



## **RPM Speedway 2013 General Rules**

### **NEW UPDATES FOR 2013:**

***-If a driver chooses to race more than one race division on any given race night, the driver must purchase a pit pass for each race division entered in. This applies to any race night. There are no additional changes to General Rules at this time.***

### **CAR REGISTRATION**

1. Pay Card and Car Number will cost \$30.00. Pay Card must be in owner's name. There will be no duplication of car numbers. All cars must have registered number on the car.
2. No purse money will be paid without presentation of Pay Card. A replacement Pay Card is available (with proper ID) for \$5.
3. Registered car numbers will be reserved through the two- (2) pre-registration dates. All numbers will be available after that.
4. No car may run in two classes on the same night.
5. Winnings not picked up in thirty (30) days will be forfeited.
6. All registered cars will be given a set of rules and must agree to read and obey these rules.
7. Registration will be online at the track website in January.

### **POINT STRUCTURE**

1. The A Feature win is worth 40 points with each subsequent position worth one point less with 24<sup>th</sup> position in A Feature worth 17 points. If more than 24 cars start the feature, all positions from 24<sup>th</sup> back will receive 17 points. If a B Feature is ran, first non-transferring driver receives 16 points with each subsequent position receiving one point less with 6<sup>th</sup> position back receiving 11 points. Driver must be on track and take the green flag to be scored. No other points will be awarded.

### **RACING FLAG RULES**

**GREEN** – Start of race. Any car not taking the green flag will not be scored.

**WHITE** – One lap to the finish.

**CHECKERED** – End of race.

**BLACK** – Leave track for repair or disqualification.

**RED** – Race stopped for accident on track.

**GREEN & WHITE CROSSED** – Halfway point of race.

**RED/YELLOW** – Slow to a packing pace.

1. All drivers must understand starter's flags. Failure to obey flags will result in disqualification. Failure to see the flag will not be considered an excuse. The starter has complete control of the cars while the race is on. Starters' decisions are final.
2. There will be no first lap restarts because of a spinout. If race is Red Flagged, a restart will follow. All such restarts will go back to the last lap. If a car drops out, the cars directly behind will move up. Any car passing before the Green Flag will be penalized one (1) lap. No car may restart on a flat tire.

3. On a Red Flag, all cars must stop on the track. No work will be permitted on racing surface. Cars going into pits will line up at the rear of the field.
4. Any car causing a single car Red/Yellow Flag in a Heat or B Main will be sent to the pits.
5. Cars can return to the track in an "A" Feature only.
6. On a Red or Red/Yellow Flag, any event that is 80% complete will be called a race, except the Feature events, which must be 100% complete.
7. Any one driver that is displayed the Black Flag for three consecutive laps will be disqualified.
8. All cars involved in an incident causing a Red or Red/Yellow Flag and/or cars going into the Pit Area will start at the rear.
9. Green Flag – Any first row cards that do not start side by side will be moved back one (1) row after the second attempt.

## **GENERAL TRACK RULES**

1. All components are subject to inspection and approval of inspecting officials. No equipment will be considered as having been approved by reason of having passed through inspection unobserved.
2. The track General Manager reserves the right to change the race program at any time for the improvement of racing. Where no rule applies, common sense and good judgement will apply.
3. Everyone entering the Pits must sign a Release.
4. Only towing vehicle, trailer and racecar allowed in Pits. Reserved parking spots are held only until 7:30 PM.
5. All cars will be checked coming in the gate in compliance with the Rules and may be checked at any time by Track Officials.
6. Each car must be able to start on its own power upon entering the Pits each night.
7. No trial runs allowed except when the track is open for such.
8. All cars must be in the Pits and checked by 7:30 PM or start at the rear of the race. Any car that is checked in without the car physically at the track will start at the rear of all races that night.
9. No person allowed on the racing surface other than those driving in that event.
10. Only track personnel allowed in the infield or on the racing surface at any time, including Red and Red/Yellow Flag. Anyone going to an accident may lose their Pit pass and cause driver to lose his.
11. All racecars must assist in packing the track or be subject to penalty. (Start at the back or not race).
12. The starter has the authority to start any event regardless if all cars called to the track are ready or not. Any car that does not take its position when called will start at the rear of the field.
13. Any driver that changes cars will start at the rear of the event that the driver qualified for. Driver must notify Pit Stewart of change or be disqualified for that night's program. Any driver returning to original car will start at the rear of the event.
14. Any car that cuts inside of the end poles in the infield will be Black Flagged. No car racing in infield.
15. Any car losing its muffler, hood, bumper, kick rail or other parts and causing a Red/Yellow Flag will line up at the rear or be sent to the Pits.
16. Any loss of wheels and/or tires (including flats) requires leaving the race surface immediately. Displaced hoods or other endangering parts also require leaving the racing surface.
17. Rupture of a gas tank or loss of fuel requires leaving the racing surface immediately.
18. Track wrecker will not load any car until after the race program is complete.
19. No drinking alcoholic beverages in the Pits. Anyone caught drinking alcoholic beverages in the Pits will be removed from the Pit Area and fined \$100. The fine must be paid in full before the person returns to the track. The management reserves the right to check cars or any other personal property upon entering the Pit Area or Grand Stands.
20. Pit Speed Limit – 5 mph.
21. No fighting or rough driving will be tolerated at RPM Speedway.

First Offense - Barred for one week, forfeit of winnings and points for that night.

Second Offense - Barred for two weeks, forfeit of winnings and points for that night.

Third Offense - Barred for remainder of the race season.

22. Anyone going to the starter, scoring tower or arguing in the line up chute during the night's program will be disqualified for that night's program and forfeit all winnings for the night.

23. The car driver shall be the sole spokesperson for the car.
24. In the event of a dispute between drivers, stay in your own pit. Participants caught at any other pit area will be considered at fault and will be removed from the Pit Area. The driver is responsible for the conduct of his/her pit crew members.
25. Refusal of any owner/driver, family or crew member to abide by the set Rules and the usual policy of conducting auto races will be grounds for the Management to refuse to let such person or car take part in the race.
26. Any persons involved in a serious infraction of the Rules may be suspended from RPM Speedway.
27. Anyone with a lawsuit filed against the track, General Manager or Track Official will not be allowed to participate in any event until such lawsuit is settled.
28. Continuous developments in racing may necessitate changes that we cannot anticipate at the time of the printing of these Rules. Hence, we may update, modify, add to or delete Rules, or change any race, as we deem necessary.
- 29. RPM Speedway reserves the right to check ANY CAR AT ANY TIME.**

## **INSURANCE**

1. Insurance is not valid if participant is not signed in on the day of the accident.
2. Each accident must be reported at the time of incident.
3. All insurance claims will be through the General Manager or Promoter.
4. The General Manager is not liable for any claim more than the track insurance covers.

## **GENERAL SAFETY RULES FOR ALL CLASSES**

1. All drivers must wear driving suits that are made of fire retardant materials that effectively cover the driver's body; hands and feet are mandatory. Two or three layer suits are recommended. Fire retardant neck braces required.
2. Racing helmets are required for all drivers. Helmets must be Snell 90/95 or newer approved safety helmet. All helmets must have a Snell sticker clearly visible inside the helmet.
3. All cars must have racing type three- (3) inch lap belt and racing type shoulder harness with a single point quick release. A minimum of one (1) submarine strap is required. All belts must be bolted to the chassis or roll bar with a minimum of 3/8" aircraft or grade 8 bolts. Shoulder belts must be bolted behind and below the driver's shoulders. Lap belts must be bolted behind and below the driver's hips.
4. Seats that have been approved for marketing as racing seats may be used if properly secured to the frame or roll cage with aircraft quality bolts of no less than 3/8". No fiberglass or plastic seats allowed.
5. Batteries must be securely mounted in a Marine type box. Batteries are not allowed in the driver's compartment unless completely enclosed in a leak proof container. Battery must be in good working order and capable of starting the car.
6. A full roll cage is required with bars a minimum of 1-1/2" O.D. x .120 wall tubing. Bars must consist of upright bars welded securely to the frame and have a full box frame on top. Bars must be braced from top of back upright to frame and must have bars in driver's door. All corners must have gussets. The top of the roll bar must be at least two (2) inches above the driver's head.
7. Shock resistant roll bar padding is required on all bars that driver's head may come in contact with while strapped in car.
8. All cars must have 1" lug nuts on all wheels.
9. Car must have a functional padded headrest in line with the center of the driver's head.
10. The windshield area must be covered with an approved metal protection screen to protect the driver from debris.
11. No burning lights (tail lights, etc.) allowed on the cars.
12. All drive shafts must be painted white and looped at the front 6" back from u-joint.
13. All doors must be welded or bolted shut.
14. Two throttle return springs are mandatory. A steel toe loop on the throttle pedal is required.
15. Fuel lines must be safely routed with proper clamps, etc.
16. All metal fans must have a metal shroud.
17. No mud or snow tires allowed.
18. No rearview mirrors allowed.

19. No radio communication systems are allowed.
20. No transmission cooling lines in driver's compartment.

**PAINTING**

1. Car must be painted with colors that contrast with the number.
2. Numbers must be **24" high and 4" wide on both side doors, trunk and top of car. THIS WILL BE ENFORCED.**
3. A 6" high number must be on the front and rear of the car so that the starter and other competitors may see it.
4. All cars and their advertising must be clean and in good taste. **Vulgar writing or displays will not be permitted.**
5. Failure to comply **CAN** result in disqualification.

***IF IT DOESN'T SAY IT THAT YOU CAN DO IT.....YOU CAN NOT DO IT!***