



## 2011 GENERAL RULES FOR ALL CLASSES

**THESE RULES ARE INTENDED TO MAKE RACING AS SAFE AS POSSIBLE. HOWEVER, THERE IS NO GUARANTEE THAT AN INCIDENT WILL NOT OCCUR, EVEN IF YOU FOLLOW THESE RULES TO THE LETTER. THANK YOU FOR YOUR COOPERATION.**

The rules and regulations set forth herein are designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for such events. These rules shall govern the condition of all events, and, by participating in these events, all members are deemed to have complied with these rules. No expressed 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 participants. There is no insurance coverage for any personal vehicles in this restricted area.

The general rules section applies to each and every racer, mechanic, and/or pit personnel. You are expected to know all rules. Ignorance of the rules will not be accepted as an excuse.

Rules cannot be made to fit everyone's needs and desires. These rules shall govern all race events at the Raceway. Rules and regulations, if not covered herein, shall be decided by speedway officials. Speedway officials shall decide all rule interpretations. Raceway officials will conduct all rule enforcement. **All decisions made by speedway officials will be final.**

### PIT PASSES / INSURANCE

The pit area of the Raceway is a restricted area set aside for the preparation and maintenance of the racecars in competition. Each driver, owner, mechanic or pit crew member, before entering the pit area shall sign a release and purchase a pit pass to be worn in a conspicuous place at all times. At this time, the minimum age requirement for admission to the pit area is pending due to insurance approval. There is no age restriction for the pit area. A minors release will need to be signed by the accommodating parent. NOTE: We reserve the right to restrict anyone from entering the pit area if we deem necessary for safety reasons.

Any one found guilty of letting an unauthorized person use their pit pass will be subject to a fine and/or suspension. In the event of a rain out, you will use your pit pass as a rain check within the following 2 weeks.

34 Raceway carries secondary insurance on anyone who has purchased a pit pass. There is a \$250 deductible per claim. If you have primary insurance and it covers the first \$250 of the claim, our insurance will pay the balance. If you do not have primary insurance, you will be responsible for the \$250 deductible. In the event you are injured, please notify an official immediately for proper medical attention and to complete an incident report. Claims for injuries not reported on the event date when occurred, will not be accepted. The Speedway reserves the right to refuse admission to the pit area to any person considered being unqualified or detrimental to the sport of auto racing.

### CONDUCT

1. The Raceway is private property. Through your admission ticket, you have been given authority and the right to be on this property in conjunction with racing activities. However, the management reserves the right to revoke and cancel this right at any time that it is felt that your presence or conduct is not in the best interest of the sport of auto racing, your fellow competitors or the fans.
2. We expect courteous conduct from all participants at all times. Each and every one of you has an image to uphold for the fans, sponsors, and the name of the Speedway. We do not tolerate profanity in front of the race fans, officials, or management. Failure to abide by this rule may result in fine or suspension. (minimum \$250 fine could occur + specific penalties and infractions from IMCA)
3. At any time, if your dress, actions, or conduct are not in the best interest of the Raceway, you must leave the grounds.
4. **There will be no drinking of alcoholic beverages in the pits before or during the racing program.** Violators will be removed from the property immediately.
5. Weapons of all kinds are prohibited at 34 Raceway! Anyone caught with a weapon will result in the arrest of all parties involved.
6. **Any driver or crewman caught starting a fight will be fined and suspended for one (1) week for the first offense.** Subsequent offenses will result in suspension for one calendar year from the date of the offense. Drivers are responsible for all crewmen. Fines will be \$100 for the first offense and loss of points for the night; second offense fines will be \$600 and loss of all points. Fines must be paid before being allowed to return to 34 Raceway. Using your racecar as a weapon to retaliate on the race track could result in a (2) week suspension and/or permanent suspension and a fine!
7. The officials will resolve any disagreement over technical questions or decisions. When their decision is rendered, it is final and binding and no further discussion will take place.
8. The officials will determine all finishing positions and their decision is final. (no video tape will be reviewed)
9. Any protest (if allowed) concerning technical questions of your finishing positions must be made within five (5) minutes after finish of feature event for that class. No payoff for that class will be made until protest is resolved. No discussion concerning the protest will be made until completion of all events for that night. **Any protest must be made by driver only.** Anyone else present (car owner, mechanic, pit crew, etc) during protest or subsequent discussion will result in protest being disallowed. Absolutely no protest or discussion will be allowed for judgment decisions.
10. No driver may get out of his car on the track or infield to argue the race with the officials. All drivers are to stay within reach of their car in the claim area. If this rule is violated, the driver will be disqualified for the event or suspended.
11. For any unnecessary roughness on the racetrack, as judged by track officials, the race will be stopped and the person or persons will be put in the pits. Drivers bringing out two unassisted yellow flags will be disqualified from that event.

### MISC. – STARTS/RESTARTS/SCORING/CAUTIONS, ETC.

12. **INITIAL STARTS:** The pole car sets the pace – it is the job of the outside car to keep pace. The pole car can gradually begin to pick up the pace in the center of 3&4... ONCE YOU ACCELERATE – DO NOT DECELERATE. Front Row – Noses even at the firing tire. Everyone else – Nose to tail until you see green. If there is an aborted start, the field will pick up the yellow on the backstretch. The offending car will be warned and we will restart the race. Any driver that jumps a second time will be shown an unfurled BLACK flag and will be set to the rear. Any driver that jumps after being penalized will be shown a BLACK flag with White Cross and will not be scored the remainder of the event.

13. **Restarts: Heats & Consolation Races** – Single-file and nose-to-tail until the green flag/light is displayed. The leader sets the pace – it is the job of the rest of the field to keep pace and STAY IN LINE UNTIL THE GREEN FLAG/LIGHT IS DISPLAYED The leader can pick up the pace in the center of 3&4 – Once you accelerate, do not decelerate. Once the green flag/light is displayed, the race is on throughout the field. Any driver that jumps will be shown an unfurled BLACK flag and will be sent to the rear. Any driver that jumps after being penalized will be shown a BLACK FLAG with White Cross and will not be scored for the rest of the event. **Features** - Delaware Double File Restarts – Leader is by himself on the front row. Second place has choice of inside or outside – Make a definitive move to indicate which lane you want – once you make your choice, that's the lane you will use. Fourth place must come to the inside and everyone else fill in. Lapped Cars will start in the rear. Get single file first and then on-track officials will direct you to double up after we have a correct line up. The leader sets the pace – it is the job of the rest of the field to keep pace in the center of 3&4. Once you accelerate – do not decelerate. Once the green flag/light is displayed the race is on throughout the field. Any driver that jumps will be shown an unfurled BLACK flag and will be sent to the rear. Any driver that jumps after being penalized will be shown a BLACK FLAG with White Cross and will not be scored for the rest of the event.
14. **75% Scoring Rule** – If 75% of the field crosses the line, the lap is scored complete. This is solely discretion of the scorers and their decision is final.
15. **50+ Scored Laps** – If rain or another disaster occurs and the race has been scored 50% or more of the posted laps, the race will be scored complete.
16. **A SOLO-SPIN** rule will be in effect for each qualifying race (heats & consys) A driver involved in a solo caution will be sent to the pits. In the feature event, if a driver is involved in two solo cautions, you will be sent to the pits.
17. **YELLOW FLAGS** – We will give you every opportunity to re-fire your car and keep the show moving. If officials determine you are safely in the infield, we will continue racing. If officials determine you are off the racing surface and you creep back on, forcing us to throw the yellow, you will not be scored for the rest of the event.
18. **CAUTION RULES** – “Fenders are fine, bumpers are not” If you stop on the racetrack as part of the accident, you will go to the rear. If you PUNT somebody, you will go to the rear, along with the car you punted. If you spin to avoid an accident and DO NOT MAKE CONTACT, you will get your spot back as you were running the prior lap. If somebody parks on your hood, sorry you didn't avoid the accident... If your debris or your contact with a boundary tire causes a caution, you will go to the rear.
19. **RED FLAG** – Stop immediately and as safely as possible. If at all possible – Do not drive past the accident scene. All red flags are CLOSED. Work may only be done in the Pit Lane. If an official determines that it is safe to move around an accident scene, the RED and YELLOW will be displayed. Then and only then can you move to the pit area to service your race car. Any car that does not heed this signal will not be scored for the rest of the event.
20. No driver may get out of his/her car while on the track under a yellow or a red flag condition. He or she will be disqualified from that event.
21. All repairs to cars will be done in the pit area – NOT on the racetrack. If you are able to return to the track, at a safe rate of speed, under a caution flag, you will go directly to the rear of the field. Staging personnel will clear you to return to the track only under safe conditions during yellow flag conditions. Once the yellow light goes out, no re-entry to the track will be allowed. You will not be allowed to return to the track during green flag racing. **(If a track official deems you failed to properly come through or exit the pit area at a safe rate of speed, you will be automatically disqualified from that event)**

## **SAFETY**

1. **CAR INSPECTION**  
All cars are subject to a safety or legality inspection at any time before, during, or after any event. If the technical inspector deems a car has not met all track safety or rule standards, that car will not be allowed to compete until all deficiencies are corrected. It is the responsibility of the driver, car owner and mechanics, (not track or IMCA officials) to have their car free from mechanical defects and in safe racing condition at all times.
2. **SEAT BELTS**  
A five point quick release seat belt and shoulder harness of at least 3 inches in width is mandatory. Safety belts and driver's seat must be secured to roll cage or frame (not floor pan) and must be approved by officials.
3. **HELMETS**  
Drivers are required to wear an approved helmet any time their car enters the racing surface. It is mandatory that all helmets are Snell Foundation Approved, ***SA2000 or SA2005*** and approved by officials.
4. **DRIVE SHAFT LOOPS**  
All cars must be equipped with a drive shaft safety loop made of flat steel (1/4" x 2" minimum size). Drive shaft loop should be mounted approximately 12 inches from the rear of the transmission so that the drive shaft can not fall in case of front u-joint failure. It is highly recommended that loops be mounted front and rear of drive shafts. **ALL DRIVE SHAFTS MUST BE PAINTED WHITE.**
5. **WEIGHTS**  
All weights must be securely mounted with two 1/2" bolts to frame. No wire, duct tape, etc will be allowed to mount weights. All weights must be painted white with car number on it.
6. **PIT SAFETY**  
All cars driving through pit area must be at a slow and proper speed. When exiting track before entering pits, speed must be reduced to safe speed or no re-admittance to track will be allowed. Speed will be monitored by track officials. No driver will be allowed to have any passengers at any time.
7. **INJURIES**  
Any injuries suffered at the track that are not reported to the track officials will disqualify that person's claim for insurance benefits. **Accident reports must be completed that night!**

## **GENERAL RULES**

1. Drivers meeting will be held at 6:15, hot laps at 6:30 and racing at 7:00.
2. Drivers meeting attendance is required. Ignorance of information covered in the drivers meeting will not be accepted as an excuse and will not be an issue available for protest.
3. You must be in staging prior to the white flag lap of the race on the track, or you will be lined up for your race at the rear of the field.
4. The only people allowed on the racetrack and outside the pit area are racing officials. Everyone must stay away at all times unless requested to assist for some special reason. Drivers may seek a place of safety in the infield following disablement...when crashed, stay in your car. **DO NOT get out and inspect the damages. NEVER EXAMINE YOUR CAR WHILE CARS ARE RACING ON THE TRACK!** Pit crews, car owners, and personnel related to any car are not allowed on the track following an accident or injury. Any driver getting out of the car on the racing surface will be disqualified from that event.
5. Do not enter the racing surface without express authorization; an official will okay your entry at the track entrance and signal for you to proceed.
6. Cars may be allowed to return to race after they've gone to the pits at the discretion of officials. No car will be allowed to return to the race if you are more than one lap down.
7. Any competing vehicle whose speed has been reduced to a point where it causes a safety problem or retards the track activity will be removed from the racing surface at the option of the officials.

8. Our program is based on the availability of enough vehicles qualified. If this number is not available, alternate scheduling or programming will be used. Racing events will be "lined up" in various ways to accomplish the best racing program. After each caution, cars will be re-aligned on the back stretch based on position of previous official completed lap. Cars must immediately line up accordingly. Any car not in their assigned position at green flag, will not be scored.
9. Class time limits will be calculated by number of scheduled laps plus 5 minutes. The clock will be stopped for red flags.
- 10. The driver who qualifies the car must drive it in the racing program. A driver may not jump cars once the program has started. No drivers may be relieved. The director of competition and/or management must approve any variations of this rule.**
11. NO MUFFLERS REQUIRED FOR ANY CLASSES IN 2011

## DESCRIPTION OF FLAGS

### DIAGONAL RED AND YELLOW FLAG

- Sprint Cars
  - Once the last car is pushed from staging, the Red/Yellow flag is the signal to take two abreast formation behind the pace truck
- All Classes
  - If the caution is displayed before the completion of the first lap, the Red/Yellow flag is the signal to return to the Original Double-File line-up (minus the caution cars)

### RED FLAG

- Stop immediately and as safely as possible
- If at all possible – DO NOT DRIVE PAST THE ACCIDENT SCENE
- All Red Flags are CLOSED – work may only be done in the Pit Lane
- If officials determine that it is safe to move around an accident scene, the RED AND YELLOW will be displayed
  - THEN AND ONLY THEN CAN YOU MOVE TO THE PIT AREA TO SERVICE YOUR RACECAR
  - ANY CAR THAT DOES NOT HEED THIS SIGNAL WILL NOT BE SCORED FOR THE REST OF THE EVENT

### BLUE FLAG with DIAGONAL YELLOW STRIPE

- The Blue "Layover" Flag is an informational tool to slower cars to let them know the leaders are approaching
- Continue racing – but hold your line and respect the leaders as they approach

### BLACK FLAG

- The Black Flag is used for mechanical infractions – see an official, fix the car, and return to the track
- Any car that is deemed to be a hazard due to excessively slow race speed may be sent to the pit area

### BLACK FLAG with WHITE CROSS

- The Black Flag with WHITE CROSS is used for serious infractions – you will not be scored for the rest of the event
- Examples: Failing to answer the black flag, Unassisted spin in a preliminary, two unassisted spins in a feature, multiple start-jumping in same event, rough driving

### WHITE FLAG

- If the field completes the WHITE FLAG LAP but the leader does not take the CHECKERED in an event and the caution is displayed, the field will be realigned and restarted with a GREEN/WHITE, CHECKERED FINISH

### WHITE FLAG RULE FOR STAGING

- BE READY TO GO IN STAGING before the WHITE FLAG of the race ahead of you or YOU WILL GO TO THE TAIL

### CHECKERED FLAG

- Once the leader takes the checkered flag, the race is scored complete
- Split scoring will be used if the remainder of the field does not cross the start/finish line

### HOT PIT LANE – FEATURE ONLY

- In the feature only, drivers can change tires in the HOT PIT AREA – which is your designated pit stall
- Please be aware of other races that are staging and wait for the signal of the Pit Steward before returning to the track
- Cars more than one lap down will not be able to return

### HELP US HELP YOU – GET IN LINE AND SINGLE-FILE ON CAUTIONS

- HELP US KEEP THE SHOW MOVING BY GETTING IN LINE AND GO WHERE WE TELL YOU
  - After ignoring three consecutive on-track officials, we'll send you to the rear the first time and the pits the second time

### PUSH FROM STAGING

- YOUR CAR MUST LEAVE STAGING UNDER ITS OWN POWER OR YOU GO TO THE REAR

### TIME LIMITS

- ALL TIME LIMITS ARE NUMBER OF LAPS PLUS FIVE (5) (i.e. 15 laps = 20 minutes)

### ONE SOLO SPIN AND YOU'RE IN – PRELIMINARIES – after one lap is scored

- IF YOU SPIN BY YOURSELF WITH NO CONTACT IN A PRELIMINARY EVENT, YOU WILL GO TO THE PITS
- In a Feature event, you will be allowed TWO (2) SOLO SPINS

### START/FINISH LINE

- The START/FINISH LINE is the BIG WHITE PYLON BEFORE THE FLAGSTAND

### GOOD LUCK AND THANKS FOR SUPPORTING 34 Raceway!

- Thanks for supporting 34 Raceway. We hope you have good luck and a good time. Come and see us again...