

Red Dirt Raceway - General Rules 2021

On behalf of Red Dirt Raceway, we would like to sincerely THANK YOU for choosing to race with us. We will do our part to be fair and consistent with our calls. Your respect of these calls will be greatly appreciated. Please take time to read these procedures. It is your responsibility to know and understand the rules presented. The pit meeting, prior to each night's races, will only cover the key parts.

The rules and/or 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 participants 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 a participant, spectator or official.

The competition director shall be empowered to permit reasonable and appropriate deviation from any of the specifications herein or impose any further restrictions that in his opinion do not alter the minimum acceptable requirements.

NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM SUCH ALTERATION OF SPECIFICATIONS. Any interpretation or deviation of these rules is left to the discretion of the officials. Their decision is final.

LINE UPS AND GENERAL RULES

-All Races will begin at **7:30** unless otherwise noted.

-Mandatory drivers meeting will be at **6:41** sharp unless otherwise noted.

-Hot Laps – All cars will present to staging for hot laps when called....Failure to present to staging in a timely manner will result in a loss of hot laps.

-Any driver not signed in by **6:41** at the pit shack will start last in their heat race regardless of point average.

-The lineups will be posted well in advance of each race. You will need to be lined up TWO RACES in advance. If you are unable to leave the staging area under your own power(excluding sprint cars), you will go to the tail of the race. If you are not in the staging area when your race takes the track, you will start at the rear of the field, provided the green flag has not been thrown. We will move straight up, if cars do not make staging.

-Cars will line up in their heat races based on yearly point average with the lowest point average on the pole and highest point average last. Any car that doesn't have a point average to begin the night will start behind cars with established points average' in all events with the exception of last chance races. (First two nights of racing will utilize a draw for heat starting positions and passing points)

-Rookies will start last in all races for a minimum of three nights(all judgement calls associated with this rule will be at discretion Competition Director)

-The top 12 finishers from the heats will transfer directly to the A-Main event and will be locked in to the top 12 positions in the A-Main event. The top 12 in the A-Main event will be lined up by inverted points average (low points average to the front and high points to the back) with the remainder of the field lined up by finishing order from the heats.

-Cars that don't qualify for the A-Main event through their heat races will be lined up for a Last Chance Qualifier or B-Main (12 laps) straight up from their finish in the heat races. The top 4 finishing cars in the B-Main event will line up at the rear of the A-Main event to make up a 20 car field.

-The 20 cars in the A-Main event will receive points for their finishing position to determine the year-end point championship. (1st place - 30 points, 2nd place - 29 points, 3rd place - 28 points,.....20th place - 11 point)

-B-Main cars that don't qualify to the A-Main will all receive 10 points.

-Heat Races will pay points for their finishing position (1st place - 20 points, 2nd place - 19 points, 3rd place - 18 points, etc....)

-You must be a Red Dirt Raceway registered member to receive points for the year-end point championship. **There will be a \$20.00 yearly registration fee starting in 2020. The registration fees will be used for safety equipment upgrades/maintenance.**

-The top three finishers in the A-Main event must proceed directly to the scales to weigh and check tires/tech. If you go to your pit area first, it will result in a disqualification for that event. Winner will then proceed to Victory Lane for photos!

-Payout will either be at the grandstand concession stand window directly following the races and no later than 1 hour after the conclusion of the last A-Main event **or we will bring the pay to you at your pit (this will be addressed at nightly drivers meeting)**. We will run a very fast paced event with the goal of all racing being done by 10:00 P.M. We want to encourage all the fans to come to the pit area after the race to meet the drivers and interact with the race teams. This is good for our sport and we ask that you please take part to ensure the future of our track and sport.

-Any payout not retrieved within 1 hour of completion of the last A-Main event will be forfeited.

-Each driver must fill out a Driver Information form, with address, contact information and 1099 information filled out or you will not be paid.

-Be prepared to show identification if asked when picking up your pay.

-Once a driver leaves the pay window and has signed the pay sheet, showing receipt of pay, there shall be no argument made for insufficient pay.

PROTESTS

-Protests will be accepted by RDR officials at the line up board only from a driver or a car owner. The protest must be in writing and accompanied by the protest fee in cash within 10 minutes of the conclusion of the A-Main.

-The protest fee is \$500.00 per item excluding CRATE ENGINE.....If the person getting protested is found to be legal then the \$500 is split 50/50 between that person and the track.....If the person getting protested is found illegal, then the person protesting will receive 50% of their money back with the other half going to the track.

-Person placing protest must have been present and participated in the last three events at the track that involved their type of car.

-Person placing protest must have finished in the top ten on the night of protest and can only protest finishers 1, 2, or 3.

-Protests can be filed on official RDR rule violations only. No judgment call protests will be accepted.

-All protest shall be decided upon by RDR officials whose decision shall be final.

-In the event a car is protested and found to be illegal by the RDR officials, the driver and car protested shall have all points and money forfeited that were won during the particular race event in question.

-Any internal protest of a CRATE engine will be \$1500.00 cash and will include dyno'ing motor at Friesen Crates to compare data against known legal motors. \$1000 of the \$1500 protest fee will go to track for travel expense and dyno fee with the remaining \$500 either returning to person placing protest if motor is deemed illegal or to person getting protested if the motor is deemed to be legal.

RACE PROCEDURES

Flags:

Green – Starts the race.

Yellow –Use extreme caution. Slow down immediately, We DO NOT race back to the yellow.

Red – STOP! There is a blockage on the track or a condition that requires emergency attention.

White – One lap remaining in the race.

Checkered – End of the race.

Blue / Yellow – Move over for passing cars OR hold you line for faster traffic.

Black (rolled) – Warning to field or signal to driver to go to rear of the field.

Black (open) – You have been disqualified from that race; exit directly to the pits or to the infield.

-We DO NOT race back to the yellow. Slow down immediately when the Yellow light or flag has been thrown. All cars must get single file immediately. If the order is wrong then we will advise of correct restart order. Any cars that repeatedly get out of line will be sent to the back of the field.

-All double file(original) starts will be at the cone in turn 4. One warning will be given on false starts, with the second warning resulting in a tailback placement(Track also reserves the right to place a two spot penalty per car passed on the next caution or at the end of the race against anyone jumping an original start instead of throwing the yellow flag). All restarts will be single file at the cone on the front straight.

-RESTARTS...Cars must be nose to tail and single file until past the cone on the front straightaway. If you

pass before the cone, hit the cone or go below the cone, it will result in a two-position penalty per car or per violation at the next yellow, or end of the race, whichever comes first.

-All cars stopped when the yellow comes out **or involved in the yellow flag situation** will be placed at the rear of the restarting line-up. Cars not stopped when the yellow comes out will line up for restart in the order they were running prior to display of the yellow flag. NOTE: There will be some judgement calls by Competition Director throughout the racing program and they will do their best to make to best/most fair decision. Judgement calls are NON-DEBATABLE!

-NO INTENTIONAL YELLOWS! If your car has a starter and we deem that you brought out a yellow intentionally or you had the ability to rejoin the race without without causing a yellow then you will be black flagged for that event. Our goal is to have a very fast paced event and we need your help to achieve that goal.

-Any car that is involved in two unassisted yellow flags will be disqualified for that event.

-Lapped cars will be lined up in their respective position in the lineup during restarts with the exception of five or fewer laps remaining in the main event in which case all lapped cars will be placed behind all lead lap cars.

-If a sprint car needs a second push off before the start of a race, he will start at the rear of that race.

-A work area will be designated in the pits for any modifications to be done during a yellow/red flag. No allotted time is guaranteed once in the work area **during heat races**. When the field is given the one lap to go signal before the restart, any car(s) in the work area will no longer be able to rejoin the field.

DURING FEATURE EVENTS, you will be allotted 60 seconds work time after you arrive in the hot pit. This 60 seconds work time is only guaranteed on your first trip to the work area. Any additional trips to the work area will NOT have guaranteed work time. Any car that goes one or more laps down while in the work area will not be allowed out during green flag conditions, but if another yellow flag comes out then that driver may tag the rear of the field with one condition--->If that driver causes an additional yellow/red flag then that driver forfeits all pay for that event.

-Any driver who works on his car or permits any other person (other than a RDR track official) to work on his car on the racetrack surface, during a yellow flag or closed red flag, shall be disqualified from that event.

-Left front tire will be the only tire that you can continue to race on if flat.

-Promoters Option of a one minute per lap time limit on all events. When the time limit has expired we will continue the race under green until either the race is completed or until the next yellow flag is presented. At that point, the last completed lap before the yellow flag will be the finishing order of the event.(Red flag conditions will not count towards the time limit)

-Victory lane pictures will be done with the driver at the completion of your feature event. At the end of the night, we encourage any family, crew or sponsors to join you for another photo opportunity.

DRIVER CHANGES

-Should a car become disabled during a race night and repairs not possible, the driver may not change to another car. The car and driver are scratched for the remainder of the program.

-Should a driver become disabled during a race, the car owner may employ another driver, provided the replacement driver has not driven another car during the race program. The replacement driver must start in the back. A replacement driver may not drive in any other race than the original driver has qualified, i.e., if the original driver qualified for the A-Main event prior to being disabled, the replacement driver would not be entitled the position which the original driver earned. **Driver changes will require notification of pit steward at the line up board prior to the next race.**

-Unauthorized driver changes will result in disqualification of the car and driver, and forfeiture of all money and points earned during the race night and two race programs suspensions for both car and driver.

DRIVER AGE

-Age of Drivers – Driver must be at least 16 years of age for Sprint Cars and Sport Mods and 14 years of age for Mini Stocks and Pure Stocks by that race night. Hornet minimum age is 12 years of age. Parent / Legal Guardian must sign a Minor release permission form if the driver is under 18 years of age. If driver has not filled out a release form, they will not be allowed to participate in any event. Including practice sessions.

SAFETY

-All drivers are required to wear a Snell approved helmet, a fire retarding uniform, fire rated protective gloves, a neck collar or head and neck restraint system, and fire retarding shoes while on the track for any reason. Open wheel drivers are required to wear arm restraints as well.

-Must wear either 2 layer fire retarding uniform or 1 layer uniform with fire retarding long underwear....MUST HAVE 2 layers of fire retarding material on.

-RACEceiver Radios are **mandatory**.

-We reserve the right to penalize drivers that do not run a RACEceiver.

-No two way radios will be allowed.

-All cars must have at least two throttle return springs.

-Any competitor who willfully ignores orders given by RDR officials in such a way as to bring potential harm to another competitor, official, or fan will be expelled for the night and disqualified from competition at that event.

-All cars must be equipped with adequate seat belts, shoulder harness, and crotch strap. RDR requires a five point harness with quick release. All drivers are encouraged to run a Head and Neck Restraint System. Belts must have a manufacture date and not be more than two years old.

-Your safety is truly in your own hands.

NUMBERS

-Car numbers must be clearly visible and as large as possible using contrasting colors.

-Car numbers will be used on a first come, first serve basis.

MUFFLERS

-Optional

WEATHER

-It will be considered a complete show when all the heats have been completed and no refunds will be given. In the event of rain, we will pick up at the next scheduled show where we ended, and complete

that event. We will then complete the current night's event. Once a race has completed at least half of the scheduled laps, it will be considered complete in the event of rain.

SPORTSMANSHIP

- Sportsmanship is the number one priority at Red Dirt Raceway. We have a ZERO TOLERANCE POLICY, for fighting or abusive behavior on or off the track. Drivers are responsible for all of their pit crew. Officials are not to be yelled or cursed at, on any given situation. Furthermore, any harassment to officials by the use of text messages or social media will not be tolerated, and will result in a fine or suspension, at the discretion of Red Dirt Raceway. At the end of the night's race program, the Competition Director will be available to answer any questions on the race procedures. These discussions will be with the driver only and will take place in the office at the grandstand concession stand.

- Fighting – Can result in a minimum of two weeks suspension, a \$100 fine, loss of points, and loss of pay for that night and/or possible suspension from the track indefinitely. If a driver or any crew member goes to another driver's pit and a fight starts that driver will be the one penalized. A second incident regardless of the consequences of the first offense will result in a minimal one year suspension from the track and a \$250 fine. Please refrain from instigating, badgering, harassing or anything to promote an altercation or you will be escorted from the property and could be suspended from the track indefinitely.

- Assaulting any track official will result in a possible one year suspension and possible criminal charges filed for assault. Assaulting may include pushing, punching, poking, kicking, attempting to run over, etc...

- Any driver, crew member or any person associated with any driver that is heard conspiring against another driver will be suspended indefinitely; championship points will be removed and they will not be allowed to return until further notice.

- Social Media- Negative posts, comments, harassment, or anything else that is deemed detrimental by track officials to either Red Dirt Raceway, our officials, other drivers, dirt track racing, our community, etc will NOT be tolerated and will result in either a suspension or ban from the track.

- Red Dirt Raceway reserves the right to honor driver suspensions/penalties from other area tracks.

ALCOHOL

- No drinking of alcohol is allowed until the races have been completed. All offenders will be escorted off the grounds. DRIVERS are responsible for their crew members and pit area. All persons in the pits are required to have an arm band issued at the pit shack. Anyone caught without an arm band will be fined \$100 (along with being escorted off the grounds) and not allowed in the pits until the fine is paid.

PIT PASSES

-NO one shall enter the pits at any time without a pit pass and / or signature on the sign in sheet.

- Pit Admission – Any person(s) caught sneaking into(or already inside) the pit area or anyone caught with a bogus pit pass will be escorted from the track for the night and required to pay a \$100 fine before coming back. Drivers caught sneaking in the pit area, (or their crew members sneaking in the pit area) will have 50 championship points removed, disqualified for the night, and be required to pay a \$100 fine before coming back.

ATV's

-Be responsible and watch your speed. No one under 18 is allowed to operate an ATV on the grounds. All ATV must be loaded up 30 minutes after the checkered flag.

FINAL

-The Track reserves the right to amend or add any rule at any time.

-The Track reserves the right to refuse service to anyone. The track may bar anyone for any reason.