

# 2026

## General Rules

### for Stateline Speedway at MØDE Stadium

#### **RULEBOOK DISCLAIMER**

The rules and/or regulations set forth herein are designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for such events. These rules shall govern the condition of all events, and by participating in these events, all participants are deemed to have complied with these rules. NO EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATION OF OR COMPLIANCE WITH THESE RULES AND/OR REGULATIONS. They are intended as a guide for the conduct of the sport and are in no way a guarantee against injury or death of a participant, spectator, or official.

The race director shall be empowered to permit minor deviations from any of the specifications herein or impose any further restrictions that in his/her opinion do not alter the minimum acceptable requirements. NO EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM SUCH ALTERATION OF SPECIFICATIONS. Any interpretation or deviation of these rules is left to the discretion of the officials. Their decision is final.

- Stateline Speedway Management

*No solicitation, sale, trade, or outside vendor transactions allowed on site without express written approval of Stateline Speedway*

#### **PIT RULES**

1. All persons entering the pits shall be bound by these rules, whether a member or not, and subject to all fines or penalties if found in violation of said rules.
2. All persons must sign in at the back gate and wear their pit pass at all times. Random drug testing may be required.
  - a. **NO WRISTBAND, NO POINTS, NO PAY.** If anyone has not signed in at the back gate or via PitPay before the pit meeting, the driver will be responsible for crew that have not signed in. Drivers are subject to fines or penalties.
3. **NO DRUGS ON TRACK PROPERTY.** No alcohol consumption until after the final checkered flag of the event. Violation of any of these will come with a penalty and/or suspension.
4. Five miles per hour (5mph) in the pits at all times. **NO BURNOUTS. NO RECKLESS DRIVING.** A penalty will be assessed to violators. No post-race spectator auto traffic allowed in pits.
  - a. One (1) hour maximum loading curfew after the final event.
  - b. Transponders must be returned after your final checkered flag.
5. All persons in pits must attend pit meeting.
6. No foot traffic inside the fenced south-side area from the grandstands to the pits without a wristband.

#### **RACE & DRIVER RULES**

7. **DO NOT DRIVE THE WRONG WAY ON THE TRACK.** We turn left. In the event of a

spin out, either rejoin the race as quickly and safely as possible, or turn into the infield and rejoin the field at the back of the pack as quickly and safely as possible.

8. Drivers must wear clean, fire-resistant fire suit on track at all times. The suit must be free of holes, tears or alterations. It is required to wear SNELL 2015 SA-rated, approved racing helmet minimum at all times on the racetrack. A racing approved, up-to-date seat belt, five-point harness, window net, headrest, and fire gloves and shoes are required. Neck brace, head and neck restraints recommended. All suits and helmets will be inspected for wear. No Dirt Bike Helmets. All cars must carry a working, up to date fire extinguisher within reach of the driver.
9. Car numbers must be legible. Car number must be neat in appearance and twenty-four inches high by three inches wide (24" x 3") on both front doors and roof, facing the tower; six inch (6") minimum on upper windshield, passenger side.
10. Any car dragging, sparking, or showing other body problems may be sent to the pits for inspection. Indication will be given by the flagman displaying a *Mechanical Black flag*.
11. No tire greasing whatsoever at any time.

**12. NO RACECEIVER, NO SPOTTER, NO RACE.**

- a. **RACEreceivers are required in every vehicle on the track.**
- b. For classes that use radios: Either the Spotter OR the driver **MUST** have a RACEceiver.

13. Other than transponders and RACEreceivers, NO radio equipment of any kind allowed in cars or pits, except for approved classes and traveling groups.

14. No substitute drivers except through the co-driver rules as outlined below:
  - a. Points will be awarded to the car number as registered for the event. Permanent car numbers must be on all cars. No changing numbers on a car after that car has time in for that event.
  - b. A maximum of two (2) drivers per car will be allowed.
  - c. Co-drivers may only register under one car number per class.
  - d. Co-drivers may share the driving duties. Points will be awarded only to the car number; however, on any given single race day, only one driver may qualify and race the car. **No changing drivers on race day, or you will lose all your points for that day.**
  - e. You may only be a co-driver for one car per season. You cannot change to/become another car's co-driver.
  - f. **You cannot be a co-driver if you are a registered driver under another number in the class in which you are trying to be the co-driver.**
  - g. **If you are adding a co-driver, you MUST inform the back gate at check-in!**

15. Drivers may at any time be forced to rear-start, be sent to the back of the pack, or parked during a race at the discretion of the track officials.

Examples include:

- a. **Any driver or crew that does not take their car to the line-up grid when requested to do so by the officials may be required to start at the back of the line-up for that event.**
- b. Racecars entering the pits for any reason will be sent to the back of the pack, except in an emergency with flagman discretion.
- c. If you or your car causes a *Red flag*, you will be sent to the back of the pack. d. If you are involved in an incident that causes a *Yellow flag*, you may be sent to the back of the pack or the back of the last car that is on the lead lap, if you are also on the lead lap.
- e. **Three (3) unassisted spins in a race is subject to being parked from that**

**race.**

- f. Anyone thought to be "SANDBAGGING" may or may not be lap-checked in the first race that car runs that day. If the time logged on the lap-check is three-tenths (3/10) faster than the logged time, the lap-checked time will be used to place that car in the rear of the next race of the class for that day.
- g. If you time in  $\frac{3}{4}$  of a second slower than the pole sitter, you may be forced to rear-start.
- h. If you are a rookie or considered a "hazard", you may be forced to rear-start. i. Cars that have failed to qualify or arrived late will start at the back for ALL races during the event.

16. Following a caution or a red, any driver that is sent to the back will receive two (2) RACEceiver warnings to move to the back.

- a. If you ignore the warnings, you will get a "stop & go"/"pass-thru" *Black flag*
- b. If you ignore the Black flag, **we will stop scoring the car.**

17. **Ignoring the Flagman flag during a race two (2) laps will result in no longer being scored.**

18. Cars will receive three (3) to four (4) qualifying laps. The fastest lap will be taken. a. **All laps will be counted as qualifying laps.**

- b. V6 Claimers, Bump to Pass, and Roadrunners qualifying:  
GREEN/WHITE/CHECKERED (3 laps)
- c. All other classes: GREEN/GREEN/WHITE/CHECKERED (4 laps)
- d. The number of qualifying laps and/or flags waved may change at any time, subject to the discretion of the promoter and/or race officials.
- e. No extra laps will be given in the event of a spin out. **No cooldown laps.** There will be a car behind you, so exit the track as quickly and safely as possible.

19. The cone is painted on the track (orange arrows with white outlines); cars must choose high (to the right) or low (to the left) of the cone. Do not run over the cone. Failure to choose high or low will result in being sent to the back of the "longest line". a. For classes that take the cone, if a caution is thrown right after taking a cone, scoring and line-up will revert to the last lap, and we will re-do the cone. b. The use of the cone for any class is subject to the discretion of the promoter and/or race officials.

20. **Decision of the flagman and/or race control officials during an event is final.**

**Arguing or disrespect of any race official may incur a penalty and/or suspension.**

a. Clarification of a decision is allowed **within one (1) hour** after the final checkered flag is thrown.

- b. **For scoring and calling the race, the track will use only its own equipment. Outside photos and videos will NOT be used to determine race results for ANY event.**
- c. **NO ONE is allowed in the tower, except race officials.**

21. Poor sportsmanship, rough driving, causing a problem, showing bad temper, ignoring a *Black flag*, fighting, using bad language, distracting the flagman during races and the like may result in penalty.

- a. You may be levied a twenty-five dollar to two-thousand dollar (\$25.00 to \$2,000.00) fine, shut down for two (2) or more races, or barred from Stateline Speedway or series for life by the promoter.
- b. **NO BURNOUTS. NO RECKLESS DRIVING.**
- c. Car owner and/or driver is responsible for all conduct of people associated with his/her car, including cleaning, housekeeping, fighting, arguing, etc.

- i. Violations may result in penalties, including but not limited to: disqualification, monetary fine, suspension. Any suspension includes car and car number.
- ii. Only the car owner and/or driver shall bring matters to the officials.
- d. If someone leaves their pit stall with the intention of entering another driver's pit stall, driver may be subject to fines, penalties, or asked to leave the premises. e. Any driver stopping on or off the track to argue with an official, in regard to an official's decision, can be disqualified from the event.
- f. **If you touch an official, you may be arrested, suspended, or both.** 22. The race will be considered completed when the *Checkered flag* has been displayed. Promoter determines the size of main events and length of races; these may be changed at any time.
  - a. Track management reserves the right to change racing programs at their discretion at ANY time.
- 23. All fines, punishments, penalties and disqualifications (DQ) will be issued within 72 hours (or 3 days) of the race day corresponding to the race in question.
- 24. **NO EXITING CAR WHILE ON TRACK** until the safety crew tells you it is okay to exit your car. Drivers must remain seat-belted in their cars until the race is stopped or official permission to exit is given, except in case of fire.
  - a. NO PIT CREW/FANS on track at ANY time without permission from race officials.
- 25. If any driver in an accident is removed to the hospital, they must, upon returning to the racetrack for any events thereafter, show a written release from the examining doctor before being allowed to drive in another race.
  - a. Drivers may be required to show track officials adequate safety maneuverability in and out of the car from time to time.
- 26. Any driver or crew member that partakes in any alcoholic beverage or stimulating, depressing, or tranquilizing drugs, or is otherwise under the influence before the day's racing events are completed will incur penalty, fine, suspension or be removed from the property.

## **GENERAL TECH RULES**

- 27. **If the rulebook or the Technical Director makes a revision and says you can do it, you can. If not, you cannot do it, so don't do it.**
- 28. Cooling systems shall contain WATER ONLY. Stop Leak is OKAY. **NO ANTIFREEZE.**
- 29. Weight/lead must be painted white or bright colored with car number marked on it and securely fastened (2 bolts).
- 30. All cars entering the pits are subject to tear-down at Technical Director's discretion. a. **When asked to remove a part or tear down for tech inspection, if you refuse you are subject to a fine, disqualification, suspension, and/or loss of points.**

## **SALES & ADVERTISING RULES**

- 31. Sales and advertising and/or any material displayed must receive prior approval from management and remain in designated areas.
- 32. Nothing can be sold in the pits, grandstands, or anywhere else on track property without permission from management.

## **FLAG RULES**

**The following color flags and/or lights will be obeyed without question:**

**GREEN:** GO, GO, GO! The race has started or restarted.

- **At the start of the race:** you may not pass any cars until you cross the start/finish line; which means you must have your front bumper behind the rear bumper of the car in front of you.
- **On single-file restarts:** as soon as the flag drops, you may pass to the **outside only**, until you cross the start/finish line.

**YELLOW:** Caution! Slow down and hold your position.

- NO PASSING. We do not race back to the yellow flag.
- Any car going to the pits under yellow will start at the rear of the “longest line”. • Cars will be returned to the positions held upon the completion of the last “green flag” lap. • Any car involved in any action that results in a yellow flag being thrown may be sent to the rear of the field at the Flagman’s discretion.
- If you are a lapped car, you may go to the back of the cars that are on the lead lap (“the back of the lead lap cars”).
- If a yellow flag is thrown after the leader has taken the white flag, the field will be scored at the checkered under yellow.

**RED:** Emergency! Race has stopped.

- Bring your car to an immediate, controlled, safe stop (on the apron, if possible). • Drivers must remain seat-belted in their cars at all times on track until official permission to exit is given, except in case of fire. Do Not Move. No Cool Down Circles without Permission.
- If a red flag is thrown after the leader has taken the white flag, **the race is finished.**

**WHITE:** One lap to go! This is your last chance to pass the car in front of you. • The next flag ends the race, regardless of its color.

**CHECKERED:** You know what this means: the race is over! Exit track safely and observe pit speed rule.

**BLACK:** Exit the track immediately!

- Blatant disregard of the black flag will result in removal of all points and money for the race program.
- No protesting of the black flag.
- Flagman may display the black flag for you to return to the pits for the remainder of the race OR for a “stop & go”/“pass-thru”; you will hear on RACEceiver which one applies to you.
- **Any rolled flag pointed at a driver** is a warning of improper driving and pending penalty or black flag, if the situation is not corrected.

HAVE FUN. BE SAFE. DRINK WATER. Page 5 of 6

**BLACK w/ORANGE DOT:** There is a mechanical problem with your racecar.

- Exit the track and see the back wall flagman for a description of the issue, if not known to you.
- Cars that receive a mechanical black flag during a race must be cleared by the back wall flagman or Technical Director before reentering the event.

**BLUE w/YELLOW STRIPE:** Hold your line! Do NOT make any erratic moves, as the leader(s) are coming to put you a lap(s) down.

- **NOTE:** The Race Director may direct you to go high or low at their discretion via RACEceiver.

**YELLOW w/RED STRIPES:** This is the “RE-DO” flag. Something went wrong with the last start. Line up in your previous starting order and we will start again.