

# 2012 Valley Speedway General Rules



**\*\*\*\*NEW ADDITIONS TO RULES IN CAPS AND UNDERLINED\*\*\*\***

These rules are in effect as of January 1st, 2012. This publication supersedes all previous VALLEY SPEEDWAY rules and rule updates. VALLEY SPEEDWAY reserves the right to alter or amend the rules and regulations in the interest of safety, cost control, and/or fair competition. It is the responsibility of each competitor to read and understand the contents of these rules. If there is a disagreement or dispute regarding the meaning or application of these rules, the decision of the VALLEY SPEEDWAY Race Director shall prevail. No expressed or implied warranty of safety shall result from publications of or compliance with these rules and/or regulations. The rules and/or regulations set forth herein are designed to provide for the orderly conduct of VALLEY SPEEDWAY 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 pretense is made for having designed a foolproof set of rules and regulations. The spirit and

intent of the rules is the standard by which VALLEY SPEEDWAY events will be governed. The VALLEY SPEEDWAY Race Director is authorized to decide if an equipment change or modification is an attempt to circumvent these rules. The VALLEY SPEEDWAY Race Director can and will disqualify a race car in violation of the spirit and intent of these rules. If this rulebook does not specifically state that you can alter, change, or otherwise modify something on your car, you should consider it a violation of these rules. No part is deemed to have been approved by VALLEY SPEEDWAY by passing through prior technical inspections. The Race 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 Race Director. His/her decision is final. These rules 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. All participants, guest and crew members fully understand that racing is inherently dangerous and that they are exposed to risks of death or serious bodily injury. The participants, guest and crew members voluntarily assume these risks. Conduct: Racers and Race Team Members at the VALLEY Speedway will maintain an appropriate and professional personal code of conduct at all times. Actions on or off the track deemed by officials to be detrimental to the sport or speedway will be dealt with severely. Consequences for fighting, cheating or other actions deemed inappropriate may include: fines, probation, suspension, deduction of points or any combination of the above.

**RACECEIVERS ARE MANDATORY AT VALLEY SPEEDWAY. EACH RACE NIGHT THEY WILL BE TESTED AT THE DRIVER'S MEETING.**

#### **INTRODUCTION:**

This 2012 Valley Speedway Track Rules and Regulations Manual will strive to make the rules as complete and understandable as possible. The rules and regulations within are designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for such events.

If any changes from this Rules Manual as distributed occur the changes will be given out on a Rules Update Sheet. If you converse with another person pertaining to the rules it is best to point out the specific rule by quoting or showing the page number, paragraph number, and sub-paragraph in this manual.

#### **CAR/ DRIVER 2012 REGISTRATION**

1. Car/Driver Registration: A DRIVER MUST BE REGISTERED FOR EACH CAR CLASS A DRIVER WISHES TO COMPETE IN. DRIVERS ARE TO USE THE VALLEY SPEEDWAY DRIVER REGISTRATION FORM. Each registration carries a fee of \$60.00. Registrations may be mailed with a check or money order to: IMPACT Motorsports, P.O.Box 641, Grain Valley MO 64029
2. Car Numbers & Registration: EACH CAR MUST REGISTER THE NUMBER IT CARRIES, AND MAY ONLY BE RACED IN (1) ONE CLASS PER NIGHT. NUMBERS WILL BE ASSIGNED AT VALLEY SPEEDWAY. THE NUMBERS APPLIED FOR MUST BE APPROVED.

## **PITS / PIT PASSES**

Pit Entry Requirements: Due to safety concerns, and recommendations of facility insurance carrier, children under the **age of 6 years** will not be admitted to the pit area. Children ages 5 and under are admitted into the grandstand area free of charge.

A. MINORS AGES 6 THROUGH 17 YEARS OF AGE ENTERING THE PIT AREA MUST HAVE:

--A NOTARIZED WAIVER RELEASE FORM READ, AND SIGNED BY BOTH PARENTS OR GUARDIANS

-- MINOR WILL SIGN MINOR WAIVER SHEET WITH EVERY VISIT TO PIT AREA

1. All persons entering the pits must pay the \$ 25.00 pit fee, unless special event, READ and sign the correct release form sheet.
2. Admission Payments must be paid in cash
3. Race Track / Infield Area: Unless special assistance is requested, no one other than Valley Officials, OR OTHER PERSONS CREDENTIALLED PRIOR TO AN EVENT will be admitted on the track or infield area. AS A SAFETY PRECAUTION, ALL DESIGNATED STAFF, INCLUDING MEDIA STAFF MUST WEAR HIGHLY VISIBLE / REFLECTIVE CLOTHING.
4. No pets allowed in pits
5. 4-wheelers & Golf carts must have insurance. Drivers of 4-wheelers & golf carts must act responsibly. ALL PUSH VEHICLES MUST HAVE PUSH BUMPER, WHICH WILL ALLOW IT TO BE SAFELY USED TO PUSH VEHICLES WITHOUT THE RISK OF HOOKING THE PUSHED VEHICLE.
6. **If you go to the grandstands and consume alcohol you will not be allowed to re-enter the pits until all races conclude. If a pit guest is found consuming alcohol in the pit area during an event, the pit wristband will be taken, and the person will have to leave the pit area until all races are complete. THIS ACTION WILL BE FIRMLY ENFORCED BY VALLEY SPEEDWAY FOR THE SAFETY OF ALL.**

## **INSURANCE COVERAGE:**

1. Claims: Any claim for injury at or on the track must be filed within 7 days after the injury takes place. It is the best to fill out the injury form at the time the accident occurs. Also, if you have any doubt as to whether you are injured or need assistance, it is recommended that you seek assistance or have a check-up at the time of the possible injury.

2. NO ONE may drive any race car on Valley Speedway race track unless the person driving the race car is registered NO EXCEPTION.

## **RACING EVENTS OUTLINE / ORDER:**

1. Friday Weekly Event Time Order: Pit gates open at 5:00PM, Driver's Meeting at 7:00PM, Hot Laps 7:30PM Racing follows. Special events may change time schedule.

2. Saturday Weekly Event Time Order: Pits open 4:00 pm Drivers Meeting 6:00PM, Hot laps 6:30PM Racing follows. Special events may change time schedule.

3. Events / Laps

a. Heat races: All heat races will be lined up according to the draw.

b. Feature Events: " A" features will be started according to passing points in the heat races and B feature finish. Note special Dirt Demon lineup on page 9.

4. No Alternative drivers: If there are drivers that are unable to run the " A or B feature events, another driver may not substitute.

5. Be on Time! If you sign in after the **Driver's Meeting**, you will be assigned to the rear of a heat race, and you will not receive passing points, only finish points. **If you are running late** you can call ahead to get put in the lineup 816-214-7541, however you must go through tech inspection prior to starting the feature, and once a lineup is set it will not be changed. Having to call in should be rare and if abused your privilege to do so will be revoked.

Stage Your Cars on Time! If you are not in the racing area when your race has been signaled to move onto the track, you will NOT be able to run in that event. Once the yellow light goes out, you cannot come out onto the track. Instead, stay in the staging area with the engine running and if the initial 1st lap has not been scored you can come out on the tail after the official has approved it. If the lap has been scored you cannot come out. Stock cars should self Start! If your car is unable to self start Valley Speedway officials will make an effort to assist with giving you a push start. This should be a rare occasion and due to a mechanical failure that occurred during the event. If you have an issue one week you are expected to have it fixed next race! Most generally races will not be held up if you are not there when it's time to start. Valley Officials do recognize that some drivers race more than one class and will give drivers time to switch cars. Please note your car for the next race should be ready to go and moving from one car to another should take minimal time.

#### **PURSE / PAYOFFS:**

1. PAYOFF TIMES AND LOCATIONS: THE PURSE PAYOFFS WILL TAKE PLACE TWENTY FIVE (25) MINUTES AFTER THE FINISH OF THE CLASS HAS BEEN POSTED. THE PAYOUT WINDOW IS LOCATED ON THE CONCOURSE IN THE OPERATIONS TRAILER. IF THERE ARE ANY CLAIMS OR PROTESTS, THE PAYOUT WILL BE HELD UNTIL ANY FINAL DECISIONS ARE MADE.

Points System: Points: See points chart: there will be passing points awarded for you finish in the heat race. These points are only used to set the starting positions in the feature races. Show Points: For each night entered to race, the driver will be awarded 10 "Show up points". A "Race able" car must be entered. There are no multiplication factors in the final points. Points: awarded to the DRIVER of each class.

#### **NEGATIVE CONDUCT EXPLANATION:**

Negative Conduct rules will be used to help the driver, crews, and Valley Speedway to conduct themselves in a positive way. The driver will held responsible for all conduct of self, car owner, car crew, and other directly related persons. We want to achieve and maintain a family oriented sport at Valley Speedway.

1: The Valley Speedway race director/owner will make all decisions on discipline for violations of negative conduct. Their decision will be final.

2: Any other Negative Conduct by a driver or his responsibilities that are not listed below may find assignation of Negative Conduct punishment if found needed by the Race director/owner.

#### **NEGATIVE CONDUCT**

1. Running car through the pits above idle speed – Driver will be disqualified – no payout – no points!!  
NO QUESTIONS ASKED
2. Returning or trying to return to track surface without permission by track officials to do so.
3. Excessive Cursing or using foul language, anywhere on Valley Speedway grounds.
4. Using foul language, signs or lettering on any property of the driver.
5. Arguing with officials about a call, decision, ignoring an official.
6. Leaving used oil, tires and / or wheels and other discarded items on the Valley Speedway property.  
\$100 fine assessed.
7. No Non-drivers out on the track at ANY TIME during the racing event (mother, father, brother,

sister, NO ONE)

8. Purposely making contact with another car at any time (in pits or on track).
9. Any open cans or bottles of consumable alcohol in pit area during the racing program.
10. Continuous arguments with track officials or other drivers or crews
11. Threatening to fight with any other person or persons.
12. Leaving your car while on the track at any time for any reason (unless emergency situation applies)
- 13 Fighting anywhere at anytime on Valley Speedway property with intent to injure, showing intent to injure and / or using objects or weapons. Authorities will be notified.
- 14 Purposely doing or attempting to run over or run down a person with a vehicle.
- 15 Driver found to be DUI ( driving under the influence) of alcohol or any controlled drug substance by proof of drinking or using such as determined by EMT'S or authorities
- 16 Purposely not registering with Valley Speedway for the season.
17. ENTERING THE SCORING TOWER DURING THE RACES WITHOUT PROPER AUTHORIZATION.
18. FAILING TO REPORT TO THE TOWER /OFFICE WHEN ASKED TO DO SO.
19. Valley Speedway Officials have the right to disqualify a driver and / or car owner and / or other persons from appearing on the track ground for an indefinite amount of time if any extreme negative conduct takes place.
20. DRIVERS MAY ALSO BE PLACED ON PROBATION FOR VIOLATIONS AT THE DIRECTION OF THE COMPETITION DIRECTOR / OWNER OF THE TRACK.

## ANY VIOLATIONS OF THE LISTED RULES MAY RESULT IN FINES AND/OR SUSPENSIONS OF DRIVERS OR CREW MEMBERS.

### GENERAL RACING RULES:

1. **Starts:** THE FRONT ROW CARS WILL SET THE PACE FOR THE START OF ALL EVENTS. THE PACE IS TO BE KEPT AT A LOW SPEED UNTIL REACHING THE 4<sup>TH</sup> TURN, AND THE GREEN FLAG IS WAVED. WHEN THE GREEN FLAG IS WAVED, RACING IS UNDERWAY THROUGHOUT THE FIELD. TWO BAD STARTS, FRONT ROW GOES TO THE REAR. DURING DOUBLE FILE STARTS, ALL CARS WILL BE NOSE TO TAIL (BUMPER TO BUMPER). IF A CAR GOES OUT OF LINE BEFORE THE RACE STARTS IT WILL BE CONSIDERED JUMPING THE START, AND THE VIOLATING CAR WILL BE PENALIZED TWO POSITIONS ON THE NEXT RESTART. IF THERE IS NO RESTART, THE DRIVER WILL BE PENALIZED TWO SPOTS ON THE FINAL FINISH.
2. **Restarts:** AFTER ONE LAP HAS OFFICIALLY BEEN SCORED, AND A YELLOW OR RED SITUATION OCCURS, THE RACING RESTARTS WILL BE PERFORMED AS FOLLOWS:
  - SPRINT CARS WILL RESTART IN SINGLE FILE, NOSE TO TAIL. THE POLE SITTER WILL START THE RACE, AND NO CARS SHALL PASS BEFORE THE CONE, WHICH WILL BE PLACED ON THE FRONT STRAIGHT. ALL CARS MUST PASS TO THE OUTSIDE OF THE CONE. IF A CAR PASSES UNDER THE CONE, BEFORE THE CONE, OR STRIKES THE CONE, THE DRIVER WILL BE PENALIZED TWO SPOTS ON THE NEXT RESTART. IF THE RACE DOES NOT HAVE ANOTHER RESTART, THE VIOLATING CAR WILL BE PENALIZED TWO POSITIONS ON THE FINAL FINISH.
  - ALL NON SPRINT CAR CLASSES WILL START WITH THE LEADER ON THE FRONT ROW, AND ALL CARS BEHIND THE LEADER WILL BE DOUBLE FILE, NOSE TO TAIL ( BUMPER TO BUMPER) UNTIL THE RACE STARTS. ON RESTARTS THE SECOND PLACE CAR WILL HAVE THE OPTION TO START THE RACE ON THE INSIDE OR OUTSIDE. THE REMAINDER OF THE FIELD WILL BE LINED UP ACCORDING TO PLACE.
  - LINEUPS ARE DONE WITH THE MANDATORY RACECEIVERS. FAILING TO LISTEN TO YOUR RACECEIVER MAY RESULT IN YOU STARTING FURTHER BACK IN THE FIELD. RESTART LINEUPS WILL BE BASED ON THE LAST FULLY COMPLETED LAP.

- ALL HEAT RACES IN ALL CLASSES WILL USE THE SINGLE FILE START PROCEDURE DESCRIBED ABOVE IN THE PROCEDURE FOR SPRINT CARS.

**3. Servicing of Cars:** If an official stops you for mechanical inspection, you may restart the race in the same spot only if NO problem was found. If a problem is found and needs to be addressed you will be allowed to restart at the rear only if an official waves you back on the track before the race is back under green conditions.

- Remember, exiting a race and going into the pits area disqualifies you for the rest of that race.
- **Hot Pit Rules:** IN FEATURE EVENTS, CARS MAY UTILIZE THE HOT PIT AREA TO MAKE REPAIRS TO THE VEHICLE. A CAR MAY ENTER THE HOT PIT UNDER GREEN FLAG CONDITIONS, HOWEVER, WILL NOT BE ALLOWED TO COME BACK ON THE TRACK UNTIL A CAUTION COMES OUT. IF A CAR GOES TO THE HOT PIT AREA UNDER GREEN, THE DRIVER MUST REMAIN IN THE CAR, AND NO MORE THAN 4 PIT CREW MEMBERS MAY WORK ON THE CAR. PIT CREW MEMBERS VIEWING THE RACE IN THE HOT PIT AREA MUST STAND BEHIND BARRIERS AT ALL TIMES UNTIL A CAUTION COMES OUT. FOR SAFETY NO ONE IS ALLOWED TO STAND ON OR IN FRONT OF THE HOT PIT BARRIERS DURING GREEN FLAG RACING. IF A CAR GOES TO THE HOT PIT AREA UNDER A CAUTION, A CAR WILL BE GIVEN APPROXIMATELY TWO MINUTES ( THREE YELLOW FLAG LAPS) TO RE-ENTER THE TRACK UNDER THE DIRECTION OF A TRACK OFFICAL. ABSOLUTELY NO CAR MAY RE-ENTER THE TRACK WITHOUT INSTRUCTION FROM A TRACK OFFICAL. UNDER NO CIRCUMSTANCE MAY A CAR ENTER THE TRACK UNDER A GREEN FLAG.

**4. Yellow Flag /Light:** When a circumstance takes place that endangers the race, a yellow flag / light will be displayed. You will fall into single file. During standard race events, yellow flag laps are not counted. The class will be lined up to reflect the last completed lap for all cars. Any car not getting in single file will be (DQed) DISQUALIFIED. Remember to slow down. CARS WILL BE LINED UP USING THE MANDATORY RACECEIVER, SO LISTEN! FAILING TO FOLLOW THE INSTRUCTIONS ON THE RACECEIVER MAY RESULT IN DISQUALIFICATION, OR BEING PENALIZED RACE POSITIONS.

If you have mechanical problems during the race that will cause you not to finish, pull to the middle of the infield so the yellow will not have to be displayed. We will take you to the pits after the race is finished. If a driver unbuckles seat belts he is done for that event.

**5. Red Flag / Light:** A red flag / light will be displayed when the track is blocked or a dangerous situation has taken place. You are to stop immediately with caution and turn the engine off. NO servicing or contact with any crewmember can take place at any time UNLESS THE CAR GOES TO THE HOT PIT. WHILE IN THE HOT PIT THE DRIVER MUST STAY IN THE CAR. As with the yellow flag, the re-alignment will be made by your position at the end of the previous, complete lap.

**6. Red / Yellow Lights:** When both the Red and Yellow Lights are displayed, you may not leave the track.

**7. Black Flag:** If you receive a black flag, and ONLY a black flag, you are out of the race. If you ignore directions from the Flagman or any track official, you will be black flagged and considered disqualified from that point.

**8. Mechanical Flag:** This is a black flag with a horizontal stripe: This flag signifies that you have a mechanical problem that must be inspected .Stop for your car to be checked by the officials.

**9. Checkered / Red Flag :** It is rare that his flag combination occurs, It is thrown only if an accident takes place after the leaders have come out of turn 4 on the final lap but have not reached the start / finish line. The red or yellow flag is thrown in combination with the checkered flag. The checkered flag has already been committed, but an accident takes place in the final lap sector. The race is completed. The final finish is the order the field crossed the start/finish line on the final lap minus the cars involved.

**10. Checkered Flag:** As everyone knows, the race is over.

**11. Final Two Laps:** At Valley Speedway, no race can end unless the last 2 laps are concurrently run under the green flag.

12. **Two Yellow Rule:** Any car that is CHARGED WITH AN INCIDENT that brings out the yellow flag twice or one red one yellow during any feature race will be disqualified for the remainder of the race. The two spin rule will also apply to heat races as well, however if time could be a factor in the race events, for heat races only one spin will disqualify you for the remainder of the heat race. If the one spin rule in heat races is used, you will be notified in the drivers meeting.

A: what counts as a involved yellow:

- 1: If all four tires leave the race surface, a yellow will come out and you restart at the back. You are charged with a yellow. This includes the outer area of the track, and the infield.  
NOTE: if you go off the track in a controlled manner to avoid another wreck on the track, you are not part of the yellow and you will get your spot back.
- 2: If you spin OR BRING OUT THE YELLOW THEN THE yellow is charged to the driver, who will start at the back on the restart. IF YOU SPIN AND THE YELLOW DOES NOT COME OUT BECAUSE THE SITUATION RIGHTS IT'S SELF WITHOUT DISRUPTION, THE RACE CONTINUES AS NORMAL
- 3: If you stop on the track you are the yellow and restart in the back. Note: if you stop to avoid a wreck and do not make contact you will not be charged with part of the caution and you will get your spot back on the restart.
- 4: If you make contact with another car, and a yellow comes out you are involved with a yellow. NOTE: If you are hit from behind and the car behind you spins and a yellow comes out you MAY not be charged with a yellow if: A race official was able to witness the contact and determines that the car in front was holding his/her line and the car in the back hit and caused the incident. The car in front must maintain forward momentum.
- 5: If debris comes off your car and a yellow has to come out to clean it up you are charged with the yellow.
- 6: Any incidental contact may not be charged to driver. Competition director discretion.  
NO DISCUSSION OF CALL

13. **Accident / Involvement:** Any car that is involved in an accident and is able to restart must do so from the back of the pack in the same position to other cars also involved.

14. **Time VS Laps:** A feature race will not be run in more minutes than the number of laps that are scheduled for the event: i.e. X number of laps set VS same amount of minutes. Under a red flag, time is not counted. At the race directors judgment a race time may be extended to get all laps complete, or laps may be cut if the race is taking an extended time to complete.

15. **Not Keeping Pace:** If you are judged a being a hazard during a race due to the car running slow or it is mishandling, or if the leader has lapped you more than twice, you may be disqualified for the remainder of the race.

16. **Scratches:** If you are not able to compete for the rest of the night, the driver (ONLY) of the car must report the scratch to a Valley Speedway Official at he records tower immediately

17. **Lapped Cars:** In the event of realignment after a red or yellow flag cars that are lapped will restart at the back of the field. If lap cars are considered a hazard to other racers. They may be moved to the rear for safety.

18. **Flat Tires:** If your car has a flat tire, YOU WILL BE DIRECTED OFF THE TRACK. YOU MAY CHANGE THE TIRE IN THE HOT PIT DURING A YELLOW IN THE FEATURE RACE ONLY.

19. **Dragging Bumpers:** If your car has a front/rear bumper dragging on the ground, and an official believes it could cause a problem, the mechanical flag will be displayed and you must leave the track.

20. Excessive Smoke or Rough Driving is the Officials call.

21. CARS THAT ARE DQ'd WILL FINISH LAST IN HEAT. DQ'd FOR ROUGH DRIVING IN " B OR" A " MAIN FINISHES LAST AND RECEIVES NO POINTS AND NO MONEY FOR THAT EVENT.

22. Failure to ALLOW CAR alignment by a track official by preventing a car from being placed in

front of you will get you put to the rear or disqualified from the event.

23. IF A CAUTION COMES OUT, AND ONE CAR CAN NOT BE CLEARLY IDENTIFIED AS THE CAUSE OF THE CAUTION, ALL CARS INITIALLY INVOLVED WILL BE SENT TO THE BACK.

**23. Disposal:** Absolutely no oil and tires to be dumped on speedway grounds. All disposals of oil and tires are the responsibility of the driver. Violators will be fined \$100, or suspended. Valley Speedway has provided a "used oil" container for driver use at the tech official's area in the pits. Valley will also collect used, discarded tires at the tech area for a \$4 disposal fee.

#### **GENERAL SAFETY RULES:**

1. Safety Clothing: All persons in the pit area must wear at least 50% highly visible clothing. No bare feet allowed.
2. Drivers Clothing: Drivers must wear a minimum one layer fireproof uniform, shoes and gloves. It is highly recommended that a driver wear a head restraints. This applies to **All** Classes. All helmets must carry Snell SA2000 or M2000 or newer restraints. All helmets must be full face with a shield.
3. Neck Braces: All drivers in all classes must wear a neck brace. The wearing of air restraints is highly recommended.

#### **GENERAL CAR SAFETY SPECIFICATION:**

1. All cars must have well-sealed firewalls, rear firewalls and floorboards.
2. All cars must use fuel cells that are safely mounted by at least two steel straps 2" wide around the cell, Tip over valve and flapper are required. Fuel cell must be located in the trunk area.
3. Drivers head with helmet on must clear the roll bar height while strapped in car.
4. All roll cage, frame, tubing must be minimum .095
5. All car divisions must be equipped with a safety net.
6. No plastic wheels allowed.
7. No electric fuel pumps, except Dirt Demon cars. Fuel pump shut off with master cut off switch.
8. Drive shaft loop is required and must be constructed of at least ¼" by 2" steel equivalent No more than 6" back to front of drive shaft.
9. Drive shaft must be painted white. Corresponding numbers is a good idea.
10. All cars must have a kill switch located window height behind the driver's seat. This switch must disconnect the positive line from the battery.
11. All batteries must be securely mounted, and safely covered if located inside of an open cockpit area.
12. Car must have a tow hook strong enough to support the car's weight. Tow hook needs to be attached to chassis readily accessible.
13. Racing seat belts must be a minimum of 3" wide, shoulder and lap belts 2" wide with crotch straps. They must be bolted to roll cage. Belts must have manufacturers tag on belt and may not be over two years old and in good condition. Tech man has discretion to say YES OR NO
14. No oil, water, or transmission coolers are allowed inside the driver's compartment.
15. All cars must have a working fire extinguisher safely located in the cockpit area, and both must be rechargeable, removable, while driver is still strapped in.
16. All cars must be workable, four wheel brakes. Cars cannot have a brake shut off or adjustable valve.
17. Exhaust must be mounted in such a way as to direct spent gases away from the cockpit area of the vehicle and away from areas with possible fuel spillage.
18. Fuel lines must run inside the frame area and under floorboard metal. Braided fuel line is highly recommended.
19. All cars must use a professional quality racing seat of wrap around design. If the seat is low back, headrest pad or bar must be located on a centerline directly behind the driver's head.  
No fiberglass seats.
20. Radiator overflow tube will be located between frame rails directed downward or into overflow jug.
21. All cars must run functional muffler.

### **GENERAL CAR SPECIFICATIONS:**

1. Tires: No RV or Truck tires are allowed in any class.
2. Number: Stock Car Classes: Numbers must be a minimum of 14" high on both sides of the car body. On the front and back of the car, in a vertical position minimum of 5" high numbers must be affixed on the left or right side.
3. RADIOS: No Transmitting, receiving or signal devices can be used. Exception – track approved raceceivers.

### **TECH / INSPECTIONS:**

1. Technical Officials: There will be an assigned Valley Speedway Technical Official from whom the technical decisions will be final.
2. NO Nitrous Oxide: If a car is inspected for containing a nitrous oxide system, the owner will be responsible for pulling the intake manifold. If found the driver shall be fined and will lose all points to date.
3. Pre Race Tech: All cars will be weighed and inspected, before being allowed to race.
3. Post Race Tech: The Valley Speedway official will inspect the first five finishers of each feature event in a manner as set. If found to be illegal all points and purse money will be cancelled for that night. The car must be corrected before competing at Valley Speedway again.
4. Special Events: Cars may be inspected after heat races if the official so desires to determine if it qualifies for the main event.

### **OTHER:**

1. Car and Driver must be registered with Valley Speedway
2. If your car breaks in hot lap driver can get into another Valley Speedway registered car and run that nights events. Driver must stay in that car for the remainder of events that night
3. If a driver qualifies through heats and the car breaks down or becomes involved in a wreck and cannot continue in the same car the driver may get another car and start at the back of the "B" or "A" main (whichever qualified for). However, original driver cannot have started the same car in another "B" or "A" main.
4. In either situation the driver must notify Valley Speedway Track Officials before doing so. Failure to notify track officials before doing so will be grounds for disqualification
5. If the car or driver arrives late to the track and the qualifying event has not been completed, driver may start at the back of the heat designated by track official. No passing points will be awarded only finish points.
6. If all qualifying events have been run, the driver may run at the tail of "B" or "A" main as designated by the officials.
7. Reserved pit stalls: Drivers may reserve pit stalls for the race season. The same stall may be reserved by both a Friday program driver and a Saturday program driver. During special events *PIT STALLS ARE NOT RESERVED. PIT STALLS ARE NOT RESERVED FOR THE FAST FALL SERIES.*
8. Fans are allowed in the pit area after all features are completed. Drivers, make every effort to talk to fans and show them a professional pit area. They make this all possible.
9. Approved raceceivers will be mandatory for all designated classes.

2012 passing points chart:

		<u>Start</u>											
		<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>	<u>11</u>	<u>12</u>
<u>Finish</u>	<u>1</u>	100.0	105.0	110.0	115.0	120.0	125.0	130.0	135.0	140.0	145.0	150.0	155.0
	<u>2</u>	91.5	93.0	98.0	103.0	108.0	113.0	118.0	123.0	128.0	133.0	138.0	143.0
	<u>3</u>	83.0	84.5	86.0	91.0	96.0	101.0	106.0	111.0	116.0	121.0	126.0	131.0
	<u>4</u>	74.5	76.0	77.5	79.0	84.0	89.0	94.0	99.0	104.0	109.0	114.0	119.0
	<u>5</u>	66.0	67.5	69.0	70.5	72.0	77.0	82.0	87.0	92.0	97.0	102.0	107.0
	<u>6</u>	57.5	59.0	60.5	62.0	63.5	65.0	70.0	75.0	80.0	85.0	90.0	95.0
	<u>7</u>	49.0	50.5	52.0	53.5	55.0	56.5	58.0	63.0	68.0	73.0	78.0	83.0
	<u>8</u>	40.5	42.0	43.5	45.0	46.5	48.0	49.5	51.0	56.0	61.0	66.0	71.0
	<u>9</u>	32.0	33.5	35.0	36.5	38.0	39.5	41.0	42.5	44.0	49.0	54.0	59.0
	<u>10</u>	23.5	25.0	26.5	28.0	29.5	31.0	32.5	34.0	35.5	37.0	42.0	47.0
	<u>11</u>	15.0	16.5	18.0	19.5	21.0	22.5	24.0	25.5	27.0	28.5	30.0	35.0
	<u>12</u>	6.5	8.0	9.5	11.0	12.5	14.0	15.5	17.0	18.5	20.0	21.5	23.0

**Passing Points Explanation:**

Drivers arriving *past the cutoff* for lineups (Friday 7:30PM and Saturday 6:30PM) will be placed at the rear of the first available heat race. Those drivers will earn “no passing points” in the heat event, but will be awarded points for their finish position only in order to qualify for the feature event.

The reason for this rule is to not reward drivers who show up late with a prime starting position in the rear of a heat race – earning maximum passing points and thus allowing them to start at the front of the feature.

**Dirt Demon feature lineups:** The Dirt Demon feature lineups will be set according to the above listed passing points, with one exception: The top three drivers from the previous race will start at the rear of the feature event regardless of their passing points. If one of the top three drivers from the previous week gets the most passing points that driver will be rewarded with a starting position in the middle of the feature start. Example: If one of the top three drivers gets the most passing points and the field is set with 20 cars that driver will earn a start position on row five outside.

**RAIN OUT POLICY**

1. Rain Out: If all qualifying heat races are NOT run due to rain cancellation, the event will be a total cancellation and pit / grandstand passes will be honored at a future racing event. NO REFUNDS – keep ticket stub / wristband.
2. Make-up Events: If all heat races are run but features(s) are rained out, those events that could not be run or completed will be run at a later date. It is otherwise a complete show. Passes and grandstand tickets are not honored at future race.

The line up for the make-up features will be set according to the rained -out weeks qualifying heat finishes, and only those cars that qualified that night will be in the make-up feature.