



2010 GENERAL RULES AND REGULATIONS

RACE PROCEDURES

The Promoter and officials have the right to reject the entry of any car, driver or person onto the premises at anytime.

No person may enter the racing arena until he/she has completed and signed all required releases registration and/or entry forms.

No person shall be permitted to sign the waiver and release form(s) for anyone other than him/herself. Violators may be fined and/or disqualified and/or suspended.

Female drivers will not be allowed to participate in any racing event while they are pregnant.

Any driver requiring transporting to and/or treatment at and/or examination at any hospital emergency room from the track and/or examination by a doctor must have a signed release from the examining doctor before further competition.

The referee may eliminate any driver from competition should the driver be deemed physically unfit to participate in a racing event.

No driver changes shall be made without notifying the referee or pit steward. Any driver doing so will be disqualified for that race event and forfeit any money or points earned in that race event. All driver changes must be made in the pits only. The driver and the car he or she is changing to must be qualified for that race event, for the driver change to be legal.

Each driver must be ready when his/her event is called. When an event is called, the driver must immediately proceed to the staging area. Cars that are considered "LATE" to their assigned race WILL be put to the rear of the line-up.

Definition of LATE:

When the cars on the track are lined up in race order, the driver or drivers that are LATE will be given two (2) laps to make that race and get their spot. If the driver or drivers are not on the track after two (2) laps the field will move straight forward. If the LATE driver or drivers make it on the track before the flagman gives the one to go sign, the driver or drivers will be placed at the rear of the field.

When entering or leaving the pit area, driver must use caution or be subject to a penalty.

The track officials will direct the cars to their re-start positions. There will be no discussion or argument as to line-up positions. Whenever possible, a board will be used to display the line-up to the drivers.

Re-entry onto the racetrack by a car during green flag condition is allowed if made from either the front or backstretch. A car must have all four (4) tires on the racing surface before the start/finish line to be scored for that lap. Cars must be started and running in the infield before entering onto the race track.

After the car has been given the checkered flag and crossed the start/finish line, the car must slow down immediately. Any driver staying on the gas for more than half a lap after receiving the checkered flag may be assessed a one (1)-position penalty on the finish for recklessness.

All scored cars taking the checkered flag in a main event will be weighed. Any car that does not weigh may result in a disqualification from that event.

Cars that leave the track during a race event and enter the pit area will not be allowed to continue in that race. When a car enters the racing arena, it may not go back into the pits and reenter again for that race event.

Any pit crew member or driver exiting the racing arena during a green flag condition may subject their car to disqualification for that race event.

During a red flag condition, the Track Referee may allow pit crews into the infield area to assist their driver with repairs or adjustments. All crew members must enter the infield through the backstretch (turn 2) gate only. Violators may subject their car to disqualification for the race event.

Refueling will be allowed under red flag conditions. Cars may not refuel on the track surface. Any refueling must be done in the infield and off the racing surface.

All cars that come to a stop on the racing surface under a green or yellow flag condition will be positioned to the rear of the field for the re-start. A car involved in a third incident, in the same race event, which causes the yellow flag to be displayed will be black flagged from that race and scoring of the car will be discontinued. The black flagged car will be given a finishing position for that race event based on the number of laps completed.

NOTE: Involvement includes spinning, crashing or intentionally causing another car to spin or crash, cars that are stalled or come to a stop on the racetrack, even under a yellow flag.

Any car entering the infield area without being directed to do so by a Track Official during a yellow flag condition may re-enter the race but that car will be positioned at the rear of the field or as otherwise directed by Track Officials.

The referee reserves the right to determine when a car stopped or was stopped for safety purposes and to reposition the car accordingly.

Foul driving is not allowed and any driver guilty of foul driving will be penalized at the discretion of the Referee. Penalties for foul driving may include any one or more of the following:

Loss position any time during or after completion of the race event, removal from the race, loss of money or points earned for that race event, a fine, suspension, disqualification, probation or removal from the raceway premises.

NOTE: Foul driving includes intentionally cutting the mark, unnecessary bumping, crowding, chopping, banking, charging corners or rough driving.

Any cars which are throwing or leaking fluids, smoking excessively or appear to be mechanically unsafe to continue racing will be given the black flag.

All cars must begin each race event and finish each race event with all engine parts, such as exhaust, muffler, etc. intact. If during a race event, exhaust parts become loose or are lost off the car and the Track Officials feel there is an issue of safety involved, that car will be given the black flag.

When a car becomes disabled or is no longer eligible to compete during a race event, the driver shall park his/her car in a safe place in the infield and shall stay with his/her car until completion of that race. The driver shall assist track workers in removing his/her disabled car from the infield. Any driver that abandons his/her car in the infield may be disqualified from that racing event and forfeit any money and points earned for that race. In addition, Track Officials may impound the abandoned car until the race program has been completed.

No driver may stop his/her car on the race track during a race event or after the completion of a race event for any reason other than a safety issue or at the direction of a Track Official. Violators may be disqualified.

No complaints will be heard by Track Officials, until the race program, has been completed. Any complaints or discussions of issues shall be directed to the Referee by the driver or car owner only, after the race program has been completed.

Judgment decisions made by Track Officials cannot be protested. Delta Speedway will not have or hear any protests. All decisions made by Track Officials are FINAL.

FLAGS

The flagman controls the race event from the start of the race to the checkered flag. All drivers must watch and obey the flagman.

Green Flag - Initial Starts

(Start of the Race) The starter will display the Green Flag as the cars come out of turn four (4), if the starter thinks the cars are lined up properly. The cars **MUST** maintain their designated starting positions until the Green Flag is displayed.

The pole car sets the pace at a reasonable pace, **NOT A SLOW IDLE OR FULL THROTTLE, BUT A RACING PACE**, and it is the responsibility of the outside pole car to keep pace with the pole car. The initial front row will be given two (2) attempts at a clean start. After the second failed attempt, **BOTH** cars will be moved back one row.

Green Flag - Re-Starts

The First place car will start between the designated cones between turn 3 and 4 and the cone in turn 4. All restarts will be single file. Once the leader goes to restart the race, passing is allowed anywhere on the racing

surface.

Yellow Flag

Signifies caution. When the yellow flag is displayed, the driver is to slow down immediately and maintain a reasonable speed considering the conditions that exist on the race track. The determination of a reasonable speed is a judgment call that will be made by track officials. Caution flags are not counted; therefore do not race to the yellow flag. The position of the cars for a re-start will be the same position held by each car of the last lap completed under green flag conditions.

Blue Flag w/Diagonal Yellow Stripe

This flag is displayed to cars being lapped by the leaders of the race. Signaled cars should hold their racing line and not try to block the leaders. The car(s) signaled do NOT have to yield to the leader(s) as the car(s) signaled may be in a race for position with the car(s) behind it. **THIS IS NOT A MOVE OVER FLAG YOU ARE TO HOLD YOUR POSITION.**

Red Flag

The red flag means the race must be stopped. When the red flag is displayed all cars must stop immediately on the racetrack surface. Cars should be brought to a stop carefully and safely.

Black Flag

When the black flag is displayed to a driver, the driver must report to the infield immediately and stop their car. A track official will contact the driver, at the next available moment and give the reason for the black flag. Failure to obey the black flag will result in the scoring of that car to be discontinued until further notice.

White Flag

When the white flag is displayed, it means the race leader has started his/her last lap.

Checkered Flag

When the checkered flag is displayed, it means the race is completed. When the required distance has been completed by the lead car, the race will be declared "official" regardless of any flag being displayed. Then the checkered flag has been given to the leader, the balance of the field received the checkered flag in the same lap. Finishing positions will be awarded according to the most laps traveled in the least time, whether the car is still running or not.

Red and Yellow Diagonal Flag

The red and yellow diagonal flag will be displayed when there is a spin or tangle on the first lap of the event. The cars will lineup in their original order with the car(s) involved starting in the rear.

Fines:

If a car is found to be in violation of engine or fuel rules, the following fines and penalties will be assessed at a

minimum:

- Ø 1st violation Loss of 100 points + \$250 Fine

- Ø 2nd violation Loss of 200 points + \$500 Fine + 2 week suspension

- Ø 3rd violation Loss of all points + one year suspension from date of event

Suspensions and expulsion rules will apply to both the registered car owner, and the signed in driver. If the driver is a minor, the adult will be assigned all fines. All fines must be paid in full by the designated date of Delta Speedway. If the fined driver is a child, the child will not be allowed to run until the fine is paid. Any and all illegal parts are subject to confiscation by Delta Speedway. All fines and suspension are at the sole discretion of Delta Speedway and its Head Referee. Any suspended driver will not be allowed to run or be signed in as a crew member of any class at Delta Speedway until the suspension has expired, and any fine has been paid in full by the due date.

Impound Area:

At the conclusion of each Main Event, cars will be directed to the scales. The top three finishers in each class will automatically go to the impound area. The Head Referee will determine the number of cars held in impound. Any vehicle not reporting immediately to the impound area as requested will be disqualified. Only the car owner and driver are allowed in the tech area. Car owners and drivers are responsible to make sure no other persons are in the tech area or at their car. The Head Referee has the option to request any car, from any class to go to tech.

No electronic communication with driver is allowed while car is on track during any race event.

The rules may be amended at anytime, without notice, to make the competition at Delta Speedway safer, and better for all.

COMPETITION RULES

The following Delta Speedway General Track rules are designed to insure fair and safe competition. The Delta Speedway Track Officials will enforce the rules. The rules can be changed or modified at any time to insure good competition and maintain a safe racing environment for all.

No car is allowed on the racing surface without having passed Tech inspection.

The Tech Inspector will also tech motors to insure motor rules are being followed. The Head Referee along with the Tech Inspector will determine which cars and classes to tech. Cars may be teched by finishing order, random draw, or by referee's discretion.

SAFETY: Seat belts must not be over three (3) years old. Arm Restraints are mandatory and must be adequately adjusted to keep the driver hands below the top of the roll cage. Helmets must be full head coverage competition type and SNELL approved (no DOT rated helmets allowed). All drivers will wear a name brand flame-retardant full one piece double-layered Nomex uniform, rated 3-2A/5 or better. Single layered uniforms rated at 3-2A/5 must be worn with Nomex underwear. No karting suits are not allowed. Neck braces are mandatory; cage nets or headrest is required. SFI gloves are mandatory for safety. Delta Speedway suggests each driver wears Nomex underwear and hood sock.

RACE LAPS

Heat Races:

All Heats are 10 Laps.

We will run a maximum of 10 cars in a heat.

Main Events:

Class:	Regular Night
600 multi Class	30 Laps
Non Wing Class	25 Laps
250cc	25 Laps
3/4 Restricted	25 Laps
5/8 Restricted	20 laps
JR Sprint	15 Laps

NOTE: we reserve the right to adjust the laps based on car count.

Pill Pick Line-Ups:

All drivers will pick a pill when they sign in. Each driver will be assigned a starting spot in the first heat based on his/her pill pick. Each driver will run a second heat race, inverted from the starting position of the first heat. Finishing position will have no bearing on the second heat line-ups.

Main Event Line-ups:

The main event is determined by points earned in 1st and 2nd heat races, with a maximum of 20 cars in a main event. The Main Event will consist of the sixteen (16) cars transferring directly from the heat races and four (4) cars transferring from the semi-main. Two (2) alternate cars (those cars having the 5th and 6th place finish positions from the semi-main) will be staged and placed into the race if needed and only before the initial green flag is given.

An invert will consist of 0, 4, or 6 pill draw.

B Main Events:

12 Laps. No more than 12 cars will be in the “B” main event. Top four finishers advance automatically to the tail end of the A main. The race is deemed over after 12 laps, or when no more than four cars are still participating in the event.

C Main Events:

10 Laps. No more than 10 cars will be in the “C” main event. Top four finishers advance automatically to the tail end of the B main. The race is deemed over after 10 laps, or when no more than four cars are still participating in the event.

The head referee has the option to increase the number of cars participating in the A, B or C main events each evening.

All cars must score at least a point during the evening events in order to be allowed to participate in the evening main event.

The Head Referee, may, at his/her discretion, allow a driver to run the main event (A, B or C), even though a driver has failed to score a single point during the evening events.

Race Format: The competition format and/or race program may be altered by Head Referee at any time.

In order for a car to receive points for an event, he/she must “take” the initial green flag. A driver will be considered in an event, even if the event is red/yellow flag restarted, and a driver cannot “take” subsequent green flags. If a driver does not take the “initial” green flag, he/she cannot enter the event at a later time.

If a driver is late arriving on the track, and the cars are staged and ready to race, the late arriving car will begin at the rear of the field.

Points:

Finishing points:

Place:	Main Events	Heats
1st Place	50 Pts	1st 20 Pts
2nd Place	43 Pts	2nd 18 Pts
3rd Place	38 Pts	3rd 16 Pts
4th Place	34 Pts	4th 14 Pts
5th Place	30 Pts	5th 12 Pts
6th Place	26 Pts	6th 10 Pts

7th Place	23 Pts	7th 8 Pts
8th Place	21 Pts	8th 7 Pts
9th Place	20 Pts	9th 6 Pts
10th Place	18 Pts	10th 5 Pts
11th Place	17 Pts	
12th Place	15 Pts	
13th Place	14 Pts	
14th Place	13 Pts	
15th Place	12 Pts	
16th Place	11 Pts	
17th – 20th Place	10 Pts	

Passing Points: Drivers will receive passing points during Main Event races only. One passing point will be given for each position advanced from a driver’s initial starting position to his/her finishing position.

Bonus Points: If a driver sweeps all races they are entered in, Two Heat Races and the A Main Event, they are awarded 10 additional bonus points. This bonus will be 25 points on Double Points Nights.

Any Driver that competes in a Semi-Main, and does not transfer, will earn 10 points regardless of finish. Any driver that transfers from the semi-main to the main event will earn only the points earned in the main event.

Points will be awarded for heat races and main events. You must take the initial green flag to receive points. Points will be awarded based on your top race events, e.g., the best sixteen (16) out of seventeen (17); the lowest points race event night (including a zero (0)) will be thrown out.

Season Point Totals:

The points for each class will be posted each week at Delta Speedway. If a driver feels a point scoring error has occurred, please notify the track in writing within two weeks of the points being posted. All points are final after two weeks.

Rookie Drivers and New Drivers:

Any driver (new to Delta Speedway) who signs in to race, may be requested by the head official and/or the referee to post a rookie flag on his/her vehicle. Any driver that declares they are a rookie, must run a rookie flag for a minimum of three weeks – subject to referee’s discretion.

Rookie of the Year:

Each year Delta Speedway rewards our top rookies. In order to be eligible to earn “Rookie of the Year”, a rookie shall be defined as; A driver which is new to a particular class of racing. They must not have appeared in more than five events in that class during the past 10 years. If a driver wishes to be considered for “Rookie of the Year”, the driver must make a note of their intent on the annual registration form.

In order for a driver to be eligible for “Rookie of the Year” the driver must participate in at least 75% of the scheduled races of the regular race season.

Protest Rules:

Race protests must be requested within one (1) hour after the final race event. If no protests are made within the specified time, the results become final.

Car owners and drivers may only protest a competitor’s race engine by depositing \$125.00 per cylinder plus a \$200 non-refundable tear down fee (\$100 for Junior Sprints) to the Head Referee within one (1) hour after the final race event. If the car is found to be illegal, the \$125 per cylinder will be returned to the protesting party and the guilty car owner/driver will forfeit all money and points earned during that race event, and may be fined and/or suspended and/or placed on probation. If the car is found to be legal, the protest money will be paid to the owner of the protested car, with exception of the \$200 tear-down fee. If the protested car refused to submit to inspection, that car is disqualified, forfeits money and points earned from that race program, and may be fined accordingly. The money is returned to the protesting party. The Head Referee can refuse a “request for protest” at any time. The only persons present during a “tear down” are the Tech Inspector and Head Referee.

GENERAL RULES

Track Promoter and officials are not responsible for any damage or theft of trucks, equipment, tools, or personal property on the premises. It is recommended that one person remain with personal property at all times to avoid possible theft and/or damage.

No person will be allowed in the pit area until a wristband (hereinafter “pit pass”) has been secured for the scheduled event. Pit passes must be in plain view at all times and are not transferable. Violation may result in a fine and/or disqualification of the participant and equipment associated with the violator and/or suspension or banishment from the restricted area.

No person under the age of eighteen (18) will be admitted into the pit area without an accompanying adult and must be signed in on a cars pit crew. All persons under the age of eighteen (18) must have a signature of a parent or guardian. All participants under the age of eighteen must have a copy of birth certificate on file with Delta Speedway.

Drinking of alcoholic beverages or use of any controlled substance on the racing premises is strictly forbidden during scheduled events. Any participant in a scheduled event who exhibits evidence of using alcoholic beverages or any controlled substance will be immediately escorted from the pit area and any of the following, or combination of the following, penalties may be assessed at the Promoter’s discretion:

- 1) Verbal warning
- 2) Removed from Delta Speedway property

3) Suspension from that night's event

4) Suspension from any event for a time to be determined by the Promoter

The participant assumes responsibility for the actions of his/her pit crew and/or guests and/or any other person affiliated with his/or her vehicle at all scheduled events. In every respect, the participant shall be the sole representative for his/her car owner and pit crew in all manners pertaining to the race program and events.

No person shall participate in fights, physical or verbal, or conduct him or herself in an unsportsmanlike like manner, including derogatory hand gestures, at any time in the pit area or on the racing premises. Violators will be subject to any penalty, or combination of penalties, as set forth in previous section of the General Rules and Regulations.

No person shall intentionally cause damage to another person's property, car, tools or equipment on the raceway premises. Violators will be subject to any penalty, or combination of penalties, as set forth previous section of the General Rules and Regulations.

No person shall subject any official/volunteer of Delta Speedway to abuse, including hitting, pushing or improper physical contact or verbal abuse, including the use of improper language or hand gestures at any time. Violators will be subject to any penalty, or combination of penalties, as set forth in previous section of the General Rules and Regulations.

Participants agree to abide by official decisions. Decisions of race officials pertaining to on track observations and calls, interpretations of rules, race procedures, start and re-start positions and scoring of positions shall be considered final.

Promoter reserves the right to deduct unpaid fines, outstanding debts, including bounced checks, owed by any car owner or participant from any or all winnings earned.

Speeding and reckless driving will not be permitted in the pit area or any restricted area. Violators will be subject to any penalty, or combination of penalties, as set forth in previous section of the General Rules and Regulations.

Any crewmember that brings a quad to Delta Speedway, and goes into the infield with it must assist in starting and assisting other cars. Failure to do so will result in loss of quad privileges. No one under the age of 16 is allowed to drive any motorized vehicles (other than signed in Race Cars) on the Delta Speedway Grounds, this includes the pits.