<u>2013</u>

River Cities Speeway Rules

Sprints see NOSA & RCS rules pertaining to the car & racing rules

Section A: Safety rules for all classes.

For the three classes sanctioned by **Wissota**: Street Stocks, Midwest Modifieds, and Late Models we will be using the official **Wissota** Rule Book pertaining to the general rules, general policies and minimum specifications. Sections 4 operating procedure, Section 5 flagging procedure, and Section 6 point system will also be used.

As for the Outlaw Sprint class, we will run NOSA and the following general rules; sections 1 through 6.

SECTION 1 - GENERAL RULES

1-1 General Application

The general rules of this section shall apply to each and every driver, owner, sponsor, mechanic, crew member and/or any other pit personnel (collectively known as participants). All participants subject to the rules are expected to know the rules and any claimed ignorance of the rules will not be accepted as an excuse.

1-2 Effective Date

The River Cities Speedway rules are effective upon the date of publication, regardless of when a person subject to the rules receives actual notice of the rule.

1-3 Exhibits and Drawings

Exhibits and drawings are deemed rules illustrations and are enforceable rules.

1-4 Amendment of Rules

River Cities Speedway reserves the right to add to, delete, supersede or modify any rules, exhibits or drawings deemed necessary for the betterment and/or safety of racing. All amendments are effective on the date of publication regardless of when a person subject to the rules receives actual notice.

1-5 Competitor Obligation

Every driver must inspect the racing surface and the racetrack area to learn of any defects, obstructions, or anything which, in the driver's opinion, is unsafe and the driver shall report that condition in writing to a track official. Any driver entering any racing event is considered to have inspected the track and determined that all conditions are satisfactory. If the driver does not feel that conditions are satisfactory, then the driver should not race. The driver further acknowledges that the driver is aware that auto racing involves risks and that by competing in an event the driver assumes these risks with full awareness and

knowledge.

1-6 General Disclaimer Statement

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 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 participants, spectators, or officials. The race director shall be empowered to impose any further restriction that in his/her opinion do not alter the minimum acceptable requirements. no express or implied warranty of safety shall result there from. Any interpretation of, or deviation from these rules is left to the discretion of the officials. Their decision is final.

1-7 Finality Of Decisions & Interpretations

The decisions of race officials, or track officials, at a sanctioned event, including the interpretation and application of rules and the scoring of positions, shall be final.

1-8 Violation Of Rules Intent

Any person who defies or violates the intent or spirit of the rules shall be considered to have engaged in unsportsmanlike conduct and shall be dealt with by track officials depending upon the nature of the infraction. Unsportsmanlike conduct will result in a fine of up to \$1,000.00 and/or a suspension of up to one year and/or probation for up to one year from the date of infraction.

1-9 Reserved Participation Right

The track promoter reserves the right to refuse to accept the entry of any car or driver or owner. Furthermore, the track promoter reserves the right to revoke or cancel any entry, or any right to be on the track premises, if it is felt or determined that a persons presence or conduct is not in the best interest of the sport of auto racing, the other competitors, the spectators, track management and/or employees.

1-10 Conduct

1-10.1 Driver Responsibility

The driver is responsible for the actions of his pit crew in all respects. The area around your car shall be considered sacred, anyone causing a disturbance in that area will be dealt with. The driver shall be the sole spokesperson for his/her car owner and pit crew in any and all matters, and must talk with the chief track official in charge regarding their conduct or behavior.

1-10.2 Fighting - Disturbance

Retaliation for any reason on the track, off the track and in the pits by any means i.e. car or physical contact will not be tolerated.

Penalties

1st Offense - \$250 fine and 1 year probation

2nd Offense - \$500 fine, 1 year probation and 2 week suspension (All event points and all prize money shall be forfeited by either offense)

1-10.3 Assault/Abuse of RCS Officials, Owners or Employees

No driver, crewmember or spectator shall subject any track official, track owner or track employee to any abusive or improper language at any time.

Penalties will be accessed according to severity

Physical contact of any kind will not be tolerated i.e. touched or by any means

Penalties

1st Offense - 1 month suspension

2nd Offense - 1 year suspension

(All event points and all prize money shall be forfeited by either offense)

1-10.4 Alcoholic Beverages

No beer or alcoholic beverages will be allowed for consumption in the pit area until the entire program for all divisions is completed. If a driver or pit crew member is caught drinking in the pit area before the entire program (all divisions) is completed, he/she shall be immediately ejected from the race track premises and shall be subject to a mandatory fine of not less than \$100.00 and not more than \$500.00 and a suspension.

1-11 River Cities Speedway Drug Policy

1-11.1 Illegal Drugs, Definition:

Illegal drugs are those substances or drug substances defined and prohibited by state and/or federal laws.

1-11.2 General Prohibition:

Possession or use of illegal drugs or drug substances, as defined above, is prohibited in any form, by any participant, either on the Speedway grounds, or in any area considered to be used in the operation of the Speedway, such as parking lots or leased properties.

1-11.3 Participant, definition:

A participant is any person taking part in any event at a track in any form, including but not limited to drivers, car owners, mechanics, crewmembers, sponsors, track officials or pit area observers. All such persons shall be considered public figures that have by their own choice become involved in auto racing events at RCS, with the full understanding that he/she must abide by the rules and regulations established and published or announced by RCS. All

participants are considered to be responsible for their personal conduct.

1-11.4 Specific Prohibition, Violations and Penalties Any person who is:

- <u>1-11.4.1</u> found to be in possession of, or under the influence of, an illegal drug or drug substance on the Speedway property; or
- <u>1-11.4.2</u> arrested by duly-constituted authorities and charged with possession and/or use of illegal drugs or drug substances, regardless of whether offense occurred on or off the Speedway property; or
- <u>1-11.4.3</u> formally charged by a court of law with an illegal drug violation, regardless of whether the offense occurred on or off the Speedway property;
- 1-11.4.4 shall be subject to the following penalties by river cities speedway:
- 1-11.4.5 Suspension from competition and eviction from all River Cities Speedway events, and denial of further entry to events for a period to be determined by River Cities Speedway officials.
- <u>1-11.4.6</u> Any participant who is formally charged by a court of law with an illegal drug violation, regardless of the level of the offense, upon River Cities Speedway being so advised, shall be suspended from all forms of participation of events until such time as the charges are fully adjudicated through the legal process.
- <u>1-11.4.7</u> Any participant convicted of an illegal drug violation, regardless of the level of the offense, by a court of law shall be prohibited from taking part in any event for a minimum period of 1 year from the date of conviction.
- <u>1-11.4.8</u> In addition, during any suspension imposed above, all point fund money, both track and national, including all contingency awards, shall be held by River Cities Speedway pending adjudication of the charges and shall be forfeited if the participant is convicted of the charges.
- 1-11.5 Appeal and Hearing: Any participant suspended for violation of these rules will be granted an appeal hearing by a board of officials designated by the River Cities Speedway provided the suspended participant requests such a hearing, in writing, within 14 calendar days of the date of suspension. It is the responsibility of the suspended participant to make such a request for a hearing.

1.11.6 Reinstatements:

A participant suspended for violation of these rules, except in the case of persons charged with selling drugs may as the result of a decision reached through the appeal and hearing process, be reinstated if:

- <u>1-11.6.1</u> In the case of drug use, it is mutually agreed that the participant, at his/her own expense, will produce documentation from a physician licensed within the state, certifying that he/she is drug independent, as a result of random and periodic examinations and urinalysis testing, made at the request of River Cities Speedway.
- <u>1-11.6.2</u> In the case of drug possession, that the participant produces evidence, satisfactory to the hearing panel that he/she was not in possession of illegal

drugs.

1.11.7 Prescribed Drugs:

If a participant is using prescription drugs on the advice of a physician, such use must be reported to the chief pit steward or racing director prior to the participant's entry into any Speedway activities.

Failure to so notify will subject the participant to penalties as prescribed above.

1-12 Probation

All fines and suspensions will automatically carry a one year from date of infraction probationary period. All fines and suspensions will automatically carry from class to class.

1-13 Duration of Penalties

All penalties will cover through the entire River Cities Speedway racing season and cover all events.

Section 2 - GENERAL POLICIES

- 2-1 Prevailing Policy
- 2-1.1 Any disagreements over technical questions or operations will be resolved by River Cities Speedway track officials. When their decision is rendered, such decision is final, binding and non-appeal able.
- 2-1.2 River Cities Speedway or track officials will establish the length, frequency and administration of all events and programs and when their decision is rendered, that decision is final and binding.

2-2 Licensing and Registration

<u>2-2.1</u> No driver or crewmember may enter the racetrack or pit area until he/she has personally signed all releases, registrations and entry forms. No person will be permitted to sign the release sheet for any other person other than himself/herself. Any participant who fails to sign all release and registration forms will be disqualified and any prize money will be forfeited. You must have your *Wissota* license in hand before you draw for position.

2-3 Pit Age Requirement

No one under the minimum age of (14) fourteen will be allowed into the pit area. All persons under the age of (18) eighteen must have a signed minor release form on file. (Forms available at pit gate).

2-4 Race Procedures

- <u>2-4.1</u> Whenever you are in a race car you will be race ready at all times. Everyone must wear the required helmet, fire suit, cinched harness and lap belts for hot laps, warm-ups and races. All safety equipment will be worn at all times.
- <u>2-4.2</u> No one except the driver and track officials are allowed on the race track at any time after the race starts.
- <u>2-4.3</u> If a car is unable to start the race, all cars behind that car's position will advance one position. Cars entering the track on the parade lap (you have to get Lon or Wayne's approval) will start at the rear of the field, regardless of their qualifying position.
- <u>2-4.4</u> If a car moves out of position before the green flag is thrown, at the discretion of the flagman, the race may be yellow flagged and a miss start declared, then putting the driver or drivers involved back a position. If they do it again, they will be put tail end or black-flagged this applies to all.
- <u>2-4.5</u> When a race is stopped after the completion of at least one lap, cars shall be lined up in the order in which they were running at the completion of the last full lap before being stopped, the car or cars causing the accident or the yellow, shall start at the rear. If a car causes a stoppage twice in the same race, that car will be sent to the pits. If the flagman thinks you intentionally hit someone they will be black-flagged. Any body taking evasive action to avoid being in an accident, stopping etc., will be given his or her spot back. Any driver who causes a yellow and we think they could have gotten started before the yellow was thrown will get black-flagged. Sprints: any sprint that stops for any reason goes to the rear except when an official wants to check for safety concerns.
- <u>2-4.6</u> A race may be stopped at the discretion of the starter or officials at any time they consider it dangerous or unsafe to continue.
- <u>2-4.7</u> Any car being lapped consistently by the field may be black-flagged at the flagman's discretion.
- <u>2-4.8</u> All classes can check the track after the B-Mains and before the Feature event before your feature. <u>Two-men only</u>.
- <u>2-4.9 -</u> Only essential people in the infield. All drivers and pit crew members must return to the pits after red flags and during all races. The races will not start until the infield has been cleared of non-essential people. 4-wheelers to be used only on a Red keep them on the topside of the track while driving and parking. Three pit people on track during red if open red.

2-5 Driver Changes- see WISSOTA & Sprint Rules

2-5.1 - No driver changes are allowed during a race.

If you get hurt, another driver can run your car but must qualify it. If there are no further qualifying events, you will run tail end of the B-Main. If no B-Main that evening, start rear of feature if field is not full.

<u>2-5.2</u> The driver may qualify only one car in a class. In the event of a wreck in practice, the driver will be allowed to qualify another car provided that car has not yet been qualified. Points will go to that car.

2-6 Good Standing

You must be in good standing with the River Cities Speedway in order to receive any point fund money and/or other awards. All fines must be paid, all suspensions must be fully served and all outstanding debts to River Cities Speedway must be fully paid in order to be considered to be in good standing with River Cities Speedway. This includes any driver, owners or crew members that have fines, suspensions or debts pending with the River Cities Speedway.

2-7 Racing Season Sprints

River Cities Speedway point season will begin with the first and will end for the local point standings on our last race. All other classes see WISSOTA rules.

2-8 Race Car Numbers

Drivers are responsible for notifying River Cities Speedway of their current car number/or number changes. Numbers must consist of 1 or 2 digits, at least 18 inches high, and in a contrasting color to the background color, and must be neatly painted on both door panels and on the roof or wing and facing the grandstand. In the case of sprints changing wings, numbers on the wings must be taped over.

SECTION 3 - MINIMUM SPECIFICATIONS

3-1 General

- <u>3-1.1</u> At any time, before, during or after an event, track officials may require additional measures or equipment, or make additional determinations, as they deem necessary to further reduce the risk to competitors.
- <u>3-1.2 -</u> All cars are subject to a minimum specification inspection at any time. It is the responsibility of the driver to prepare his/her car to comply with all minimum specifications, to be free of defects, and in safe racing condition.

3-2 Safety

- <u>3-2.1 -</u> Helmets. Helmets are required and must be a minimum of snell 85 rated. We recommend the Snell 90 rating or better. The helmet must be worn at all times when the car is on the track and must accompany the vehicle at time of inspection. The helmet must have a face shield or eyewear protection which must be in place while the car is on the track. For sprints, a full face helmet is strongly recommended.
- <u>3-2.2</u> Driving Suit. A driving suit of a flame retardant nature (nomex type material for sprints) must be worn by all competitors. If the driving suit is a two piece suit both the top and the bottom must be worn at the same time. (For sprints, it is recommended that there be a one piece, minimum two layers required and recommended a three layer quilted suit, of fire resistant material and underwear, socks, shoes, gloves and hood of fire resistant material are highly recommended.)
- <u>3-2.3</u> Exhaust Noise Suppression. It is mandatory for the exhaust system to be equipped with a noise suppressor of some type so as not to exceed a decibel level of 100 decibels at 100 feet. NO cutting mufflers in half and mounting half on each side. Suggested mufflers to use: Super Trapp 5A Shorty, Flowmaster, Howe, Lobaks.
- <u>3-2.4 -</u> Shoulder Harness, Belts, and Restraints. A competition shoulder harness, at least three (3) inches wide, and a lap belt at least three (3) inches wide are required. No OEM factory type shoulder belts or straps will be allowed. Metal to metal buckles are required on the shoulder harness and the lap belt. The harness must be mounted in at least FIVE points below the driver's shoulders (sub strap). Arm restraints are required. Helmet restraints and cages nets are recommended.
- <u>3-2.5</u> Kill Switch. A kill switch is required and must be within easy reach of the driver with the shoulder harness and lap belt fully cinched. This kill switch must be clearly marked "off" and "on".
- <u>3-2.6</u> Mirrors and Radio. No mirrors or radios of any kind are allowed at any time.
- <u>3-2.7 Steering Wheel.</u> It is mandatory that all cars be equipped with a quick disconnect steering wheel.

SECTION 4 – OPERATING PROCEDURE

- 4-1 The car will be registered as it enters the pits.

 The car will only race under one number, one driver per night. You will receive show up points if you unload your car and make a valid effort to race your car.
- <u>4-2</u> For regular races pit gate opens at 5 pm. All classes of cars will draw for heat positions or check in with track officials for line-up positions. The car must be in the pits to draw. Street Stock, Midwest Mod and Late Model may have a crewmember draw providing they have the <u>driver's Wissota license</u>. Cars

entering the pits after 6:45 will start at the rear. If regular qualifying does not fill the field and there is a late entry after qualifying, they may tag the feature in the order of entering the gate in case there is more than one. Late arrivals must tag the rear.

- **4-3** Drivers and pit crews will remain close to their cars and keep them ready to line up when called. Once a field of cars is on the track the race will start. The flagman will wait for no one.
- <u>4-4</u> Owners or drivers of a car disqualified for any reason will forfeit their entry fees. Owners or drivers who enter cars but fail to appear when their event is run will also forfeit their entry fees.

4-5 Heat sizes

Street Stock, Midwest Modified and Late Model

1 - 9 1 heat 10 - 17 2 heats 18 - 23 3 heats 24 - 32 4 heats

Sprints see NOSA & RCS Rules

4.5.1 Laps

Street Stock, Midwest Modified and Late Model

All heats 8 laps

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Sprint

All heats 10 laps

FEATURE LAPS

Street Stock

B Main - 10 laps

A Main - 15 laps:

A Main - 20 laps

Midwest Mod Sprint

B Main - 10 laps
A Main - 18 Laps
A Main - 25 laps

4-6 TIME LIMITS

(a) The time limit on feature races will be:

Street Stock
Midwest Mod
Late Model
Sprint

20 minutes
20 minutes
30 minutes
30 minutes

(Excluding time out for red flags).

(b) The clock will start at the first green flag.

- (c) If a caution (yellow flag) occurs after the time limit, the race will be restarted with a green/white/checkered ending the race.
- <u>4-7</u> Tire changing rule Tire changing will be allowed in the B-main and Feature by the following method. Any driver in need of a tire change will receive THREE minutes to change a tire. ALL classes of cars will be allowed to change flat tires by entering their pit area by any means on a yellow flag. If you stop on the track to cause your own yellow because of a flat tire you will be sent to the pits (no tire change allowed). If you enter the pit you will start tail end on the restart. You must have the tire changed and back on the track before the green flag comes out. The flagman will wait for no one. If you are concerned that a tire may be flat, ask a track official on the track; if it is flat, he will let you know.
- <u>4-8</u> If you argue with a flagman you will be black-flagged, those drivers and pitmen that continue to argue with flagmen and track officials after a race may have to sit out a race.
- <u>4-9</u> You will be paid for an event in the order you finished or by the order you dropped out in the case of those that did not finish the race.
- <u>4-10</u> No adding helmets or tear offs on a yellow flag. You will need to enter the pits and start from the rear.
- <u>4-11</u> Cars refusing to pack the track will start tail end of your heats. If you are already tail end of your heat, you will not run the heat but will run the B-main starting at the rear. Track packing starts a 6:25pm.
- <u>4-12</u> For the race that gets rained out; anytime we get at least half the laps in the race will be called complete; however, any race less will start from the beginning on the make-up date.
- **<u>4-13</u>** If you are confident someone is running an illegal motor, see Wissota Rules.
- **4-14** All people in the pit area must remain behind the pit fence. Only persons authorized by track officials will be allowed on the track.
- <u>4-15</u> All drivers must attend the pit meeting. All engines must be shut off during the pit meeting and for the National Anthem.
- <u>4-16</u> Any car not meeting safety standards specifications requirements as determined by the River Cities Speedway OFFICIALS is subject to automatic disqualification. Any rules or regulations not covered in this set of rules will be left to the jurisdiction of the track officials. (if it doesn't say it in the rules don't do it!!!!!)

Anyone detected in violation of these rules at anytime will forfeit entry fees, prize money and points for that race and may also lose all points accumulated to that

time of the season. Track officials' decisions will be final.

SECTION 5 – FLAG PROCEDURES

- <u>5-1</u> The race has officially started when the first green flag has been given. If you spin out after the green flag drops before the first lap is completed you will go tail end. This pertains to all classes.
- <u>5-2 Checkered flag:</u> The race has officially ended and all cars must pass underneath it to be scored on the last lap.
- 5-3 Yellow or red flag thrown on the last lap: In the event of a yellow or red flag after the lead car has received the white flag- the race will be RESTARTED. If a yellow or red comes out any time the leader has taken the checkered flag, the race is over. The leader will be declared the winner. The remainder of the field who have not taken the checkered flag will be scored in the order they had crossed the finish line at the last completed lap. Except for what cars caused the yellow or red or stopped will be scored tail end.
- <u>5-4 Red flag:</u> Drivers are hereby instructed not to pass the scene of an accident on a red flag or the path of the safety crew. Any driver passing the scene of an accident or the path of a safety crew will be sent to the rear for the re-start lineup. Please stop in a safe manner to allow the safety crew access to an accident as soon as possible.

No gear changing. If you dump fluids on the track you will be disqualified. Fluids to be added in the pit area only. No fuel added.

If you can enter the pit area without going past the red flag accident, proceed, otherwise ask the pit steward for permission to proceed. Failure to do so may cause you to be black flagged. If you enter the pit area, you start at the rear. All work done on the track except fluids or tires. ONLY three pit crew members will be allowed to work on your car on the racing surface during a red flag. All drivers must be ready to race one minute from the time the race goes from red to yellow to get their position back. Otherwise the driver will be placed at tail end.

<u>5-5 YELLOW FLAG:</u> Proceed with caution, the track may not be clear, or a restart is needed. Continuing to race after you have seen a yellow may cause you to be sent tail end. Any driver causing a yellow flag anytime even in the first lap, except on a miss start - will be sent tail end. Any driver causing two yellow flags will be sent to the pits. Those cars that stop on yellow will go tail end on restart. Failure to do so will cause you to be sent to the pits.

<u>5-6 YELLOW FLAG</u> crossed with a red flag or a yellow flag with a red line: Proceed to the front straight away and stop. This is for a restart line up only. No working on cars. Wait for track officials to send you out single file to turn 3 and wait to proceed.

<u>5-7 BLUE FLAG</u> with yellow line through it: This is the move over flag. It is to make you aware that faster traffic is about to overtake you. You must either hold your position on the track or move to the outside.

<u>5-8 DRIVER DISREGARD:</u> If a driver ignores a yellow, red, blue or black flag he/she will be sent to the pits and may be suspended.

5-9 RESTART RULES:

Sprints: The purpose of the single file restart is to bring the field of cars back to full racing in a safe manner in the order they were racing prior to a yellow coming out. This will be accomplished in the following manner. All cars will stay in a single file until they have passed the cone on the front straightaway. As you approach the flag stand, the flagman will give the leader a green light. The leader must pickup the pace going into turn 4 and picking it up approaching the cone. When the leader has reached the cone, he may accelerate to full racing speed and each and every car behind him may do so also but cannot pass the car ahead of them until they have passed the cone. Not at any time will the leader slow down prior to the cone or he/she will be sent to tail end.

WISSOTA: Restart will be with Delaware. Start whenever possible and will be started by the flagman.

- <u>5-10</u> IN THE CASE of restarts the flagman may red flag the cars on the front straightaway for line up positions only. No work will be done at this time.
- <u>5-11</u> There will be no adding of fuel during a race, to do so will cause you to be black-flagged. Put on enough fuel to run the race. If for some reason a flagman determines a fuel stop is necessary, he will red flag the race and only then will fuel be added. At no time will a driver determine when a fuel stop is needed. If we do stop a race for refueling, all motors will be shut off.
- <u>5-12</u> When the track has been cleared on a yellow or red flag the flagman will give the signal to start racing, you will have 3 minutes to start moving, if you are not moving in that time you will be told to take your car to the infield or pits. Failure to do so will cause you to be black flagged.
- <u>5-13</u> Any driver ignoring any flag may be penalized by suspension of car, driver, and crew. Flagman and judge's decision are final.
- <u>5-14</u>Your car is considered entered for the race once it has appeared on the racing surface under your own power. Anyone re-entering the pits after that will start tail end, unless you ask an official about a safety issue.

SECTION 6 – POINT SYSTEM

6-1 Point System

Points will be awarded at all events on the following basis:

<u>6-1.1 - General.</u> In the Sprint class points will go with the number of the car. All other classes points will go with the driver. The car/driver will receive the best point finish between the heat race or the consolation race event before entering the feature (One event only).

<u>6-1.2 - Show Points.</u> All drivers will be awarded Eleven (11) show points for 11 or more cars entered. If there are 10 cars or less, they will receive Ten (10) show up points. See section 4-1 for more details.

6-1.3 - Points - Heat races.

1 st	10	6 th	5	_
2 nd	9	7 th	4	
3 rd	8	8 th	3	
4 th 5 th	7	9 th	2	
5 th	6			

(All other cars in the race receive 2 points)

6-1.4 - Points - Consolation races.

1 st	5	4 th	2
2 nd	4	5 th	2
3 rd	્ર		

(All other cars in the race receive 2 points)

6-1.5 - Points - Feature races.

1 st	35	13 th 22
2 nd	33	14 th 21
3 rd	32	15 th 20
4 th	31	16 th 19
5 th	30	17 th 18
6 th	29	18 th 17
7^{th}	28	19 th 16
8 th	27	20 th 15
9 th	26	21 st 14
10 th	25	22 nd 13
11 th	24	23 rd 12
12 th	23	24 th 11

(All other cars in the race receive 11 points)

When a driver runs the heat race and the B-main, you will receive the highest point placing earned, not the total of both races.

Wissota redraw system for Late Models, Midwest Mods and Streets. However straight up starts for mid season and season championship.

THE TOP 3 IN EACH QUALIFYING EVENT MUST SCALE THE TOP 5 IN THE FEATURE MUST SCALE

In Street Stocks, Midwest Modifieds, and Late Models any driver required to scale, immediately following the qualifying and/or Feature events who:

- A. Does not go directly to the scales, or
- B. Avoids going to the scales, or
- C. Does not remain at the scales until scaled, or
- **D.** Does not meet the minimum weight for the class according to the scale at the racetrack for the event.

THEN: If in the heat race, shall be disqualified from the heat race and shall forfeit all points as well as all prize money for the heat race, but shall be allowed to start at the back of the last chance, consolation or feature race. If in the feature race, shall be disqualified and shall forfeit all points as well as all prize money for the feature race, but may still be subject to the claim rule, if applicable.

TRACK POLICY

- 1. CLAIM and/or injury information: When involved in an accident involving any injury to yourself, advise the racing officials immediately so the necessary reporting will be accomplished. No claims will be considered unless reported prior to leaving the Speedway property that day. Contact the competition director and give him a full report before you leave the Speedway. If physically unable, your pit crew must be responsible for this report.
- **2. WAIVERS:** When such will not result in reduced safety or unfair advantage, the track owners, at their sole discretion, may waive all or any part of these rules.
- **3. CHANGES:** The track management reserves the right at any time to add to, delete, modify, expand, restrict or otherwise change these rules. Changes may be in writing or oral, provided that if oral changes are made, drivers shall be notified of such changes at the pit meeting prior to races and such oral changes shall be reduced to writing and posted at the pit scale within seven (7) days.
- **4. QUALIFICATIONS of drivers:** The track management shall be sole judge of the qualifications of the drivers. In judging driver's qualifications, track owners may consider the driver's experience, record or unsafe or reckless driving at this or other tracks, vehicle condition, the physical or mental condition of the driver and any other relevant factors.
- 5. AT THE CONCLUSION of a race event the results will be posted. You will

have 10 minutes to review those results, at which time the driver may discuss any discrepancies with the tack officials.

- **6. DRIVER protests, objections, complaints and suggestions:** The driver input is important and valued. Track officials will be happy to listen to protests, objections, complaints and suggestions from the drivers only within 10 minutes of completion of your race.
- **7. UNRULY behavior** will not be tolerated and the offending person(s) subject to ejection from the premises with forfeiture of the guest rights and privileges. Any disagreement over technical questions or operations will be resolved by the racing officials and management. When their decision is rendered, such decision is final and binding.

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 race track events and by participating in these events, all participants are deemed to have accepted these rules. No express or implied warranty of 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 participants, spectators or other.

These rules have been reviewed and set by the race committee of the River Cities Speedway.

Race Driver Protocols

In case of an accident where the race is stopped and the ambulance is needed on the track. We need from you, the drivers, a thumbs up sign, if you are okay. If it is not given or for some reason we feel that an assessment is needed we will come over and check you out.

Rollovers:

The driver will need to be out of the car prior to it being righted most of the time, however in certain situations the car may be righted first. Our assessment of you is based on our ability to talk to you and get a response back, and the presence of pain and injuries.

Injuries:

If you are injured to the degree that you will need medical treatment, you will be put into the ambulance and taken into the infield. Then decision will be made as to whether you will need to be taken to the hospital by ambulance or by private vehicle. If you are transported by ambulance one other person may go with you. If the injury is not life threatening we will transfer you into another ambulance in the pit area for transfer to Altru Hospital.

05/15/13

Addendum A

River City Speedway Rules 2013 All Classes

All Classes:

- 1. If you do not make your heat, please speak to Lon Kvasager, Wayne Anderson or Dan Grundyson. If you have a verifiable reason you can start in the last heat tail end.
- 2. All cars nose to tail only, original starts, heats and restart cars that get out of line will be scored 2 spots back at the end of the race. Jump starts, 2 spots back, 2nd time to rear.
- 3. Close all gaps or start in rear.
- 4. After you pass the checkered flag you just make one slow down lap before going off on turn one
- 5. Exit and enter the track only on the 1st and 4th corner. No going over the top to enter or leave the track! If you are at the rear for this race then you will be scored 5 spots back at the end of the race.
- 6. If you have 2 wheels off the track you may pull the car back on -3 or 4 wheels off and a yellow will be thrown. You must re-enter on the #4 corner or a black flag will be thrown.
- 7. The car on the outside on the top of the track has the right of way. The car below must turn down or back off. If you push the outside car off, you will be given a black flag.
- 8. Failure to follow the instructions on original lineup and restarts will result in the car being scored back at the end of the race the same amount of spots by not starting in the correct position. The second you are told or signaled to move into your proper starting spot and you do not move, you will start at the rear.
- 9. If you race on the incline of the berm you will be scored 2 spots back at the end of the race. (Example: the winner would be scored third) I will be watching and hope I do not get any names. If this doesn't work we will back a vertical cut one foot deep. We do not like to do this as it wrecks cars.
- 10. No line on the track is sacred to any one car.
- 11. Rough driving. If you shake someone loose by tapping on the rear or any other means to pass then, you will be scored back the spot gained at the end of the race. We realize there are accidents and take that into consideration. For intentional or reckless driving, you will be scored 1 to 5 spots back. The black flag will be used if necessary.
- 12. There will be no bumping or competitors cars after the race, physical force or paybacks. The penalty will forfeiture of monies or points for the night. The 2nd offense will be a \$250 fine in addition to the forfeiture of monies and points.

- 13. If you go off the track for a tire change, don't waste time wondering if you can do it. Get it done! Heat tire change: we will not wait. Notify Dan G or an official if he is not available right away and he/they will call Lon or Wayne to see if the car can come back on. You MUST have approval to go back on the track and only if it's before the restart will it be allowed. All cars that have been in the pits must then restart at the back. Feature Tire Change or repairs: if you are in an accident with another car you have 3 minutes to complete the work. The same rules as the heat apply, if it is not you yellow. As soon as you go in for anything get an official with a radio for ruling. If you run the rope, whether it is up or down, you will forfeit all monies and points for the night.
- 14. NO ONE CAN USE THEIR 4-WHEELERS OR ANY MOTORIZED VEHICLE EXCEPT TO RESPOND TO AN OPEN RED FLAG WHEN THE ROPE IS DOWN. THE 4-WHEELER MAY ONLY GO TO THE TOP OF THE TRACK AND PARK.
- 15. The East and West observation towers are off limits to all people except RCS Officials and Press. All others will be fines \$100 for the first offense, \$200 for the second offense and \$300 PLUS a 2 week suspension for the third offense.

Addendum B Retaliation Rules

River Cities Speedway August 02, 2010 Retro-Active to June 30, 2010

means (ie) car or physical contact will not be tolerated starting June 30, 2010.

Penalties

1st Offense - \$250.00 fine and 1 year probation 2nd Offense - \$500.00 fine, 1 year probation and 2 weeks suspension

All RCS officials, owners, workers being touched by any person 1st Offense - 1 month suspension 2nd Offense - 1 year suspension

UPDATED 05/15/13