



## 2024 Conduct, Track Rules, Regulations & Procedures

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 SPEEDWAY EVENTS AND, BY PARTICIPATING IN THESE EVENTS, ALL SPEEDWAY COMPETITORS 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 REGULATIONS. THEY ARE INTENDED AS A GUIDE FOR THE CONDUCT OF THE SPORT AND IN NO WAY ARE A GUARANTEE AGAINST INJURY OR DEATH TO PARTICIPANTS, SPECTATORS OR OTHERS.

We reserve the right to refuse service to anyone.

The officials, staff and management of Southern Oregon Speedway would like to welcome all drivers and pit crews to our track. We wish you good luck, safe racing and hope you enjoy the racing program we have to offer. These Track Rules, Regulations & Procedures should be read by all drivers and crew members attending events at our track. Thank you for racing with us!

**General Conduct:** Southern Oregon Speedway strives to promote a fun, family friendly facility. All patrons (fans, drivers, crew members, sponsors, etc.) are held to our code of conduct. NO fighting/unsportsmanlike-like conduct/verbal abuse/profanity outburst, or unprofessional displays will be tolerated at any point on the property towards or in front of any Speedway staff member. Fines and/or suspension as well as possible removal from the property and forfeiture of ticket will be levied if necessary to any situation.

Any participant or car owner, whom, at the judgment of our Race Director, Promoter, Advisory Committee is guilty of conduct detrimental to racing and/or specifically Southern Oregon Speedway on or off the track, may be suspended and or fined by Southern Oregon Speedway.

- A. This includes but is not limited to:
  - a. Media Interviews
  - b. On-Site Interviews
  - c. Online Articles & Message Boards
  - d. Social Media (all outlets)

**Class Rules:** Class rules are available on website.

See Mini stock rules

See Dwarf car rules

See IMCA Sport Compact rules

See IMCA Sport Mod rules

See IMCA Modified rules

See Super 4 rules

See pro Stock Rules

See Sprint car rules

See Late Model rules

Special rules for traveling series may be adopted as needed.

**Fans:** If it wasn't for the fans, we wouldn't be here. Any driver, crew member, or track worker who is the instigator of abuse on a fan whether it's verbally or physically will be ejected, fired and fined \$250.00 NO EXCEPTIONS!

1. **Wristbands** – You must have a valid wristband to register a car. Driver/ Pit persons and Minors Wrist bands will have your driver's car number on it and if anyone is caught in your pit area without the correct night's valid wristband on, that person will be removed from the facility and the team who's pit they were caught in will be fined \$100.

2. **Drivers/Pit Meeting:** You must attend or have someone represent you. If you have any questions, please ask them at the drivers meeting. There should be no unanswered questions by the end of the drivers meeting.

3. **Track Exit:** Please do not exit the track under green flag conditions. Get to the infield in a safe manner or pull up next to the wall and a caution will be thrown for you.

4. **Receivers/Transponders:** All drivers must use Receivers while on the track racing or packing. If you are found without a Receiver, you will be fined \$100 for each occurrence. Radio communication other than the receiver is NOT allowed.

All racers must have a working transponder any time they enter the speedway. If the Race Director tells you during a heat race that you need to swap it out, you must swap it out before the next race that you are in or you will not be scored.

5. **Pill Draw/Driver Check-In:** All drivers must check in before posted draw cut off time. Any driver arriving later than stated times will NOT get to hot lap or qualify and will have to start at the tail of their heat race and will receive no passing points if passing points are used. NO EXCEPTIONS. Either driver and/or car must be present at time of check-in or must call ahead and let us know you are running late

6. **Drugs or Alcoholic Beverages:** NO drugs or alcohol will be allowed in the pits before or during the races. If caught, you will be ejected for the night. If you or any of your pit crew members choose to purchase any alcoholic beverages from the bar, you will not be allowed back into the pits until the race night is completed.

7. **Pit Area Safety:** NO SPEEDING coming off the track or in the pits. SPEED LIMIT IS IDLE SPEED. If a car is caught speeding, you will be fined \$100. It is highly recommended that every competitor always has a fire extinguisher in good working condition inside of their race car hauler during an event. Animals must stay within the confines of your pit area and be restrained. This is a privilege and may be taken away from everyone if it is abused. Pick up after your animals. Tires left behind after the race will cost your team 25.00 per tire to dispose of.

8. **Injuries:** Anyone injured or involved in an accident must submit to a check by the medical attendants. Any driver involved in a serious accident will not re-enter the track until approval to do so is given by officials and medical attendants. Medical transportation from the racetrack to the hospital is the competitor's responsibility.

9. **Dumping oil:** Anywhere on the property will result in a minimum fine of \$500.00 and will lose all winnings and points for the season and will be responsible for the cost of any environmental clean-up.

10. **Championship structure:** In order to compete for championship points you must register by the **beginning of your 2<sup>nd</sup>** race, and race a minimum of 80% of scheduled races for your class

11. **Rookie of the year:** If you are competing for Rookie of the Year and you run more than 5 races in your division or an upper division, in any year, you are not eligible for Rookie of the Year.

12. **Ties:** If there is a tie at the end of the year for championship points the tie will be broken by who has the most A main wins, if there is still a tie it will go to most 2nd place finishes and so on until the tie can be broken

We want Southern Oregon Speedway to become that fun, friendly, family entertainment again, in order to accomplish this, we need everyone to work together from track officials to drivers and crews Safety is now our #1 concern in the pits.

**13. Wheel Packing and Hot Laps: Only Sprint cars will do final Wheel pack to allow them to heat up their engines, all other classes will line up in staging for their Hot lap sessions. Hot Laps and Qualifying will be based off your pill draw for heat races**

14. **Staging Area:** All cars will stage in designated area prior to racing once the track officials make the first call. Drivers that do not stage on time will not get their Hot lap session nor their time I session and will be placed in the back of their heat race. Passing points will not be awarded at that time. Drivers that do not stage on time for Main events will be sent back your pit area. (Drivers that report actual mechanical issues to the PIT STEWARD) will be given an opportunity to run a different heat race from the back but will receive passing points. If a driver has mechanical issues and can NOT make the Main he /she can request the GM . if the GM verifies the mechanical issues are legit a refund for drivers' entry will be given to driver

15. **Starts, Restarts, Scoring & Finishes:** STARTS: **No hot lapping before a race. Anyone hot lapping will start at the rear of the field and will receive no passing points. Drivers are to enter the track in order and immediately line up for lights out going green next lap!!**

16. front row cars will be side by side at the cone and the pole car sets the start. Any car that jumps the original start will draw the yellow flag and be penalized two (2) spots for every car jumped and receive passing points from its original starting position only. If the same car jumps twice they will be moved to the rear of the field and will forfeit any passing points. If a jump start occurs the rest of the field will realign in a crisscross fashion, filling in the vacant spot and the race will resume. **RESTARTS: All Restarts will be double file with the leader out front and the second-place car choosing inside or outside of the next row. The third-place car will line up beside the second-place car, fourth place car will always line up on the bottom and the rest of the field will file in even cars on bottom odd cars on top** If a driver jumps a Restart, they will be penalized two (2) spots for every car jumped at the next yellow flag or at the end of the race, whichever comes first. If a yellow comes out following a double-file restart lap, the field will line up single file for the next start until another complete lap is scored. **Cars that cause the yellow will restart in the back, any cars involved in a wreck or making contact and coming to a stop will restart in the back. (ALL DECISIONS ARE BASED ON WHAT OUR STAFF SAW DURING THE INCIDENT)** SCORING & FINISHES: If half of the field crosses the start/finish line, that lap will be scored as a complete lap. The only exception will be the final lap, once the leader takes the checkered flag the race is official. All races will finish under the checkered flag. If a yellow comes out on the white flag lap the following rule applies: The race will resume with a green/white/checkered.

17. **Time Limits:** There will be time limits for each event (one minute per lap of each race. For example, if the feature is schedule for 20 laps, the time limit will be 20 minutes. Once the time limit expires, the next caution will end the race).

18. **Black Flag:** Rough driving will not be tolerated. Any driver that is driving rough will be given the rolled up black flag for your first warning, any driver that our officials see trying to wreck another driver will be given the Black flag immediately , once you are given the black flag you will leave the track immediately. Stopping to Argue with the flagman or race officials will result in a \$100 fine. Any driver that tries to stay out on the track and ignore the black flag and officials will be fined \$100 per lap.

If a driver is given the Black flag with red dot means you have a mechanical issue and will be up to that driver to pull off or stay on the track. If our officials see a driver blowing smoke out of the back of your car and they feel it is a safety issue we will throw a competition yellow and have that driver pull into the infield to allow our safety crew to look ( Not Touch, or fix) if your car is loosing fluids of any kind the driver will be told to head to the pits. If it is tire rub causing the smoke and not a safety issue that driver will be given his / her spot back

SAFETY WILL ALWAYS COME FIRST AT S.O.S !!

19. **Red Flag:** Means STOP, there is a car and/or driver in danger. (a) Under a red flag, you may work on your car only if told by track official that it is an open red. If not told it is an open red, please do not go out onto the track to work on your car. You must reenter the track when told to do so. (b) If you change a tire you must go to the back at the restart.

20. **Yellow Flag:** all drivers need to go single file immediately and hold your position unless told by the tower to move. Any driver that pulls off the track on their own and stops in the hot pits will be given 2 laps to rejoin the race at the tail of the field. Any driver that rives thru the designated hot pits and goes towards their pit area will be considered done for that feature. During main events the hot pits will be open until we reach 3 laps to go. Any driver that comes to a stop during yellow flag laps will be placed at the tail of the field unless it has to do with a safety condition of the track. Any cars a lap down will line up in the same spot as you crossed the line, any driver that wants to go to the tail of the field can do so after all cars are single file, if a caution comes out within 3 laps to go, all lapped cars will than restart in the tail of the field.

21. **Blue & yellow Flag** – If you receive the blue flag, it means the leaders are coming. Slower cars, hold your line. **Leaders, go around the slower cars not thru them. If contact occurs, all cars involved will be charged with the caution.**

23. **Re Entry:** Cars may only re-enter the track under caution and with an official's consent. There is to be no re-entry while the track is under green. Re-entering and attempting to move thru the field will result in penalties and or fines. . The racetrack is considered closed any time there are cars on it, this includes packing the track, hot laps, and all race or practice events. All drivers not competing and crew members must stay behind the official's lines at all times. Failure to abide by this rule will result in penalties and fines for the driver as well as the offending person.

24. **Protests:** All protests must be in writing, signed by the driver(s) protesting. Fee of **\$100** per driver must accompany the written protest when turned into the Pit Steward, not the tech. This must be done immediately (within 5 minutes) after the checkered flag. Only the top 3 finishers may be protested, and only one item per protest. If car is found to be illegal, protester gets **\$50** back, the other **\$50** goes to tech official. If car is legal, driver gets **\$50**, the other goes to the tech official.

25. **Rough Driving:** Rough driving WILL NOT be tolerated under any circumstances. Any blatant contact between two cars will result in the offending car to be BLACK FLAGGED and the offended car will be awarded its spot back. (See Black Flag Rule). If a driver continues to rough drive other competitors, that driver will be at minimum disqualified and fined. If a driver runs in to another driver under a yellow flag or post-race, a suspension from competition for a duration to be decided by track officials will result.

26. **Unsportsmanlike Conduct:** Poor sportsmanship of any kind will not be tolerated. This includes going to another driver's pit area after an incident on the track. Penalties or disqualification will result if you go into another pit area or cause any problems. Drivers will be held responsible for the conduct of pit crew, friends and family members. You will not abuse any other track official, or you will be ejected for the night and fined \$500. Physical assault of any track official/ promoter will get an automatic 1-year suspension and \$1,000 fine

Fighting and / or physical assault by any driver or your pitmen will be a Minimum of \$500.00 and 1 race suspension for 1st offence. 2nd violation will be a minimum of \$1,000.00 fine and 1-year suspension.

27. **Track Officials/Tower:** Any situation arising that concerns a track official should results in the affected driver seeing the General Manager. You, your pit crew, or family members are not allowed in the scoring tower ever unless requested by the General Manager or head scorer. If you have questions,

please wait until after the races to speak with any officials. A \$100 fine will be assessed to the person or affiliated driver abusing this.

28. **Rainout/Cancellation Policy:** We do not control the weather and will always do our best to make the right calls to get a race in. once the pit gates are open all sales are final. No refunds will be given. If we cancel the races prior to pit gates opening all pre sold tickets will be refunded thru Pit Pay.

29. **Driver and/or Car Change:** must be reported to the pit steward prior to that race. Driver must start scratch if qualified to race. If not reported, driver and car will be disqualified for the evening.

30. **Closing Time:** Except for special shows, Pits will close one hour after the last race. Winnings not picked up by that time will be returned to the track, so please get to the pay window in a timely manner. Gates will be locked, and lights turned out.

31. **Young Drivers:** Any person wishing to race and are under the age of 16 of age must have a racing resume on file with Southern Oregon Motorsports and are subject to insurance approval.

If you have a driver under 16 you must contact **Dave Laber Sports Insurance (816)714-0447** for requirements.

MUST be pre-approved to race before being allowed to compete in an event. Young drivers will be considered “rookie drivers” and will start scratch in their heat and main event race for up to five (5) events, or until track officials deem otherwise.

32. **ATVs/Golf Carts:** The use of ATVs in the pits is a privilege. ATVs are not allowed in the grandstand Pit vehicles must remain out of the way and in your pit stall when not in use. These vehicles must only be used when necessary and not just to be driven. UNLESS you are moving a car to show before the races. No speeding (speed limit for ATVs is 5 mph)

**No one under the age of 14 is permitted to operate any pit vehicle at any time, NO EXCEPTIONS!!** . All Children in the Pits must remain in your pit areas or be with an adult when walking thru pits, any child caught running around and goofing off will be escorted to your pits. A fine will be issued to the driver they are with...

. All ATVs must have the number of the car that it is supporting on the front and rear fender.

33. **Safety Equipment:** All competitors must always have acceptable safety equipment installed, worn, adjusted properly and in good working condition. This includes a fire-retardant driver’s suit, fire-retardant gloves, racing shoes or leather shoes, neck brace and/or head restraint system, a window net if required by Sanctioning/Class rules IMCA ETC and an SAE-approved helmet. Any item deemed by track officials to be installed incorrectly, too old or worn and/or not in an acceptable condition may cause driver to be disqualified at any time.

35. **Scale/Tech Area:** Top (3) cars in all heats will Immediately go to the tech area designated by officials to weigh in. if you weigh light, you will be given a second attempt to re- weigh, if you fail the second attempt than you be considered underweight and be disqualified.

TOP (3) cars after the Main events will pull across the scales in the infield, if they make weight the winner will go to victory lane. After which all 3 drivers will go immediately to the tech area designated for further inspections. Track officials can request that any additional cars proceed to the tech building

for inspection. Cars that fail to proceed to the tech pad will be disqualified. The only people permitted in the tech area are the officials, tech inspector, driver, and 1 crew member. Additional crew must stay behind the designated area. If at anytime more than 1 crew member enters the tech area during inspections their driver will be disqualified.

Participant/Driver Print\_\_\_\_\_

Participant/ Driver Signature\_\_\_\_\_

Date\_\_\_\_\_