

2017 - Selinsgrove Speedway General Rules

AREAS HIGHLIGHTED IN RED ARE CHANGES FOR THIS SEASON

Selinsgrove Speedway (Speedway Management Group, LLC) and /or track officials reserve the right to reject any car or driver without cause or recourse.

Everyone who enters the pit area, or participates in competition promoted by Selinsgrove Speedway does acknowledge, represent and warrant that he/she has read, understands and agrees to abide by the rules in their entirety. Permission to participate or enter grounds shall constitute acceptance of same.

Selinsgrove Speedway is a private business open to the public when admission fee is rendered. You are expected to act in the manner prescribed by the Selinsgrove Speedway and in accordance to all laws that govern the commonwealth of Pennsylvania.

When entering into an event, he/she is not deemed a Selinsgrove Speedway employee, but is recognized as an independent contractor who will take all responsibility for taxes payable on any prize moneys or point fund moneys that he/she might have received as a result of his/her participation in any speedway event. Each race team must submit a W-9 tax form before any of their earned prize money is paid out. Moneys earned will be credited to the person listed on the W-9 tax form. Prize money will be mailed each week unless other acceptable arrangements are made with speedway management.

In consideration of entering into any of the scheduled events, car owner, driver, team personnel or agents, agree to permit Selinsgrove Speedway to use their names, photos and photos of their race cars for advertising and publicity before and after any event, and to relinquish all rights to any photos or sell the same.

In consideration of entering the pit area, a fee will be charged and an armband or pit pass ticket (recognized as a pit pass) will be issued. Pit passes must be worn by everyone who enters the pit area. By affixing each participant's personal signature on the pit register and release, this releases Selinsgrove Speedway and officials from all liability and makes the insurance carrier liable. Failure to remit the required fee, sign the pit release or wear the pit pass shall nullify any claim against Selinsgrove Speedway, officials and insurance carrier for death or injury incurred prior to, during or after the racing program. All participants recognize that automobile racing is a hazardous undertaking and assume all the risk by reason of his/her participation and does for himself, herself, executors and administrators, successors and administrators, successors and assigns from any and all liability for personal inquiries that may be received and from all claims and damages for injury to persons or property growing out of, caused by any construction or conditions of any track equipment, cars or other devices used therefore, whatsoever.

Racecars, vehicles (including towing equipment), wreckers, push trucks and any other equipment located in the pit area or restricted areas are NOT covered by insurance.

Anyone entering the pit area must have a pit pass, including kids and/or students. All persons under the age of 18 must also have a minor's release card and permission from the speedway office to enter to pit area. Minor's release must be obtained from Selinsgrove Speedway and K&K Insurance, Inc. Release forms are available in the speedway office.

Anyone involved in an accident on the track or in the pit must report it to the track office and/or call the track to fill out an accident report. Insurance carrier needs a report before any payments will be made.

All pit personnel are covered by track insurance, provided that on the day of the event a pit fee

was paid, a waiver and release form was signed and the pit pass is worn. It is the responsibility of the injured person to notify the speedway management if medical attention was or is necessary. This must be done within 48 hours of the accident. Any driver who is injured will negate insurance benefits when that driver returns to racing.

Any driver involved in a red flag accident where the racecar is damaged to the point that the car and/or driver cannot return to the track and complete the race must report to the ambulance for an evaluation. Accident reports will need to be submitted before any payment will be made by the insurance carrier.

No one will be permitted to enter the pit area or competition while under the influence of alcoholic beverages or narcotics of any kind. Any suspected participant must be reported immediately, at the request of track officials, to track medical personnel. Any participant found consuming alcoholic beverages or narcotics before or during a race program or before the last checkered flag of the program will be expelled from the premises, and the car with which he or she is associated may, at the discretion of the track officials, be disqualified from further competition.

There will be NO use of videotapes to determine a call. The Selinsgrove Speedway officials' calls are final.

It is expected that all discussions and disputes between participants or participants and track officials will be conducted in an orderly and sportsman-like fashion.

Anyone deliberately delaying the race program will be disqualified.

For any racecar that is found to be illegal, the driver and or team of that racecar loses pay and points for that event.

The flagman and other track officials will have control of the track during all events and the warm-up periods.

Any car shown the blue flag with a yellow diagonal stripe is about to be lapped by a faster car. The driver being lapped should try to hold consistent line so as not to interfere with the faster car and/or cars that are passing.

When a car is shown the black flag, the driver must pull off the track immediately. If the black flag is ignored, the car will be paid at the back of the field.

Minimum Age Requirements:

All drivers must meet minimum age requirements to compete at Selinsgrove Speedway. All drivers under the age of 18 must have a parent/guardian consent form on file at the speedway office before competing. Competing/Driving at Selinsgrove Speedway for the purpose of age restriction is defined as anytime the race vehicles wheels are turning, regardless of whether the vehicle is under it's own power or not. Birth Certificate or other proof of age may be required. Minimum age restrictions for competing/driving are as follows:

360 Sprint Car Division – See 360 Sprint Car Rules

Super Late Model Division – See Super Late Model Rules

Pro Stock Division – See Pro Stock Rules

Roadrunner Division – See Roadrunner Rules

All Other Divisions – 16 years of age

Exceptions – Exceptions to Selinsgrove Speedway age limits will only be granted to drivers holding a license/membership in a sanctioning body (ie..United Racing Club, Empire Super Sprints, World of Outlaws, etc.), provided said driver meets the minimum age requirements for that sanctioning body. The exception is only granted for events that the sanctioning body where the driver holds a license/membership is sponsoring or co-promoting/sanctioning at Selinsgrove Speedway.

Golf Carts & ATV's:

All golf carts, ATV's and other motorized equipment are only permitted on the Selinsgrove Speedway property if they are used to move race cars and/or equipment to/from the track, scales or work area.

The use of these types of vehicles as personal transportation, joy riding and/or playtime will not be permitted. If these vehicles are used for anything other than to facilitate racecars or the racing program, they will be removed from the pit area. Any resistance will result in the driver's disqualification.

Meetings/Registration:

All drivers must attend drivers' meetings.

Racecars are to be unloaded in the pit area and drivers are to be registered at least 15 minutes before the start of practice laps. Any car/driver that is not in the pit area/registered with the track's handicapper 15 minutes prior to the start of practice laps will be placed at the rear of his/her heat race. If the racecar is not pit side before the driver's assigned heat race is completed; the car/driver will not be added to the consolation or feature lineups.

Driver/Car Changes:

All driver changes must be reported to the handicapper prior to the completion (or posting) of the heat race lineups. Drivers are responsible for notifying the handicapper of any driver/car changes. Each racecar may not have more than one driver each night of racing. Driver may attempt to qualify another car in the consolation if the change is reported to the handicapper prior to the lineup being posted; however, when the consolation lineup is posted (with the driver's second car), the driver's first car is automatically disqualified. Drivers may not change cars (and cars may not change drivers) after the start of any race.

Once a car is reported "withdrawn" from an event, the car may not re-enter that same race.

In the event of a rainout or postponement, the driver who originally qualified for the event may compete in a different racecar.

Alternates:

Alternates for the feature must be prepared to start the feature if needed. There will be no extra time allowed for the alternate. If necessary, the event will start short of a full field.

No alternates will be taken for any race after the event's initial green flag has been signaled.

If an alternate starter is needed to fill the field when two or more consolations are completed, the first non-qualifier in each consolation will be alternate one and two as per coin toss.

Starts/Restarts:

Any driver passing the pace vehicle without permission will be fined \$25.00.

Under no circumstances is the driver to "hot lap" when the track safety lights are yellow. Cars taking to the track will idle behind the pace vehicle until all contestants are on the track and the starter gives the "close up" signal, at which time the driver can hot lap up to the pace vehicle and pull into position.

All race cars/drivers will pre-stage in their respective areas prior to the start of the event.

For sprint car heats and consolations, drivers will have three (3) laps by the pace vehicle to be on the track under their own power. If not, the driver will lose his/her starting position. For sprint car features, all cars need to be pushed onto the track by the completion of the pace vehicle's fifth lap, or the driver will lose his/her starting position.

Racecars will receive only one push start. If the car stops on the track and needs a second push start, the car/driver will be deemed "delay of show" and will be sent to the rear of the starting lineup.

With the exception of events using any aspect of "passing points", an empty position(s) in the on track lineup, whether due to a car not being on the track or a drivers election to fall to the rear, will be filled by all remaining cars in that line moving forward to fill the empty position(s). This eliminates the need to "cross over." If the event includes any aspect of "passing points" any empty position(s) will be filled by "crossing over".

On initial starts, cars must stay in a side by side and nose-to-tail formation (no gaps on either side of the car or in front) until the green flag is displayed and green traffic lights come on. Green lights will signal the start of the race and drivers may pass another car when they come on. Green lights will come on when the leader/pole sitter reaches the orange line/cones in turn 4. Any front row drivers who have been given two opportunities to start a race by the starter and cannot properly begin the race will be penalized to start the event in the second row. Any car in the second row or beyond who "jumps the start" by passing other cars prior to the green flag/lights will be penalized 2 positions per car passed. Pulling out of nose to tail formation prior to the green flag/lights will constitute a "jump" of one row regardless if a pass or attempted pass is made. Penalties will be assessed at the next restart or at the end of the race in the event no restart occurs.

If the yellow flag is displayed before the leader completes the first lap of a race, a complete double-file restart shall be made with the exception of any cars stopping on the track or entering the pit area. Those cars able to rejoin the race will be placed at the rear of the field.

All single file restarts will take place when the leader accelerates anywhere between the orange line/cone in turn 4 and the cone at the crossover gate in turn 4. The leader should not accelerate until he/she reaches this point. All cars must pass between the cone on the front stretch and the outside guardrails in single-file, nose-to-tail order. Any driver going to the inside of the cone or touching the cone, will be penalized two positions and any driver who passes another car(s) before the cone shall be penalized 2 positions per car passed. Penalties will be assessed at the next restart or at the end of the race in the event no restart occurs.

Lapped cars will be sent to the rear for all re-starts. Cars stopping on the track during a yellow flag, unless stopping to avoid an emergency vehicle, will be placed to the rear of the field.

Red Flags:

When the red flag/lights are displayed, all racecars must stop as quickly and as safely as possible. Do not block any pit entrance around the inside of the track and let a lane open around the top of the racetrack for emergency vehicles. Racecars will be moved to their respective service areas when it is safe to do so.

Under the red flag, cars that have passed the start/finish line before the red flag was displayed will be scored as they came across the line; all other cars will be scored in the positions they were holding on the last completed lap. If there is a red flag before the first lap is completed, cars will be restarted in the original starting order, with those cars involved in the incident being placed at the rear of the field.

All red flags in heats and consolations will be "closed reds." Crew members are not permitted to work on the racecars under "closed reds."

All red flags in feature events will be "open reds." About five (5) crewmembers are permitted on the track per racecar for refueling and adjustments only when track officials announce the track is open to the crews.

No jacks or jack stands will be permitted on the track.

There will be no tire, gear or wing changes on the track. Tires may not be removed from the racecar while on the track.

Once the field is ordered to resume racing, a maximum of two (2) laps will be completed by the pace vehicle. If a racecar is not moving by the end of the pace vehicle's second lap, that car will be placed at the rear of the field.

Fuel Stops (sprint cars and late models only):

Fuel stops will occur if the maximum number of yellow and green flag laps have been completed in succession or if during a caution the total of laps already run plus the number of green flags left to race will exceed the maximum.

The maximum number of laps for calculating fuel stops is: Late Models = 60, 360/358 Sprints = 55, 410 Sprints = 50.

Fuel stops will be when the starter displays the red and black flag, and will only occur after the yellow or red flag has been displayed initially.

Rules for a fuel stop are the same as a red flag.

Black Flags:

A black flag will be given to any driver who is losing part of his/her racecar, smoking excessively, leaking fluid and/or if the racecar is deemed to be a hazard, or to be in an unsafe condition.

If a furled black flag is pointed at a driver, this is considered a "warning" that the driver has done something that is not permitted. If the driver repeats the offense, the black flag will be unfurled and the driver will be disqualified.

If an unfurled black flag is waved at a driver, the driver/car is disqualified. Driver should reduce speed and enter the pit area at the next pit entrance. Pit steward will notify the driver/crew of the reason for the disqualification and whether the car may continue if the problem can be corrected.

Any driver/car that is more than two laps down, or hopelessly out of contention, and/or creating a hazard, may be black flagged at the starter's discretion.

After a driver has been black flagged, the driver/car will no longer be scored.

Scoring & Positions:

All scoring will be done at the start/finish line. In the case of a yellow flag situation, cars that have passed the finish line under the green flag conditions will be scored on that lap; all remaining cars will revert back to the last completed lap or the initial starting line up. This eliminates racing through an accident or back to the starter's stand. Cars involved in the incident will restart at the rear of the field.

All cars must line up in single file formation immediately.

Any driver deliberately delaying the program will be disqualified.

Any driver attempting to improve his/her position while pacing under yellow will be returned to his rightful racing position and faces a possible penalty for delaying the race. Refusal to maintain proper track position when an official directs a driver to where he/she is to be will result in a one-lap penalty.

Lapped cars will be sent to the rear of the field for all restarts. Any lapped car that passes the leader and goes to the rear of the field will still remain a lap(s) down.

When the yellow flag/lights are displayed, the lap is considered completed if the leader is by the starter's stand.

All cars that stop on the track are considered "involved in the incident," unless they have stopped because the racetrack is blocked. Any car that stops for any reason while the yellow flag is displayed (on the track or in the pit area) will also restart at the rear of the field. The exception to this is any driver/car that is stopped by an official for consultation (the driver will retain his/her correct position if cleared by the official).

Any car in the pit area when the yellow safety lights are turned off must remain there until the next yellow flag period.

If a driver is more than two laps down, he/she may not re-enter the race.

Should there be a "dead heat" feature, the payouts will be added together and divided between the two drivers for the positions in question. This applies to first and second, as well as any other positions.

No approaching the starter. All complaints will be handled at the tower at the CONCLUSION of the racing events or program.

The scoring tower, flag stand and other officials' stands are off limits during a racing event.

Inappropriate behavior by a driver, crewmember or anyone associated with a particular race team may result in that driver's immediate disqualification.

No use of videotapes to determine a call.

Safety Issues:

Prior to participation in any racing event, all cars are subject to a safety inspection. Only cars deemed suitable for competition will be approved for participation. Track officials reserve the right to reject any entry for failure to comply with safety or technical rules as set forth by Selinsgrove Speedway.

Any one driving racecars and/or any other equipment erratically or excessively fast through the pit area will be expelled from the premises and/or suspended from subsequent events at the track.

Drivers must adhere to division specific safety rules any time his/her racecar is started.

Any driver, who enters the track while the yellow lights are turned off, or the green lights are turned on, will be disqualified.

All racecars must have hoods securely in place at all times while under power on the track.

No cars will be permitted to race in the rear of heats for practice laps.

No one is allowed over the chain link fence that encompasses the pit area while a racing event is in progress.

Track officials will interpret the safety rules and specifications and make all final decisions and judgments, but in no instance will any deviations from the rules and guidelines which compromise safety be allowed.

Flat Tires & Repairs:

A racecar may not restart an event with a flat tire.

Any sprint car, late model or pro stock that receives a flat tire during a feature event will be given two laps to replace the tire and return to the track based on the guidelines below.

Sprint cars and late models will receive their two laps regardless of the number of laps already completed in the feature event.

Pro stocks will only receive their two laps up to and including completion of $\frac{1}{2}$ of the scheduled number of laps to be run. (i.e. if 15 laps are scheduled, two laps will be given if 8 or less laps are complete. Once the 9th lap is completed (leader crosses lap 9 under green) there will be no laps given to replace the flat tire)

The two laps will be given to each driver one time per feature event. The two laps will start when the racecar reaches a designated work area.

If the racecar does not go to a designated work area, it will be deemed that the car is out of the race and the two laps will be forfeited.

Designated work areas are immediately inside the 1st and 4th turn pit gates depending on where the car is pitted.

There will be no repairs to racecars while they are on the track. If repairs are made while on the

track, the car and driver will be disqualified.

Slowing, Spinning & Stopping Cars:

Any driver or car causing two (2) yellow and/or red flag periods in heats or consolations, or three (3) yellow and/or red flag periods in features, will be disqualified from the remainder of that event.

Any car running more than three (3) laps down or hopelessly out of competition and/or creating a hazard may be black flagged at the starter's discretion.

Any car that does a 360 spin will fall in line where it gets momentum.

Handicapping:

For the first two (2) races of the season, heats and features will be lined up by luck of the draw.

After the first two (2) races of the season drivers will be handicapped in the qualifying events (non time trial shows only) according to their point average (the number of races run divided into points earned). Any driver who does not compete in the first two (2) events of the year will be handicapped to the rear of the starting lineup until the driver completes two (2) races so that his/her point average can be determined.

Drivers who have not entered the pit area 15 minutes prior to the official starting time will be handicapped to the rear of his/her heat race.

Notification that a racecar is in transit but will be late (so long as the call is received in the track office 15 minutes before the official start time) will be added to the back of his/her heat race (Note: race car will need to compete in a heat race to be placed in a consolation).

Any driver whose race car is not pit side for his/her respective heat race will not be allowed to run the consolation or fall onto the rear of the feature.

Time trial order will be by draw. Each car will have a two-car (2) grace period to time trial position. If the grace period is missed, the late car will take its time trial at the end of the scheduled lineup and will be given only one (1) qualifying lap. The late car must be in line before the last scheduled car moves away for qualifying.

Any driver who misses the time trial order and/or changes cars for the time trial can only be 11th fastest in the order.

In a time trial race, the highest driver in the Selinsgrove Speedway points who is a non-qualifier will get a provisional starting position of 25th. Both car and driver must take a green flag in a qualifying event to be eligible for the provisional.

For the previous week's feature winner, the best he/she can start the feature if he/she qualifies through the heat race is the last handicapped position (Handicapped shows for Sprints & Late Models Only).

Personal Conduct:

Any un-sportsman like conduct, whether on the track or anywhere else on the Selinsgrove Speedway property, WILL result in suspension of the driver and/or car.

Drivers are responsible for the actions of their pit personnel and are responsible for their crewmembers' review of these rules.

Anyone fighting in the pits or on the track, or anywhere on the Selinsgrove Speedway property, will be subject to legal action, a fine, and suspension or ejection for the balance of the event and/or season.

All drivers and pit personnel should stay in their own pit area. Anyone involved in a fight in another driver's pit area will **AUTOMATICALLY BE AT FAULT**.

Harassment of officials, tow truck operators, safety crews, ambulance or fire crews will not be tolerated.

Verbally abusing anyone at the speedway will result in suspension from subsequent events. Physically abusing anyone on the Selinsgrove Speedway property (this includes pushing, shoving, verbal abuse, etc.) will be dealt with severely, with ejection and/or suspension for the balance of the season.

NO ALCOHOLIC beverages are permitted in the pit area until after the program's final checkered flag falls. Violators will be ejected for the program and/or suspended from future events.

As a reminder, the Selinsgrove Speedway is a private business that is open to the public when admission fee is rendered. YOU are expected to act in the manner prescribed by the Selinsgrove Speedway rules and in accordance to all the laws that govern the Commonwealth of Pennsylvania. If you are suspended from the Selinsgrove Speedway property and return to the Selinsgrove Speedway property prior to the end of suspension date, you shall be charged with Section 3503 (b) (1) (I-V) Defiant Trespasser in accordance to the Crimes Code of Pennsylvania.

General:

Drivers who do not attend the annual awards banquet will forfeit 50% of their point fund money.

Race teams have 15 minutes following the program's last checkered flag to pick up their pay if it is scheduled to be paid out that night. Otherwise it will be mailed or held until the next race date at the discretion of speedway management.

Drivers whose divisions offer tow money must participate (take a green flag) to be eligible for tow money.

No two-way radio communication of any kind is permitted between drivers and crews.

All drivers in all divisions are required to use a receiver capable of receiving frequency 454.000 for one-way communications from track officials.

360/358 Sprint Cars, Late Models, Pro Stocks and Roadrunners are required to use transponders. Rental units are available from the speedway.

No mirrors of any type permitted inside or outside the racecar.

Pro Stock and Roadrunner main events will have a 30-minute time limit. Once the time limit is

reached the next checkered, red or yellow flag will end the race. Time limit may be waived for special events or at the discretion of race officials.

Roadrunners will compete in a 12-lap main event only unless 18 or more cars are registered and in the pit area prior to the start of a racing program. If 18 or more cars are registered and present the roadrunners will also compete in 4-lap heats (10 minute time limit per heat race).

Anyone deliberately delaying the racing program will be disqualified.