

Stateline Speedway - General Rules 2023

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 of 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 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 officials. Their decision is final.

-Stateline Speedway Management

No Solicitation or sale, trade, or outside vendor transaction allowed on site without express written approval of Stateline Speedway

NO GLASS CONTAINERS OF ANY KIND ALLOWED IN PITS.

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 back gate and wear pit pass at all times. Random drug test may be required. If anyone has not signed in at the back gate before pit meeting, driver will be responsible for crew that have not signed in. Driver is subject to fines or penalties.
3. No hard alcohol or drugs on track property. (Beer, wine coolers ok AFTER race.) No glass containers of any kind allowed in pits. No weapons of any kind allowed in pits. No pets or animals of any kind without proper paperwork and prior approval. Violation of any of these will come with a penalty and/or suspension.
4. Five miles per hour (5 mph) in the pits, a penalty will be assessed to violators. No post-race spectator auto traffic allowed in pits. One hour, maximum loading curfew after final event. Transponders must be returned within one hour of the final checkered flag.
5. 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 2005 rated approved racing helmet minimum at all times on the racetrack. A racing approved up to date seat belt, full shoulder harness, window-net and headrest, fire gloves and shoes are required. Neck brace, head and neck restraints recommended. All suits and helmets will be inspected for wear.
 - a. All cars must have a working Driver's door window net.
 - b. All cars must carry a working fire extinguisher within the reach of the driver.
6. Car numbers must be readable. Car number must be neat appearing and twenty-four inches high by three inches (24"x 3") wide on both front doors and roof facing tower. Six inch (6") minimum on upper windshield, passenger side.

7. No repairs on track, no tools or you will be given a penalty. Any car dragging or sparking or other body problems may be sent to the pits for inspection. Indication will be given by flagman displaying mechanical black flag.
 - a. No tire greasing whatsoever at any time.
8. Racecars entering the pits for any reason; **you will be sent to the back of the pack.** (Except in emergency, with flagman discretion.) If you go to the pits, you will be sent to the back of the pack.
9. If you or your car causes a Red flag, you go to the back of the pack.
10. If you are involved in an incident that causes a Yellow flag, you may be moved to the back of the pack or the back of the car that is on the lead lap if you are also on the lead lap.
11. **Three (3) unassisted spins in a race is subject to being parked from that race.**
12. Cars will receive two (2) qualifying laps, the fastest lap will be taken. No extra laps in case of a spinout. Cars that have failed to qualify or late arrivals will start at the back for all races during the event.
13. Anyone thought to be “SAND BAGGING” 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 his class for that day.
14. If you time in $\frac{3}{4}$ of a second slower than the pole sitter, you could be forced to start in the rear.
15. If you are rookie or considered a “hazard,” you may be forced to rear start.
16. **Decision of the flagman during race is final. Arguing or disrespect of the flagman may cause you to receive a penalty and/or suspension. Clarification of decision is allowed within 1 hour after the final checkered flag is thrown.**
17. **Poor sportsmanship, rough driving, causing a problem, showing bad temper, ignoring black flag, fighting, using bad language, distracting flagman during races. Any of these; you may be levied a twenty-five dollar to two-thousand dollar (\$25.00 to \$2000.00) fine, shut down for two (2) or more races or barred from the speedway or series for life by the promoter. Driver is responsible for all conduct of people associated with his/her car. In the event that someone leaves their pit stall with intentions of entering another driver's pit stall, driver may be subject to fines, penalties, or asked to leave the premises. Any suspension includes car and car number. If you touch an official you may be arrested or suspended or both.**
18. The race will be considered completed when the checkered flag has been displayed. Promoter determines the size of main events and length of race may be changed at any given time.
19. Young under age persons must complete unlicensed parental documents, and the promoter will make the final decision as to participation.
20. The car owner and/or driver will be responsible for the conduct of all persons associated with that car, including cleaning, housekeeping, fighting, arguing, etc. may result in a penalty, disqualification, and/or fine for the driver. Only the car owner or driver shall bring matters to the officials.

21. Any driver involved in an accident of any consequence must be released by an EMT or if removed to the hospital, must, upon returning to the race track at any events and thereafter, show a written release from the examining doctor before being allowed to drive in another race. Drivers may be required to show adequate safety maneuverability in and out of car from time to time, also a release may be required by a medical doctor prior to racing activities.
22. All cars must have operating mufflers, except demo derby and specialty event cars. Ninety-five decibels at one-hundred feet (95 db at 100')
23. Track management reserves the right to change racing programs at their discretion at ANY time.
24. Sales and advertising and/or any material displayed; only by approval of management in designated areas.
25. Nothing can be sold in pits or grandstands or on track property without permission from management.
26. Radios are off limits, except for authorized personnel.
27. No foot traffic between pits and grandstands inside the fenced area.
28. All persons in pits must attend pit meeting.
29. **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.**
30. **RACEceivers are required in every vehicle on the track.** Late Models and Jr. Late Models; Spotter OR Driver **MUST** have a RACEceiver. RACEceivers can be purchased through Stateline Speedway or drivers may provide their own.
31. Other than transponders and RACEceivers, NO radio equipment of any kind allowed in cars or pits. (Except for Late Models and traveling groups)
32. Travelers will be allowed to run on the track pending permission from a tech Official.
33. All cars entering pits are subject to tear-down at tech discretion.
 - a. **When asked to remove a part or tear down for tech inspection and you refuse; you are subject to a fine, disqualification, suspension, and/or loss of points.**
34. Protest on **finishes** will be handled at the pit shack/whiteboard/KFC bucket **ONLY!**
 - a. **AFTER THE LAST MAIN EVENT AND WITHIN 1 HOUR AFTER FINAL CHECKERED FLAG IS THROWN!**
 - b. Bad Sportsmanship and Driving incidents will be handled by Race officials. Promoter will levee all fines and suspensions. NO ONE is allowed to go to the tower area with a protest.
 - c. Post-Race **Technical Inspection** PROTEST must be issued within 15 minutes of checkered flag of the class the protest is issued within. If you want to protest a finish based on a car's mechanical parts, you must pay the Technical Director cash, and inform the Technical Director which ONE PART you are protesting. You can only protest one part on the car. The protest fee is \$500 dollars for the event that you are registered to race in. **Protest can only be issued from drivers that are racing within the same class on the same race day.** If you win the protest, and the other driver's car is illegal, your money will be given back to you. If you lose your protest, and the other driver's car is legal, the legal driver gets to keep your money!

35. No Substitute drivers, except through the co-driver rules as outlined below

- a. Points will be awarded to the car number as registered. Permanent numbers must be on all cars. No changing numbers on a car after that car has timed in on that day.
- b. A maximum of two 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 of your points for that day.
- e. You may only be a co-driver on one car. Once a year. You cannot change to/or 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!**

36. If any car or driver misses a race; no points will be earned.

37. Cooling systems shall contain water ONLY. Stop leak OK. NO ANTIFREEZE.

38. If the rule book 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.

39. No exiting car while on track until safety crew tells you it is OK to exit your car. Drivers must remain seat-belted in their cars until race is stopped or official permission to exit is given, except in case of fire. No pit crew/fans on track at ANY time without permission from race officials.

40. Any driver stopping on or off the track to argue with an official, in regards to an official's decision, can be disqualified from the event. For clarification of decision, return to pit shack within 1 hour after final checkered flag.

41. Any driver or crew member that partakes in any alcoholic beverage, stimulating, depressing, or tranquilizing drugs or is otherwise under the influence before the day's racing events are completed; will result in penalty, fine, suspension or be removed from the property.

42. 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.

43. Have Fun and be safe.

We'll see you... at the races!

FLAG RULES:

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

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

- a. 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.
- b. On 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.

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

RED: Emergency! Race has stopped.

- a. Bring your car to an immediate, controlled, safe stop, on the apron if possible.
- b. 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.
- c. If a red flag is thrown after the leader has taken the white flag, the race may be restarted and finished (1 lap remaining; green&white, then checkered) OR determined complete. The line up, if race is restarted for the remaining 1 lap, will be determined by the previous green flag lap at the discretion of the Race Director.

WHITE: One lap to go. This is your last chance to pass the car in front of you.

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

YELLOW/CHECKERED: If the yellow flag is thrown after the leader has taken the white flag, the field will be scored at the checkered flag.

BLACK: Exit the track immediately.

- a. Blatant disregard of black flag will result in removal of all points and money for the race program.
- b. No protesting of the black flag.
- c. Flagman may display the black flag for you to return to the pits for the remainder of the race or a “stop & go” -you will hear on RACEceiver which one applies to you.
- d. **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.

BLACK w/RED DOT: There is a mechanical problem with your racecar

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

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

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.

