



2019 WEEKLY RACING RULES

GENERAL RULES

THESE RULES AND/OR REGULATIONS ARE SET FORTH HEREIN ARE DESIGNED TO PROVIDE THE ORDERLY CONDUCT OF RACING EVENTS AND TO ESTABLISH MINIMUM ACCEPTABLE REQUIREMENTS OF SUCH EVENTS. THESE RULES SHALL GOVERN THE CONDITIONS OF TRI-CITY SPEEDWAY 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 IN NO WAY A GUARANTEE AGAINST INJURY OR DEATH TO PARTICIPANTS, SPECTATORS OR OTHERS.

APPEARANCE & REGISTRATION OF CAR NUMBER

- 1 --A number for your car must be agreed upon at registration. Member number will be held from previous year until **January 31st**. After that time numbers will be assigned on a first come first serve basis.
- 2 – All cars must have bright paint jobs and bright numbers in contrasting colors. No tape or shoe polish numbers will be allowed.
- 3 – Car numbers must be a minimum of 24” high and 3” wide on each door and the roof facing the driver’s side. Letters added to numbers must be legible!

RACE NIGHT TIMES (Friday Night Regular Weekly Program)

Pit Gates Open - 5:00 p.m.

Pill Draw Closes - 6:30 p.m.

Drivers Meeting - 6:15 p.m.

Hot Laps - Immediately Following Driver’s Meeting

Racing - 7:15 p.m.

We will need all of the drivers & crews co-operation to insure that we get our program completed in a reasonable length of time!

PILL DRAW

- 1 --Driver or Crew Member will be allowed to draw a pill. You must have your transponder & have it properly installed for Hot Laps!
- 2 – Pill draw will close at 6:30 p.m. on regular race nights.
- 3 --Switching cars after pill draw will result in moving to the rear of that cars designated heat race.
- 4 – If the driver switches cars after the heats, driver takes back-up car to rear of the next race they are scheduled to compete in.

Exceptions – On championship nights, Top 6 drivers will still retain their Position in the feature after switching cars. Driver can switch cars for a Make-up race.

Car & Driver must be present by 7:15 p.m. of class entered on Championship Nights.

- 5 – **DIRECTOR OF COMPETITION MUST BE NOTIFIED OF ALL DRIVER CHANGES PRIOR TO THEIR RACE, FAILURE TO DO SO WILL LEAD TO DISQUALIFICATION!**

TRACK PACKING

ALL CLASSES WILL BE REQUIRED TO HELP PACK THE TRACK IF NEEDED!

If you do not help pack the racetrack, you will not be allowed to hot lap. **NO EXCEPTIONS!**

QUALIFYING

- 1 - Late Models will Hot Lap/Group Qualify in their group determined by Pill Draw. The format will be Green, Green, White, Checker. Fast Time will then draw a pill for the order of Inversion. Pills # 1 thru 4. Modifieds will group Qualify on special events as determined.
- 2 - Transponders must be installed for the Hot Lap/Qualifying session, if you do not have your Transponder in you will not receive a time!! **NO EXCEPTIONS!**

CROSSING THE RACE TRACK

- 1 --No one will be allowed to cross the racetrack at anytime during the course of that evenings racing unless permission to otherwise do so. No one will be allowed outside of the pit entrance of turn 4. If any crew member crosses the track the car in question will be **BLACK FLAGGED** for that event.
- 2 – No crew member will be allowed on the racetrack at anytime during any event or during any yellow or red flag situation unless otherwise instructed to do so.
- 3 – There will be a designated Hot Pit area, all crew members must remain in this area until their race has been completed! (Hot Pit for Features Only) Maximum of 2 crew members per car only!
- 4 – No one will be allowed to enter the track from the back chute exit!

HOT PITS

- 1 --There will be an Open Hot Pit area located in the infield by the scoring tower, this area will only be open during the feature events. Pit Crews must remain in this designated area.
- 2 – If you have to use the Hot Pit area you will have to be ready to go by the time lineups are done and the Yellow light has been turned off. You will not be able to re-enter the track under the Green flag. If you do re-enter under the Green flag you will be **BLACK FLAGGED!**
- 3 – There will be **NO COURTESY** laps given.

TRANSPONDERS

- 1 – Each driver will receive a serial numbered transponder at pill draw each night, the driver will be responsible for that transponder for that evening. The driver must turn in their transponder at payoff to receive that evening's pay! **NO EXCEPTIONS!** \$50 fine if not turned in that night!
- 2 – Be sure your transponder is mounted in its proper location. If there is a question about the location see Tri-City Speedway's Director of Competition at the line-up board.
- 3 – If your transponder is lost or damaged you will be charged \$165.00 replacement cost before being allowed to race at Tri-City Speedway's next racing event!
- 4 – **You must have your transponder in for hot laps!**
- 5 – It will be your responsibility to see that your transponder is on your car for every race you are in that evening. If you do not have your transponder in you will be **BLACK FLAGGED** for that race!
- 6 --Every car must have a Transponder Pouch! No duct taping or any other form of attaching your transponder will be allowed.

RACECEIVERS

- 1 --Raceceivers will be **MANDATORY ALL CLASSES in 2019!**
If you do not have a raceceiver they will be available for purchase or rental at the track. Default channel 454.000 will be used for **ALL CLASSES!**

ROUGH DRIVING

- 1 --If you make contact with another car with that car spinning out, you will go to the tail along with the car that was spun out. **NO EXCEPTIONS!**
- 2 – If you intentionally spin another car out you will be **BLACK FLAGGED** for that race.

STAGING

- 1--All races for each class will be required to report to the staging area 2 races prior to their scheduled race. Failure to do so will result in you being placed to the tail of that race! Once in staging pit crew/driver may work on car until race is called to track. Any car leaving staging or not moving forward immediately when race is called due to unfinished work will be put to rear of that race!
- 2--Alternates for feature **MUST** report to staging. Only Alternates in Staging will be considered eligible to enter the race if needed! Please be ready.

STARTS & RESTARTS

- 1 – Original starts will be double file with pole sitter setting the pace. You must be side-by-side and nose to tail. The front row will be given **1 CHANCE** to get this done, if not the front row will be **PENALIZED** to the second row and the second row moved to the front row. Original starts will be off of turn 4 at the white line!
- 2 – Original Starts:
FIRST & SECOND START CAUTION: Original start position unless car enters pit area. Car or cars causing the caution will go to tail, others move up. No criss crossing of the lineup.
THIRD START CAUTION: All cars involved in the caution will go to tail, balance single file in original line-up unless car enters pit area.
- 3 --If an **INTENTIONAL YELLOW** is brought out you will go to the tail.
- 4 – All laps will be counted & scored complete if the **Leader plus 3 cars** cross the start/finish line. Cars not passing the start/finish line will be realigned based upon their last completed lap with the cars involved in the caution placed behind them.
- 5 – **STARTS AND RESTARTS:**
Delaware Double File Restarts will be implemented in the heats, dashes, B-mains & A-mains to the checkered flag. Leader out front with the remainder of the field Double File with laps cars lined up behind lead lap cars.
2nd place car chooses high or low with everyone else lining up accordingly.
RESTARTS WILL BE IN TURN 4 NOT TURN 3!! NO JUMPING!!
- 6 – Jumping on starts or restarts: you will be **PENALIZED** 2 cars for every spot jumped to be assessed at the next caution period. If there is no caution it will be assessed at the end of the race.
- 7 --Lap cars will go to the tail on ALL feature restarts. Cars involved in the caution will go ahead of lap cars if they are on the lead lap.
- 8 – Any car “Brake Checking” on starts or restarts will be WARNED once, and will be sent to the tail on the 2nd occurrence.

YELLOW FLAGS

- 1--If you bring out the Yellow Flag you or you are involved in the Yellow you will go to the tail. If you make contact in an accident and stop on the track you will go to the tail. **NO EXCEPTIONS!**
- 2 –If you come to a stop on the track you **MUST** remain in your car until being told by a TCS official or Safety Personnel to exit your car, unless there is a fire! If you exit your car you will be disqualified for the remainder of that evenings events! **NO EXCEPTIONS!**
- 3 --Stopping without making contact to avoid an accident, you will be given your position back.
- 4 – Any car causing an **INTENTIONAL YELLOW** will be Black Flagged for that race.

2-SPIN RULE

- 1 --There will be a 2-Spin Rule in effect for all races. This means that if you are **CHARGED** with 2 Yellow Flag situations you will be Black Flagged for that race.
- 2 – Only the car or cars that caused the yellow will be charged.

WHITE & CHECKERED FLAGS

- 1 – Heat, Dash or Consi: if the **Leader plus 3 cars** receives the White flag prior to a caution that race will be considered complete. The finish will be based on the order they were running on the last completed lap with the cars involved in the caution placed to the rear of the field.
- 2 – If the **Leader plus 3 cars** does not receive the White flag prior to a caution, the race will be restarted going Green/White/Checkered.
- 3 – Features:
All Features will finish under the Checkered flag. When the leader receives the Checkered the race is over. If there is a caution after the leader receives the Checkered, the rest of the field not crossing the Start/finish line reverts back to the last completed lap with the cars involved in the caution put to the rear of the field. If there is a caution before the leader receives the Checkered, the race will restart Green/White together with the Checkered displayed the next time by.

SCALING

The following cars must weigh -

Heat Races - Winner Only!

Dash - All Cars

Consi's - Winner Only!

Feature - Top 5 - (Unless otherwise instructed)

******CARS MUST REPORT DIRECTLY TO THE SCALE/TECH AREA! NO EXCEPTIONS******

TECH / CLAIM AREA

- 1 --Tech/Claim area is located by the scales in the infield, unless otherwise notified.
- 2 – Any driver found to be illegal or refusing a claim will Forfeit their Total Championship Points up to the night of the infraction & all Prize Money from that evening's event!
- 3 – Tri-City Speedway management reserves the right to refuse any or all claims or protests!
- 4 – All claims or protests must be placed with the Director of Competition no later than 10 minutes after the "A" Feature.
- 5 – The Protest Fee is \$100 and must be given to an Official along with the protest. Car in protest will be Checked after the main event. If the car in protest is found illegal the protester will be returned his \$100. If the car is found legal, the \$100 is given to the car in protest.

TIRES

- 1 --A Tri-City Speedway Official can **CONFISCATE** or take samples of any tire on any night to be evaluated and returned within a reasonable period of time.
- 2 – **ANYONE FOUND WITH an ILLEGAL TIRE or TIRES WILL RECEIVE A 30 DAY SUSPENSION FROM ALL TRI-CITY SPEEDWAY EVENTS, LOSS OF CHAMPIONSHIP POINTS & ALL PURSE MONEY FOR THAT EVENT!**

FIGHTING

- 1 --There will be **NO TOLERANCE** concerning this rule. If you are involved in a fight: **1st Offense** you will be put on Probation and fined \$100 before being allowed to return to Tri-City Speedway, **2nd Offense** will result in a fine of \$500 & 1 week suspension, loss of Points and Pay for the night, **3rd Offense** will result in being **BANNED** from Tri-City Speedway for the remainder of **2019** Season.
- 2 – Anyone approaching any Tri-City Speedway Official or Staff Member with the intent to fight or anyone using **ABUSIVE LANGUAGE** or **GESTURES** will be put on Probation and fined \$100! All fines must be paid before being allowed to compete again at Tri-City Speedway.
- 3 – This includes all **DRIVERS** and their **CREW MEMBERS**. Drivers will be held accountable for their crew members at all times!
- 4 – If this offense occurs you will also lose all Championship points and money awarded for that event!
- 5 --No one shall leave their pit stall or approach or enter another Driver's Pit stall at anytime with the intent to start an altercation!
- 6 --Fighting penalties will be in force before, during, & after ANY Tri-City Speedway sponsored event including the banquet!

PROVISIONALS

- 1 – Will be determined by the Promoter.
- 2 – You must attempt to race your way into the feature to be eligible for a provisional.
- 3 – You must start your assigned race and complete the race if capable.
- 4 – You will only be allowed 1 Provisional per year! Promoter's option for special events

PAYOFF

- 1 – Payoff will be at the **Pay Off Building**. Your Transponder will be required at the time that you pickup your check or pit pass voucher. **CHECKS WILL NOT BE MAILED!**
- 2 – Anyone not making the feature will “earn” a pit pass voucher good for entry to any regular night's racing program. This pass **MUST** be picked up at the payoff window the night it is earned or it will be **FORFEITED!**
- 3 – All pit pass vouchers must be used within a 30 day period from the date issued.
- 4 – Pit pass vouchers are non-transferable and must be used by the driver it was issued to.
- 5 – If pit pass voucher is lost it will not be reissued. **NO EXCEPTIONS!**
- 6 – Pit pass voucher must be presented at the pit gate for admission.
- 7 – Tri-City Speedway reserves the right to take any outstanding fines or monies owed by either the Driver or Car Owner out of the Driver or Owner's prize money check.

TRI-CITY SPEEDWAY TRACK CHAMPIONSHIP & AWARDS

- 1 – **Driver/Car registration is required to compete for championship points and be eligible for year-end awards. You must be a member by May 31st to be eligible for these awards. NO EXCEPTIONS!**
- 2 – Tri-City Speedway Track contingency sponsor's decals must be displayed or forfeit product contingency award program. ******Please Support Our Sponsors******.
- 3 – Track Championship points will be awarded to all positions at every racing event unless noted otherwise.
- 4 – Track Champions will be held accountable for their actions at all times!
- 5 – On Championship night the top 2 in points will be guaranteed a starting position in the “A” feature. To be eligible for this you must be a Tri-City Speedway member. **NO EXCEPTIONS!**
- 6 – It will be the responsibility of the driver or car owner to declare their rookie status at the beginning of the racing season and fill out the proper paperwork.
- 7--You must race 75% of the season's points races in that class to be eligible for year-end awards.
- 8--Driver/Owner must be present at the Awards Banquet to receive year-end Awards.

FINAL JUDGEMENT:

Decisions of the Director of Competition, Pit Stewards and Track Owner will be **FINAL**, any situation not covered will be acted upon by the Officials in charge, whose decision is **FINAL** and **BINDING** to all participants. If it is not written it will be considered **ILLEGAL!**

IT WILL BE THE RESPOSIBILITY OF ALL PARTICIPANTS TO KNOW AND UNDERSTAND ALL RULES SET FORTH BY TRI-CITY SPEEDWAY OFFICIALS!

For More Information: Track – 618-931-7836 or Office – 800-617-9077

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2019 WEEKLY RACE FORMAT
ALL RACES WILL BE RUN UNDER A TIME LIMIT

<u>HEAT RACES</u>	<u>LAPS</u>	<u>TIME LIMIT</u>
LATE MODEL	8	10 MINUTES
MODIFIED	8	10 MINUTES
B-MODIFIED	8	10 MINUTES
STREET STOCK	8	10 MINUTES
FACTORY STOCK	6	10 MINUTES
CRATE LATE MODELS	8	10 MINUTES

DASH

LATE MODEL	1 LAP PER CAR WITH A	10 MINUTES
MODIFIED	6 LAP MINIMUM	PER RACE

CONSI'S

	<u>LAPS /10 or More Cars</u>	<u>1 – 9 Cars</u>	
LATE MODEL	10	1 Lap per Car	10 MINUTES
MODIFIED	10	With A 6 Lap	10 MINUTES
B-MODIFIED	10	Minimum	10 MINUTES
STREET STOCK	10	“	10 MINUTES
FACTORY STOCK	6	“	10 MINUTES
CRATE LATE MODELS	10		10 MINUTES

If car count gets down to number of cars transferring – race will be checkered!

If 2 semis scheduled, we may run 1 if enough cars are scratched prior to the start of the first semi.

FEATURES

	<u>LAPS</u>	
LATE MODEL	25	30 MINUTES
MODIFIED	20	25 MINUTES
B-MODIFIED	15	20 MINUTES
STREET STOCK	15	20 MINUTES
FACTORY STOCK	12	15 MINUTES
CRATE LATE MODEL	20	25 MINUTES

TIMER WILL STOP DURING ANY RED FLAG SITUATION!

TIME LIMIT EXPIRATION

1 -If the time limit expires during a race, the race will continue under Green until the next caution or the checkered flag.

2 – When time expires during or before a caution, 1 attempt will be made to go Green/White/Checkered. After 1 failed attempt, the race will go Green/White together.

CAR COUNT

1-8 Cars 1 Heat – top 6 to Dash, All to Feature

9-15 Cars 2 Heats – top 2 to Dash, All to Feature

16-23 Cars 3 Heats – top 2 to Dash, All to Feature

24-32 Cars 4 Heats- top 2 to Dash, 3rd & 4th to Feature, top 6 from (1) B Main to Feature (22 Car Feature)

*Note: If only 23 cars are in attendance or running at the time the B Main is staged, we will eliminate B Main and start 23 cars in Feature.

33-40 Cars 5 Heats – winner to Dash, 2nd & 3rd to Feature, top 4 from (2) B Mains to Feature. (23 Car Feature).

41-48 Cars 6 Heats – winner to Dash, 2nd to Feature, 3rd and back to (2) B Mains, top 5 from each B to Feature. (22 Car Feature).

Car count determined when Pill Draw closes.

DASH

1 --Late Models & Modifieds will be the only classes that will run dashes! Determined by Sanction Special's

2 – **NO ALTERNATES**

Track Points Explanation

Weekly Points Structure

Qualifying, Heats, Dash & Consi's

Feature

Position	Points	Position	Points
1	4	1	75
2	3	2	70
3	2	3	65
4	1	4	60
		5	55
		6	50
		7	48
		8	46
		9	44
		10	42
		11	40
		12	39
		13	38
		14	37
		15	36
		16	35
		17	34
		18	33
		19	32
		20	31
		21	30
		22	29
		23	28
		24	27

Anyone Not Making The "A" Feature Will Receive 10 Points

No Show Up Points Will Be Awarded!

ALL RACE NIGHTS WILL BE CHAMPIONSHIP POINTS NIGHTS!
Special events will be given track points by member finishing order