2013 PETALUMA SPEEDWAY GENERAL RULES

Current as of February 22, 2013

1. MEMBERSHIP

1.1. Each car and driver entered into competition must be a member of Petaluma Speedway.
1.2. Because of new insurance regulations this now includes Special Events.
1.3. MEMBERSHIP FEES:
1.3.1. Driver & Car – Wingless Sprints, 360 Sprints, Late Models, Dirt Modified, Limited Modified, Super Stocks, and Dwarf Cars $100. Mini Stock, Hornet, and Pit Crew – all divisions $50.
1.4. MEMBERSHIP AGE:
1.4.1. It is the intent of Petaluma Speedway that persons under the age of 16 will not be allowed to compete. Under very limited circumstances, persons under the age of 16 may be reviewed and authorized for competition by Petaluma Speedway Management on a case-by-case basis. All drivers under the age of 18 must have a notarized parent's consent form on file with Petaluma Speedway.
1.5. Admission to the pit area will be at the sole discretion of Petaluma Speedway Management.

2. PROTEST

2.1. A written protest may be filed by a driver or owner whose race car is participating in the event.
2.2. The protest must be filed within 10 minutes after event ends.
2.3. A protest fee of $100.00 cash must accompany protest for a single item ($200.00 for any Tech item). $100.00 more for any additional item checked. (Example: Three items checked requires a protest fee of $300.00.)
2.4. If a car is found illegal, money will be refunded. Driver will be fined up to $500.00 and will receive up to two weeks suspension at the discretion of the Chief Technical Official.
2.5. If a car is found legal, fifty dollars ($50.00) will be retained by Petaluma Speedway, and the balance of the money will be given to the car owner of the protested car.
2.6. Any part found to be illegal will be confiscated by Petaluma Speedway and held or destroyed.

3. INJURIES

3.1. All race incurred injuries to any driver, owner, mechanic or official must be reported (with your pit pass) to the scorer, pit board or track manager. It can then be listed on the score sheet for that race.
3.2. All accidents must be reported, no matter how minor they may seem.
3.3. If you are transported to hospital, you must have a doctor's release to return to driving or to pit area.
3.4. INJURIES DUE TO FIGHTING ARE NOT CONSIDERED RACE INCURRED.

4. REPAIRS

4.1. Repairs are never to be made on the racetrack or infield at any time.
4.2. You may make repairs in the pits at any time during events, but do not enter the racing surface without express authorization.
4.3. An official will authorize your entry at the track entrance and signal for you to proceed.
4.4. If you fail to stop at the track entrance or enter before being directed to re-enter, you will be black flagged, with an opportunity to reenter correctly. This rule excludes non-self starting cars. (Example: Sprint cars.)

5. INFIELD

5.1. The only people allowed on the racetrack and infield are Racing Officials.
5.2. Everyone must stay away at all times unless requested to assist for some special reason.
5.3. Drivers may seek a place of safety in the infield following disablement.
5.4. When crashed, stay in your car. Remember this: Do not examine your car while the cars are racing on the track.
5.5. Pit crews, owners, and personnel related to any car **ARE NOT** allowed on the track following an accident or injury.

6. PITS

6.1. Pit stalls are on a first come basis. There will be no saving pit spots for cars not yet at the Speedway.
6.2. The management requires you to keep your pit area clean during and after the races. Use the trash cans or you may get a "clean up" fine. Take a look around before you leave the track.
6.3. NO TIRES, Antifreeze or other fluids (motor oil, brake fluid, gear oil) can be dumped at the speedway. Bring your own containers for collecting and disposing of used motor fluids. Anyone caught dumping anything on the ground will be suspended for 12 months. A $100 Fine for each tire left at the track will be deducted from that division's point fund. No oil is to be sprayed on the car without a drop cloth to protect the ground.
6.4. No cars or pickups allowed in the pit area without trailers. No one is allowed to ride in the back of a truck, trailer, or 4 wheeler.
6.5. Each pit area must be equipped with a serviceable A-B-C type (dry powder) fire extinguisher minimum 7.5 pound capacity. This is in addition to an extinguisher in race car. The extinguisher must be visible from pit road.
6.6. The Speedway is under a 10:00 p.m. curfew. We must be quiet after 10:00 p.m. This means engines, horns and any other loud noises. Please load your car up immediately after your last event. All persons and vehicles in the pit area must be out by 12 midnight. Violators are subject to fine and/or suspension for noncompliance.
6.7. No foot traffic allowed past the scales on track entry road or anywhere on the exit road.
6.8. Tarps must be placed under each race car in the pit area to collect fluids. Tarps must stick out at least one foot on each side.
6.9. Max speed in pits is 15mph.

7. PAINT

7.1. All cars must be neatly and brightly painted. Please stay away from black, silver, or dark colors.

8. NUMBERS

8.1. Car numbers must be on both sides and as large as possible.
8.2. Numbers on the roof must be as large as possible.
8.3. Numbers will be displayed on the left front headlight cover and the left rear tail cover to help with the lineup. If the number cannot be instantly recognized, it will not be scored.
8.4. Wingless Sprints must have number on tail tank and on nose of hood, as large as possible.
8.5. All lettering on cars shall be neatly done. No spray can number or lettering allowed.
8.6. Cars damaged in competition will be expected to meet appearance standards the following week.
8.7. Cars will not be allowed to compete half painted, primed, or badly dented.
8.8. No 3-digit numbers.
8.9. Numbers must be visible from scoring tower
8.10. Numbers must be contrasting with body color. No gold or silver numbers.
8.11. If car class does not require a rear panel, you must have a number on your fuel cell or rear of spoiler.

9. CAR SAFETY

9.1. All cars are subject to inspection at any time before taking part in an event. It is the responsibility of a driver, car owner, and mechanic, to have their car free from mechanical defects and in a safe racing condition. Any car regarded by the Officials to be in poor appearance in any respect will be refused entry into racing events until brought up to these specifications.
9.2. Cars cannot be started without a person seated in the car at the controls in the event the car jumps into gear.
9.3. Drivers caught on track without all safety equipment on will be black flagged from racetrack. Once cleared by Race Official with all safety equipment properly on, driver may return to track at the rear of the field.

10. DRIVER SAFETY

10.1. Fire resistant driver's uniforms are mandatory. Minimum of Nomex single layer with Nomex underwear must be worn at all times on the race track.
10.2. All drivers on racetrack warming up or racing must wear a SA-2005 or newer approved crash helmet buckled, and securely fastened safety belts.
10.3. See your division's rules for minimum required safety equipment.

11. FIRE SYSTEMS

11.1. Onboard fire system recommended. Control mechanisms must be within driver's reach.
11.2. If a fire system is used, it will be at minimum a 2-1/2 lb. A-B-C fire extinguisher and must be securely fastened within driver's reach.
11.3. Toe straps on throttle are required.
11.4. Double springs required on throttle linkage and must be able to close the butterflies.

12. MUFFLER

12.1. Any car losing its muffler or making excessive noises, popping or smoking will be black flagged. This is an automatic black flag and you must pull off on your own accord or if the black flag has to be displayed, you will be disqualified and lose points and money for the night.

13. FLAGS

13.1. All drivers must obey flags. Failure to do so will result in being set back one position for each offense.
13.2. GREEN: Start of event. Any car taking the initial green will be considered officially started and will be scored accordingly. All cars in an event must take the initial green flag in order to be scored for that event.
13.3. YELLOW AND RED: Restart. No start, line up again. All cars that stop will be put to the rear of the lineup. There will be only one restart per race.
13.4. YELLOW: Caution. Cars will not race to the yellow. Positions shall be determined as scored on the lap preceding the caution. Slow down and maintain position. Do not pass the car in front of you. The leader will come to an idling pace. Laps under the yellow do not count in races with 50 laps or less. In races where yellow flag laps don't count, the car causing the yellow may restart at the rear of the field without losing any laps, provided the car takes the next green flag when it comes out. All yellow flag restarts are to be single file, unless it is a complete restart. All work done under yellow flags must be done in a designated work area only.
13.5. SPLIT YELLOW: When using a split yellow flag and it is displayed in mid-field, the cars scored in front of the first car that receives the yellow remain as scored. The first car in mid-pack that had received the yellow, and all cars behind it, will not be scored and their restart position will revert to the previous lap.
13.6. RED: Stop immediately with due caution. Do not drive past the scene of the accident. Any car passing the scene of an accident is subject to a $25 fine and/or suspension. After one lap has been completed, cars are scored and restarted according to the lap prior, with the cars involved in the red starting at the rear of the field. All red flag work is to be done in the designated red flag work areas only.
13.7. WHITE: Start of last lap. Once the white flag is displayed to the leader, if a yellow or red flag is displayed the event is immediately complete and final positions revert to the previous lap.
13.8. CHECKERED: End of event. You must finish under your own power. The end of any race is not determined by the number of laps, but when the checkered flag comes out.
13.9. BLACK: Pull off racetrack with caution. Any car not maintaining a competitive speed, driving irregularly, suspected of leaking fluids or suspected of being unsafe may be black-flagged from the track. Failure to obey this flag will cause you to be suspended, fined and/or loss of points and money.
13.10. BLACK WITH ORANGE BALL: Mechanical failure or defect that needs to be addressed for the safety of other vehicles and/or personal on the track. Driver must bring the car to the pits on the next lap for repairs. The vehicle may return when repairs are made.
13.11. BLUE/ORANGE STRIPE: When displayed, this flag indicates that the driver receiving the flag is about to be overtaken and shall hold his/her line to let faster cars pass.

14. QUALIFYING

14.1. Qualifying positions will be determined by drawing a number.
14.2. Any car more than three cars out of position for qualifying will automatically lose one lap.
14.3. Qualifying will consist of two consecutive laps, or “Euro Style” qualifying at the discretion of the Director of Competition.
14.4. Qualifying may not be extended to permit qualifying cars in violation of muffler regulations, or cars out of position.
14.5. Driver can qualify only one car for the program and run that car the rest of the night.
14.6. Once a drive takes the green flag in any race, they cannot change cars.

15. START OF RACE

15.1. Cars must report immediately to the staging area for any race in which they are scheduled.
15.2. You are responsible for getting your car up for your event. Do not rely on the pit board to call you for your race.
15.3. In any race, if you are not in position when cars touch the track, you will start in the rear.
15.4. In main events, alternate car should pull to the rear of the field. Alternate car will be waived off before the start and must leave immediately, if not needed. After alternate car has started an event, the disabled car is out of the race.

16. FLAG AND SCORING RULES

16.1. Cars must not pull out of position or pass the car ahead until after the green flag is waved, on the initial start of the race.
16.2. On restarts, racing resumes when the green flag waves. Cars must not pull out of position or pass the car ahead until after the start finish line or cone. Any car pulling out of position and passes any car ahead will be set back two positions or sent to the rear at the Director of Competition’s discretion. The penalty can be assessed immediately, assessed during the next caution, or assessed at the end of the event.
16.3. Sprints may not pass before the cone on restarts.
16.4. All races will be started at turn four line.
16.5. Any front row driver who deliberately stalls for a slow start or jumps the start can be set back one row, sent to the rear of the field, or set back at the end of the event.
16.6. The pole car sets the pace for the starts of all racing events and should lead the field down the back straightaway and through turn three in a smooth and fluid manner, picking up the throttle upon exiting turn four.
16.7. Any car not taking the first green flag in any event will not be eligible to race in that event. No one may first enter a race on a restart.
16.8. If a car is missing from the line up, cars in his row will move up. (Do not cross over from another row.)
16.9. Any car pulling out of the lineup before any green flag and stopping (on or off the track) shall be sent to the rear of the field. This is to eliminate stalling on starts. The exception being a car ordered to stop by an official.
16.10. Once the green flag is dropped on a race, cars may not add water, oil, or fuel. Cars must pull into pits to change tires or make any repairs. No work done is to be done on the track.
16.11. Cars that have gone to pits must start in rear of the lineup. Drivers not obeying this rule will be penalized.
16.12. Special events where fuel stops are necessary are the exception. Referee will order the race restarted when the track is cleared.
16.13. Any race on which the green flag has dropped is officially started even if there is a restart.
16.14. Any car damaged early in the race may re-enter at a later time but must start in the rear and be down the amount of racing laps completed by the leader.
16.15. Cars that are towed off the track must be inspected by officials prior re-entry to any race.
16.16. Cars that do not complete a lap will be scored off of starting lineup.
16.17. The yellow flag will be dropped at the starter's discretion.
16.18. Stalling or spinning will not necessarily cause a yellow flag to fall.
16.19. The yellow light and flagman are official; it is to alert the drivers that there is something on the track. Watch the lights and flagman.

16.20. Cars involved in an accident causing the yellow flag to drop may not lose a lap provided they start in the rear of the field and take the following green flag. This does not apply to longer races where yellow flag laps are counted and scored.
~~Car causing a yellow flag for a flat tire will be put 2 laps down~~.
16.21. Complete restarts of any race will be given only if there is a blocked track or an accident serious enough to warrant stopping and restarting. Only one complete restart per event.
16.22. All restarts will be double file (except Sprints) with the leader having the choice inside or outside (the lead car still sets the pace).
16.23. The chief steward may at any time use a single file restart.
16.24. Cars must line up single file while under a yellow flag. Any car that does not get in line may be put to the rear of field. Starter will give the double up sign before the start of the race.
16.25. In the event a red flag is used after more than one racing lap has been completed and a restart is in order, cars are scored and restarted as they crossed the starting line the lap previous to the red flag.
16.26. Cars Involved in the accident will be placed to the rear.
16.27. When a red flag is used, and the race cannot be restarted because of the 10:00 p.m. curfew, the race will be considered to be completed by going back to the previous lap and with the car causing the accident going to the rear of the field. This applies also to any conditions in which we cannot continue.
16.28. Intentional spinning, flipping or ramming of another car, or waiting a lap to ram a car will not be permitted. These are cause for a black flag, a fine, and/or suspension. Unintentional ramming, body slamming, or bumping is also cause for a black flag and/or other penalty.
16.29. The black flag will be dropped for any of the following reasons: Cars dropping anything (this includes tie rods), cars with flat tires, or raised hood.
16.30. A flat tire on the left front (left rear on front wheel drive cars) will not cause a black flag providing the driver is handling the car properly.
16.31. A hood that has come loose and is blocking the driver's vision or a car that loses a muffler or is noisy is an automatic black flag and you must pull off on your own. If the black flag has to be displayed you will be disqualified and lose points and money for the night.
16.32. A driver not obeying the black flag and causing the race to be halted will not be entitled to re-enter that event after repairs are completed.
16.33. Officials will not make any alterations to any vehicle at any time.
16.34. Cars continuously spinning out or out of control will be black flagged.
16.35. Car causing two yellow flags will be black flagged for that event.
16.36. Cars not maintaining racing speed will be flagged off the track.
16.37. Cars must re-enter race track on straightway only. Must stay outside of safety tires. Cars must use front (turn one) exit at all times to leave track.
16.38. All reds are closed on track unless notified otherwise by officials.
16.39. On red, cars opting to go to the pits may do so only by NOT passing the incident on the track! NO EXCEPTIONS!! Reds will be considered open in the pit to let work be done on cars.

17. CONDUCT

17.1. Any fighting on the premises will subject all parties involved to fine and/or suspension, depending upon the seriousness of the incident and decision of Petaluma Speedway Management. Any continuing problems from the same individual will result in permanent suspension. Any driver, car owner, or pit person who at any time shoves, jostles, shakes, strikes, or attempts to strike any official may be fined up to $200 and/or suspended for one year.
17.2. Any driver, car owner or pit crew that goes to anyone's pit and in a confrontational, angry, or arguing manner will be suspended and/or fined, plus loss of all points and money for the night.
17.3. We expect courteous conduct from all participants at all times. We do not tolerate profanity directed towards any other person, including Officials. We expect you to act like ladies and gentlemen and act accordingly. An infraction of this rule will incur a fine and/or up to a 12-month suspension.
17.4. Driver of car will be responsible for the conduct of anyone associated with their car, whether in pits, grandstands, or parking lots. Driver will be penalized because of actions of said people.
17.5. Cars not in the main event must be loaded immediately after the last event in which they ran. No motors are to be started after 10:00 P.M. No other excessive noise.

17.6. Tampering with another driver's car is grounds for suspension. Starter's stand is for the Official's use only. You can be disqualified for using it.

18. RACE FORMAT

18.1. Our racing program is based on the availability of enough cars 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.

19. TIME LIMITS/RACE LENGTH

19.1. All races will have a time limit as follows: one minute per lap for all races.
19.2. The clock starts when the green flag falls.
19.3. ALL RACING WILL STOP AT CURFEW.
19.4. Cars must be loaded within one hour of last race.
19.5. Fines for not abiding the curfew will be imposed.

20. POINTS

20.1. You must be member of Petaluma Speedway to collect points.
20.2. Main: See Chart 20.7.
20.3. Semi: See Chart 20.7.
20.4. Heats: See Chart 20.7.
20.5. If a car runs both the semi and main events, the car can only receive A-main points.
20.6. Every car that wheel packs will receive 5 points. The Director of Competition will be the deciding authority if a car has satisfactorily wheel packed. The Director of Competition's decision will be final.
20.7.

Position	Heat	Semi	Main
1	3	20	50
2	2	19	48
3	1	18	46
4		17	44
5		16	42
6		15	40
7		14	38
8		13	36
9		12	34
10		11	32

Position	Semi	Main
11	10	30
12	9	28
13	8	26
14	7	24
15	6	22
16	5	20
17	4	18
18	3	16
19	2	14
20	1	12

21. GENERAL INFORMATION

21.1. Radio communication between the driver and the crew is not permitted.
21.2. No radio equipment may be in place even if disconnected except for mandatory RACEceivers.
21.3. No mirrors of any kind are allowed.
21.4. No data collecting devices are allowed.
21.5. ALL Quads, ATVs, or similar motorized vehicles used in the pits must have proof of insurance and must provide proof at any time proof of insurance is requested by Petaluma Speedway personnel.
21.6. No Antifreeze allowed at any time.
21.7. All drivers must check in by 5pm by submitting a complete, legible Driver's Information Form to the payoff booth in the pits. A Driver's Information Form must be obtained when checking in at the pit entrance. Any incomplete or illegible form will significantly delay assignment of finishing position(s), points, and/or winnings. Any form received after the 5pm check-in time will be assigned to the last starting position of the heat race in which that driver is assigned. If the heat race has been completed, the driver will then be assigned to the last starting position of the main event. If the Driver's Information Form is submitted within 15 minutes of the last

heat race for that class, the driver will not be assigned a starting position and will start at the last starting position of the main event.

21.8. A rookie driver is one who has no prior division experience with any organization. A driver interested in running for Rookie of The Year must declare it at the first race entered. Any driver who has competed in three (3) or fewer division races with Petaluma Speedway may be considered for Rookie of the Year. He/she must declare their intent to run for Rookie of the Year at the first division race entered that year. All rookies will run with a bright ribbon ("Rookie Flag") attached to the left rear 'C' pillar or upper rear roll cage and will start at the rear of all events until the Director of Competition determines they are ready for competition. Cars driven by rookie drivers will have a bright yellow painted or taped rear bumper/nerf bar for the duration of their rookie season.

22. REQUIREMENTS

22.1. It is the intent of Petaluma Speedway that persons under the age of 16 will not be allowed to compete. Under very limited circumstances, persons under the age of 16 may be reviewed and authorized for competition by Petaluma Speedway Management on a case-by-case basis. All drivers under the age of 18 must have a notarized parent's consent form on file with Petaluma Speedway. (From 1.5)

22.2. ***Admission to the pit area will be at the sole discretion of Petaluma Speedway Management.*** Drivers and pit crew under 18 years of age must have a notarized parent or legal guardian consent form. (From 1.6)

22.3. All participants acknowledge and accept full responsibility for injuries, damages or other losses that may occur to themselves and their property as a result of participation in this event. They further acknowledge that they have read the general release contained in the application form and understand its meaning.

22.4. All drivers must attend the drivers' meeting at the assigned time.

22.5. All drivers are responsible for their crew before, during, and after the event. Actions of said crew members which are detrimental to the sport will result in possible fines, or other disciplinary action directed at the entrant.

22.6. All participants agree to appear for tech inspection at the prescribed time. Failure to do so may result in a loss of positions, fine, or disqualification. The decision of Chief Technical Official is final.

22.7. All participants agree to abide by the rules and decisions of officials governing participation in this event.

23. OFFICIAL POLICY STATEMENTS

23.1. Any modifications not covered in these rules will not be allowed unless approved by Chief Technical Official, or Director of Competition.

23.2. Equipment will not be considered "legal" simply because it went through inspection unobserved or because a rule has not been written against it.

23.3. Cars are subject to inspection at anytime.

23.4. Officials reserve the right to confiscate and hold or destroy any parts and/or equipment not conforming to the rules.

23.5. Officials reserve the right to judge, decide, and establish what constitutes a legal part or car.

23.6. Official's decisions are final.

23.7. Any person who defies or violates the intent or spirit of the Petaluma Speedway rules shall be considered to have engaged in unsportsmanlike conduct and shall be dealt with appropriately by Petaluma Speedway Management.

24. IMPORTANT NOTICE

It is ultimately the obligation of each participant to insure that his/her conduct and equipment comply with all applicable Petaluma Speedway rules and regulations as they may be amended from time to time. No expressed or implied warranty of safety shall result from publication of or compliance with these rules. They are intended as a guide for conduct of the sport and are in no way a guarantee against injury or death to participants, spectators or others.

25. RULE BOOK DISCLAIMER:

FROM: THE MANAGEMENT OF PETALUMA SPEEDWAY.

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 EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATION 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 Director of Competition shall be empowered to permit minor deviations 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. REFEREE'S DECISION IS FINAL.

2004 STATE RULES ALLOW NO LIQUID DUMPING FACILITIES AT THE FAIRGROUNDS. Each race car that enters the Fairgrounds Pit Area MUST have an empty container(s) approved by the MANAGEMENT OF PETALUMA SPEEDWAY that will hold at least 2 gallons of used oil (fluids) for collecting anything that may be drained out of the race car or tow vehicle at each event. These container(s) must be removed with the race car after every race and be disposed of at an approved facility at the owner's expense.