

WENATCHEE VALLEY'S SUPER OVAL GENERAL RULES

RULE BOOK 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.

The Management of Wenatchee Valley's Super Oval

No Solicitation or sale, trade, or outside vendor transaction allowed on site without express written approval of Wenatchee Valley's Super Oval.

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 drugs on track property. 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 20 minutes of final checkered flag.**
- 5.** Drivers must wear clean fire resistant fire suit on track at all times, **the suit must be free of holes or 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

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headrest, fire gloves and shoes are required. Neck brace, 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. Race cars 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 be parked from that event.

12. Cars will receive two (2) qualifying laps for single car qualifying or 5 laps for group qualifying, the fastest lap will be taken. No extra laps in case of a spinout. Those cars that have failed to qualify or late arrivals will start at 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. **If you time in over one second slower than the pole sitter, you could be forced to start in the rear. If you are rookie or considered a "hazard," you may be forced to rear start.**

14. Decision of the flagman/race director 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 final checkered flag is thrown.

15. Season Championships, all cars and or driver must have run at least one (1) previous races with the class to be able to run, and be a point standing member.

16. 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.**

17. Yellow laps do not count unless deemed necessary by the race director or talked about during a race meeting. We revert back to the last completed green flag lap. **We do not race to the yellow.** If you race back to the yellow you can be black flagged at the discretion of the flagman or race director.

18. The race will be considered completed when the checkered flag has been displayed. "Race runs Green to Checkered." Promoter determines size of main events and length of race may be changed at any given time.

The car owner and/or driver will be responsible for the conduct of all persons associated with that car, including cleaning and housekeeping. Only the car owner or driver shall bring matters to the officials.

19. Any driver involved in accident of any consequence must be released by an ambulance driver, or if it does not say you can, you cannot. Please build to the rules, not around them.

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.

20. All cars must have operating mufflers. Ninety-fivedecibels at one-hundred feet (95 db at 100')

21. Track management reserves the right to change racing program at their discretion.

22. Sales and advertising and/or any material displayed only by approval of management in designated area.

23. Nothing can be sold in pits or grandstands or on track property without permission from management.

24. Track Radios are off limits, except for authorized personnel.

25. No foot traffic between pits and grandstands inside fenced area.

26. All persons in pits must attend pit meeting.

27. 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.

28. **Raceivers are required in every vehicle on the track except Late Models, Jr. Late Models, BMods. Raceivers can be purchased through Wenatchee Valley's Super Oval or drivers may providetheir own.**

29. Other than transponders and raceivers , No radio equipment of any kind allowed in cars or pits. For designated non radio classes.

30. Travelers will be allowed to run on the track pending permission from a tech Official.

31. All cars entering pits are subject to tear-down at tech discretion. 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.

32. Protest on finishes will be handled at the pit shack **ONLY! -- AFTER THE LAST MAIN EVENT WITHIN 1 HOUR AFTER FINAL CHECKERED FLAG IS THROWN! 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.

33. No Substitute drivers, Permanent numbers will be on all cars. No changing numbers on a car after that car has timed in that day.

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- 35.** If any car or driver misses a race no points will be earned.
- 36.** Cooling systems shall contain water ONLY. Stop leak OK. NO ANTIFREEZE.
- 37.** 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 do not do it.
- 38.** 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 personal on track at **any time** without permission from Competition Director.
- 39.** **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
- 40.** Any competitor or crew member, which has a pit wrist band partakes of 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 disqualification, fine and suspension.
- 41.** 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.
- 42.** The following color flags (some may also be lights) will be obeyed without question:
- a. GREEN:** Go, go, go. The race has started or restarted. At start of race, you may not pass any cars until you cross start/finish line; which means you must have your front bumper behind the rear bumper of the car in front of you. On restarts, as soon as the flag drops, you may pass to the outside only, until the start/finish line.
 - b. YELLOW:** Caution, slow down, and hold your position. NO PASSING. We do not race back to the yellow flag. Cars will be returned to the positions held upon the completion of the last "green flag" lap. Car(s), which caused the display of the yellow flag, may be required to take position(s) at the rear of the field.
 - c. RED:** Emergency; race has stopped; stop your car safely as soon as possible without causing an accident. 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.
 - d. WHITE:** One lap to go. This is your last chance to pass the car in front of you.
 - e. CHECKERED:** Everybody knows what this flag means, race is over. Exit track safely and observe pit speed rule.
 - f. BLACK:** Report to the Competition Director immediately. No protesting of black flag. Explanation will be given. Blatant disregard of black flag will result in removal of all points and money for the race program.
 - g. BLACK w/RED DOT:** There is a mechanical problem with your racecar, report to the Competition Director. Cars that receive a mechanical black flag during an event must be cleared by the Competition Director before reentering the event.

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h. BLUE w/YELLOW STRIPE: Hold your position, the leaders are coming, you are being lapped.

i. 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.

45. No rough driving. Flagman and race officials may display a rolled up black flag to warn you that you're driving too rough or flagman may display the black flag for you to return to the pits for the remainder of the race or event.

46. When two cars bring out a yellow flag, one or both of the cars will be sent to the rear of the field at Flagman's discretion. If you are not a lapped car, you may go to the back of the car that is on the lead lap.

Race Procedures

- 1. All initial starts will begin with the pole driver starting the race in the Restart Box of turn 4. Drivers cannot pass to the inside before the start finish line.**
- 2. All Heat races will have single file restarts.**
- 3. All Main Events Restarts will be Double File Restarts except for Bandos. The line up will be determined by cone for Pro Late Models, BMods, Jr Lates and Thunder Cars by choosing the inside or outside lane.**
- 4. Free Pass/Lucky Dog will be used in Pro Late Models only for races 76 or more laps. The first car down a lap will start at the end of the longest line.**
- 5. Por Late Model races with more than 76 laps the lap cars will go to the back on restarts. All other races and classes will have lap cars blend in unless they choose to drop to the back.**
- 6. There will be two attempts at a double file restart, the race may be switched single file restarts at the discretion of the race director.**
- 7. Roadrunners have a 16.750 breakout rule. If you run breakout in qualifying, your time is disallowed and you start at the rear for the night on all events. If you breakout in a race you have 3 laps to take the black flag stop n go penalty. If you continue on after not taking the black flag for 3 laps you will no longer be scored for that race. If you break out during the white flag or checkered flag lap of a race you will be scored the first car one lap down of the event.**
- 8. If you're involved in a caution you will start at the back of the field. The race director has discretion to make a call based on a driver trying to avoid an incident.**
- 9. Rubbing is race, wrecking is not racing. If the race director or flagman believes you intentionally wreck a driver you make be black flag, parked for the race and may face fines or suspensions.**
- 10. If a driver brings out 3 or more cautions they may be parked for the race.**
- 11. Classes with Spotters must have a Spotter in the stand and remain in the stand for the remainder of the event unless they talk to the Official in spotter stand. If a driver does not have a spotter they may be black flagged and held until a spotter is in the stand.**
- 12. RED MEANS Stop if the Red Flag comes out, you must stop your car immediately and not move unless directed or approved by track officials'. NO EXCEPTIONS.**

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