when leader is in cone area.

3. **"Jump Starts" will not be tolerated!!!** Cars which lag behind and do not accelerate properly will not be considered to have been jumped at the discretion of the starter.

4. All single file starts come off the cone. Cars must pass to the right of the cone in single file. Anyone knocking over the cone, or passing to the left of cone will be sent to the rear.
5. Cars not running at competitive speed must heed the blue flag (blue with yellow stripe) in racing conditions and maintain their race groove . Any car not maintaining racing speed may be black flagged.
6. The feature event is considered started at the expected throw of the initial green and the field is closed to any alternate or add on starters.
7. On the initial start of each race, if one green flag lap is not completed, there will be a complete two abreast restart. Beginning with the initial start, the flagman will call for a single file restart after three unsuccessful start attempts.
8. We will use the Forward Roll Method during all double file restarts, this means if a car does not make the call, or is involved in a first lap caution, the cars behind him will all roll forward into their new position. Anytime three or more consecutive cars fall out of a specific row, then we will begin with the "cross over" method.
9. Entrance to the speedway surface must be made onto the backstretch from the infield in turns 2 or 3 or from the back pits in turn 3. The fourth turn infield gate is for exiting the speedway only. You will be disqualified if you enter the race from the fourth turn infield gate onto the front straightaway.
10. Distances for regular feature events will be (all green laps): 30 laps for Late Models, 20 laps for Limited-Lates, 15 laps for Pure Stocks, and 15 laps for the Four Cylinders, 20 laps for Enduros, 15 laps for U-Cars and 15 laps for Crates.
  - A. If in the event the MIDNIGHT (12:00am) curfew hits and a race is half over, a one lap to go will be given at the first yellow after curfew. If the race is NOT half over it will be red flagged and resumed at another time.
  - B. Weather / Equipment / Electric Failure: The half way lap is an official race.
  - C. In order for a night's race to be official, all qualifying events including consolation events, must be complete for all classes. If the races are cancelled before the last qualifying event of the night, all race results for heats and qualifying events will be scrubbed totally. If the races are cancelled after the final qualifying event, any races not run, will be added to future race events at the promoter's discretion.
  - D. There will be a 30-minute time limit on all regular features for the following classes: U-Cars, Enduros Crates, Semi-Lates, Pure Stocks, and Four Cylinders. Time limits will increase for these classes during extra-distance races.

## **YELLOW FLAG RACING**

1. The field must slow down behind the leader or pace car immediately. Cars will not race back to the yellow flag at the flag stand.

2. In the event that the field has not made one complete lap (at the discretion of the scorers), there will be a complete restart. All other restarts will come from a single file formation.
3. Lapped cars will hold their positions. If lapped cars elect to go to the rear of the field, during a caution, this is acceptable, but with the understanding that this may cost him positions if other lapped cars elect not to do the same.
4. Anyone who cause the yellow flag to be displayed will be sent to the rear of the field unless caution is thrown for a safety aspect and/or other such matter will be at the flagman's decision.
5. The restart order will be derived this way:
  - A. Any lap the leader completes is a counted lap.
  - B. The leader and anyone else crosses under green who has completed the lap are frozen in the position held when they crossed the line.
  - C. Anyone crossing the start/finish line after the yellow flag is displayed will get credit for completing the lap, but will be reverted back to the position they held on the last green flag lap they passed the start/finish line. This means that passes made anywhere on the track are not official until recorded by the scorers under green flag conditions at the start/finish line.
  - D. Any car stopping on the track, or going pit side forfeits his or her restart spot and goes to the rear.
  - E. The Officials have the right to call any aggressive or rough driving that results in a yellow flag condition. The penalty for this kind of erratic driving is that the driver will be sent to the rear, or if it is a severe case, will be sent to the pit area and disqualified.
6. Any competitor involved in three (3) yellow flag incidents during a feature event will be disqualified from that event. This includes but is not limited to, spin-outs, accidents, and stopping on the track causing the yellow flag to be displayed.
7. **No work by the crew or driver may be performed on any car at any time on the track surface.**
8. No crewmembers are allowed on the track except as requested by track officials. Failure to comply will result in immediate disqualification.
9. In the interest of safety, during caution periods, officials may assist all competitors with minor repairs such as dangling or rubbing sheet metal. The official will decide whether the car needs to be sent to the pits for repairs.

## **RED FLAG RACING**

1. All racing halts and the field must stop as soon as safely possible.
2. On an unplanned (crash) red, no one but the driver is allowed onto the track.
3. On an unplanned (crash) red, **NO WORK** is to be performed (I.e. no tools) or the car will be penalized to the rear.

4. On a planned (fuel stop) red, tire gauges, air tanks, tear-offs, and fuel are the only "equipment" permitted on the track during this red flag period. **During this period only two (2) crew members plus the driver per car are allowed onto the speedway.**

5. Scoring will revert back to the last lap, with the exception of those cars involved in the incident which brought out the red flag conditions.

6. The pits are closed. Any car going to the pit's forfeits its restart spot and goes to the rear.

7. Cars leaving the crash scene or the pits fall in at the rear of the non-penalized field in sequence. Cars that elect to go to the pit area, will be positioned behind those that were in the accident but elected not to go to the pits.

### **BLACK FLAG APPLICATIONS**

1. The black flag is used at the discretion of the starter.

2. The recipient of the black flag must leave the track surface immediately.

3. Disobedience of the black flag will result in the offending car not being scored for the duration of the event and subsequent penalties.

### **OTHER APPLICATIONS**

1. There will be a **5-MPH speed limit in the Pit areas at all times. Any violation will be considered serious and will not be tolerated.**

2. No in car radios may be used by competitors at Winchester Speedway, in regular season point races.

3. In the event of a tie in the final points, the driver that is determined to have the most feature wins, or best feature finishes will be deemed the higher point driver.

**4. Drivers who are pitting in the outer pit section of the speedway can bring their tires and tools to the infield area needed in case they need to pit during their event. Cars that leave the racing surface and return to the outer pits will not be allowed to re-enter the speedway in turn three from the outer pits for any reason. Once you leave the racing surface to go to the outer pits you will not be allowed back onto the racing surface.**

### **SPORTSMANSHIP**

1. Any protest must be made in an orderly and dignified manner to the proper official.

2 **Erratic driving (rough riding) Will Not Be Tolerated !!!!** The management reserves the right to impose disqualifications, fines, instant load-ups, and/or suspensions.

3. Unsportsmanlike conduct (arguing, fighting, misrepresentation, theft, and vandalism, etc.) on the grounds may result in disqualification, fines, instant load-ups or suspensions.

4. Any use of one's car as a weapon, or using it to retaliate against another driver, car, or an official during any part of the event, under green, yellow, red, or black flag conditions or after the event has completed will be disqualified from the event, served an automatic load-up and subject to suspension and fines.

**5. Any one physically assaulting a speedway employee will be subject to disqualification, \$1,000.00 fine and suspension.**

6. Any driver who exits his or her car on the racing surface to prolong an argument with an official, another driver on the track, refuses to move his or her car when requested, or otherwise creates a nuisance, will receive time off for his or her misbehavior.

7. The car owner and or driver is responsible for the behavior of the entire crew and his affiliates, and could bear the brunt of any disciplinary action that they earn.

8. No Driver or Crew Person may enter another driver's pit area in any hostile manner (meaning: hostile words and/or jesters or physical altercations). If this happens and a physical altercation breaks out, a fine and suspension is imminent.

9. No person can touch another driver's crew or equipment ON or OFF the track! This rule applies to crew personnel also!

### **Protest and teardowns**

1. Limited to winner and only by the second place finisher
2. All tear downs must be in writing by driver protesting with money within 15 minutes after the checkered flag
3. If the winner refuses teardown, they will be dis-qualified for that night with no points and no money
4. \$500 for top half and \$800 for complete motor
5. Track maintains \$100.00 no matter what decision is made

## **MANAGEMENT INTERPRETATION AND ENFORCEMENT OF THESE GROUND RULES WILL BE FINAL !!!**

### **POINTS SYSTEM**

Points are earned on finishing position in heat and feature. Refer to the chart below for the number of points associated with each finishing position.

Any driver who cannot make the feature race will receive 50 points for a no start

In a double points race only the feature is double points

Any driver disqualified from an event will receive no points or money



<b><u>Heat Points</u></b>	<b><u>All Classes</u></b>	<b><u>Feature Points</u></b>	<b><u>All Classes</u></b>		
<b>1 - 5</b>		<b>1 - 175</b>	<b>7 - 146</b>	<b>13 - 124</b>	<b>19 - 106</b>
<b>2 - 3</b>		<b>2 - 170</b>	<b>8 - 142</b>	<b>14 - 121</b>	<b>20 - 103</b>
<b>3 - 1</b>		<b>3 - 165</b>	<b>9 - 138</b>	<b>15 - 118</b>	<b>21 - 100</b>
		<b>4 - 160</b>	<b>10 - 134</b>	<b>16 - 115</b>	<b>22 - 97</b>
		<b>5 - 155</b>	<b>11 - 130</b>	<b>17 - 112</b>	<b>23 - 94</b>
		<b>6 - 150</b>	<b>12 - 127</b>	<b>18 - 109</b>	<b>24 - 91</b>

Anytime provisional starters are added, (promoter's discretion) the points will be as follows 25th - 88, 26th - 85, 27th - 82, 28th - 79, 29th - 76, 30th - 73 points.