

Sumter Speedway is proud to be a part of Dirt Track Racing and is committed to maintaining the high standards of competition for which we are known. Every organization must have good rules and fair enforcement to be successful. We believe the Sumter Speedway Racing rules will accomplish the first of these objectives. The Sumter Speedway officials will use their best efforts throughout the year to accomplish the second. For over five decades, Sumter Speedway has provided highly competitive racing entertainment to Southern stock car racing fans. One of the tools we use to keep racing affordable - yet challenging - is the Sumter Speedway Racing Rule Book. It contains rules, specifications, and procedures, governing the racing events at Sumter Speedway. The Staff and Management at Sumter Speedway wish you a successful, fun, and rewarding year of racing. THANK YOU!

## PREFACE

The rules set forth in this book shall be effective for the Sumter Speedway racing season. Management reserves the right to amend, alter, suspend, delete, or supplement these rules as conditions warrant. Changes will be posted on the message board in the inspection area. It is your responsibility to be aware of changes posted. You are expected to read and understand the Sumter Speedway Rule Book. Any questions shall be directed toward the Sumter Speedway officials. The purpose of these rules is to provide orderly conduct of racing events and to establish acceptable requirements for such events. Like any other sporting event that depends on fan support, there is a great deal of showmanship and public relation required. The Management at Sumter Speedway will strive to start the races on time, while running the events in a professional manner. Brightly painted racecars, proper uniforms and attire, as well as the honorable conduct of competitors, both on and off the track, must be established. Your cooperation is greatly appreciated.

1. The Owner, Management, and Officials reserve the right to determine the intent of all rules and regulations contained in this rulebook. Sumter Speedway Officials reserve the right to make changes, adjustments, and modifications without notice in the interest of safety, better competition, the weather, or other circumstances.
2. Sumter Speedway is private property. Any person(s) on this property without the permission of the Owners or Management are guilty of trespassing and subject to penalties prescribed by law. Through your registration, you are given the authority to be on this property in conjunction with your racing activity only. However, track management reserves the right to revoke and cancel this authority at any time it is felt that your presence or conduct is not in the best interest of auto racing, your fellow competitors, fans, management, or employees of Sumter Speedway.
3. No one is permitted to sell, distribute, etc., any merchandise, services, fliers, information, etc., on the racetrack property without the express permission of the track management.
4. Although every effort has been directed toward complete, understandable and correct rules, as well as the same factors in putting them into print, Sumter Speedway cannot possibly anticipate every situation, circumstance, or interpretation.
5. Any situation not specifically covered herein will be acted upon by Sumter Speedway management or officials and their decision is final and binding.
6. Exceptions to the rules and specifications may be made on a temporary basis at the discretion of the Speedway Officials.

## **SECTION 2- REGISTRATION AND DRIVER ELIGIBILITY**

1. The yearly fee must be paid prior to the first event in which you plan compete.
2. All drivers and/or cars must be registered before competing in any events held at the track. Your registration form includes tax information and you WILL NOT be allowed to race until your information is filled out completely.
3. The speedway reserves the right to change the number on your car to avoid duplication and/or if the number cannot be seen properly. Car numbers are required to be 18" inches high and must be displayed on both sides and on top of the car. We ask that numbers on top of the car face the outside Grandstands when the car is on the front straightaway. Colors of numbers should be considered and painted to stand out and be clearly seen from both sides and the top of the car. Cars with numbers that cannot be read by the scorers will not be scored during the night's racing events. Duplicate numbers may be asked to add a digit or letter if scoring becomes a problem. The Head Scorer will request changes to numbers as needed. Cars must have those changes by the next racing event.

2. The driver may compete in as many events during the entire racing program as long as the driver is registered for each division prior to the qualifying events. If there is no qualifying event, then the driver must be registered prior to the main event. The driver may use the same car more than once during the racing program providing that the car meets all rules for that class.
  3. In case of a relief driver for someone that is sick, injured, on vacation, or any driver change, you must notify an official and get approval from track scoring prior to the start of the event. The relief driver must be a registered driver and earned points and money will go to the relief driver. If this is not done prior to the event, the relief driver and/or car will be disqualified.
  4. Drivers must be at least 16 years of age and show proof of age such as a valid driver's license. A waiver release form will have to be filled out by a guardian prior to competing for all drivers 16 and under.
  5. The management reserves the right to refuse entry to any car or person without question. There will be no ticket or registration money refunded to any persons.
  6. Each driver is required to draw for the heat race or the main event at the registration table located at the pit gate. Only authorized individuals may draw for the driver. The draw table will be open until the posted time. Those drivers who have not drawn will start at the rear of the heat race or if there are no heat races, these drivers(s) will start at the rear of the main event. Drawings will be done using a computerized method that randomly establishes a pill number.
- Numbers.

### **SECTION 3 - SAFETY AND INSURANCE**

Racing is an inherently dangerous sport. This applies not only to the driver, but the entire team. If we work together and follow a few of these simple rules, we can reduce the hazards.

1. Before entering the pit area, each person must follow the sign-in procedure as dictated by pit gate personnel. You must sign a liability release waiver and shall receive a pit stamp and/or wristband. The pit stamp/wristband must be displayed so that it is visible at all times.
2. Each driver must inspect the racing surface and track area to learn of any defects, obstructions, or anything, which in his/her opinion, is unsafe. Any unsafe conditions should be reported as soon as possible to the Race Director or the Chief Steward. Any driver participating in any event is considered to have inspected the track and found all conditions satisfactory. This further indicates that he/she is aware that auto racing involves risk and he/she assumes these risks with full awareness and knowledge.
3. Sumter Speedway assumes no responsibility for damage to and/or loss of your equipment, vehicle or any parts. Sumter Speedway also assumes no responsibility for any tow vehicles, cars, trucks, equipment, etc., on the grounds at any time.
4. When in the pit area, maintain a constant watch for your own protection. If you, a crew member, or any of your pit personnel are involved in an accident or injury, you must advise the Race Director or Chief Steward immediately so that reports can be filed. No medical claims will be considered unless reported prior to leaving the speedway property that day.
5. Contact the rescue vehicle, safety crew, Security, or an Official and give a full report. The above must be done before you leave the speedway. If you are unable, your crew must be responsible for this report.
6. If involved in an accident on the track you must stay in your car until directed to do so by the safety crew. DO NOT get out and inspect the damages, unless there is a fire, etc. Pits crews, car owner, family and personnel related to any car are not allowed on the track following an accident or injury, unless requested by an Official. Failure to follow these guidelines will result in disqualification.
7. No expressed or implied warranty of safety shall result from the publications of or compliance with these rules and 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 others. There is absolutely no coverage on privately owned vehicles anywhere on the speedway premises.
8. The maximum medical benefit per driver is \$5000.00. Drivers are encouraged to carry additional coverage.

### **SECTION 4 - CONDUCT AND DISCIPLINARY ACTION**

1. You are not allowed to be involved in an altercation with anyone within the Sumter Speedway premises. This may result in law enforcement officers placing you under arrest and could place a suspension or ban on your future participation and attendance to the races.

2. At any time the display of any type of weapon or threat of bodily harm, on or off the racetrack, may result in permanent suspension for the entire racing crew and will result in the arrest of all parties involved. The driver is responsible for the conduct and actions of all people associated with his/her race team (i.e. crew, sponsors, owners, family, and friends).
3. At any time if Sumter Speedway Management, the racing industry, etc, deems the conduct of any team member or driver a discredit or to themselves, he/she may be removed from all racing activity at the speedway. Any continuing problems from the same individual or "team" may result in permanent suspension and/or a ban.
4. Professional, courteous conduct is expected from all participants, at all times. Anyone acting in a un-sportsman like manner may be permanently suspended, put on probation, or fined depending on the seriousness of the incident and decisions of Management.
5. We will not tolerate profanity in front of race fans, profane signs on your car, sexual signs, or anything, deemed inappropriate by speedway officials on your car, clothes, use of any bodily references, etc. Included in this rule, no one (including your associates) is allowed to dispute a decision at the flag stand, with other officials, or the scoring tower. We expect you to look like a professional and act like one. Be clean, uniformed, and respectable. Any instance of above will result in disqualification for your event to include banishment from the track.
6. The only people allowed on the racetrack or beside the wall are speedway officials. Everyone else must stay away at all times unless requested to assist by an official.
7. Do not get out of your car to argue with another driver or official, block the racetrack, or cause an interruption to the program. You will be disqualified and will receive no points or money for the evening events.
8. There will be no drinking of alcoholic beverages on the premises unless sold by Sumter Speedway. The possession, consumption, or distribution of any controlled substances is strictly prohibited. This relates to alleged use, distribution, or possession of drugs, alcohol, and narcotics. Anyone entering the restricted area is agreeing to accept this policy and procedure. Anyone caught in what is considered, in the opinion of officials and/or track medical personnel, to be intoxicated, in the possession of, or under the influence of alcohol, drugs, or narcotics will be fined and/or suspended according to the decision of the officials or any law enforcement officers that are involved. For the purpose of this section, the driver shall be responsible for himself/herself, his/her crew, associates and anyone in and around the vicinity of his/her car or pit area. A driver is subject to being tested for substance abuse at any time. If a driver is found to have alcohol or drugs in his system, he/she will be fined and suspended. Drinking or using drugs while behind the wheel of a race car WILL NOT BE TOLERATED!
9. Anyone found guilty of assisting an unauthorized person into the pit area or letting an unauthorized person use his/her pit pass will be ejected from the property, pending fine and/or suspension.
10. Any disorderly conduct before, during, or after the events can result in the loss of Points and / or Money This will be at the discretion of the track promoter and/or the Race Director.

## **SECTION 5 - RACE PROCEDURES**

### **Frequency and Requirements**

1. Sumter Speedway Management and Officials will establish the length, frequency and administration of all events and programs and when their decision is rendered, it is final and binding. This includes the cancellation or stopping of any race/event that is decided to be untimely.
  2. Heat races maybe eliminated due to the weather or other instances concerning late starts. The starting order will be determined by the drawing positions.
  3. Every driver is expected to participate in his/her scheduled event whenever possible.
  4. If there is a driver change after the car has qualified for position in the main event the car will be put in the rear of the main event. If you do not notify the lead scorer of this change you will be disqualified.
- ### **2. Line Ups / Starts / Restart Procedure**
1. All lineups will be posted on the infield bulletin board.
  2. Double file restarts on all starts and cautions unless otherwise stated during the evening events. Track officials reserve the right to run single file restarts for any or all events.
  3. Any car that fails to make the lineup in the allotted time will start at the rear of the field. If you have problems and cannot move out to the track surface you should notify an official to see if the track can give you assistance or if the lineup needs to be adjusted.
  4. Any cars that enter the pits during an event will be lined up at the rear of the field.

5. A car that is a lap down will be lined up in the rear of the field.
6. Restarts are started by the leader in the designated restart area. We will use Delaware double file restarts with the leader out front single file and the rest of the field will be double file. If the leader has not started before passing the red stripe on the wall, the flagman will throw the green and start the race. Once the flagman has thrown the green flag and turned on the green light, the race has started. Start and restart procedures will be discussed at driver's meeting.
7. During heat races, drivers will race back on every lap; unless the track is blocked or it is deemed unsafe to race back. Drivers will race back, during main events, ONLY on first and last lap. The last lap will be scored during a race back unless it ends on a red flag. In all classes, they race back on the first lap. Changes to this will be announced during the drivers meeting or during the evening events.
8. If a car cannot make an event, the remaining cars in that line will be pulled straight up.
9. During restarts, the Lead Scorer will provide the track official with the running order. All attempts will be made to get the cars back into their proper running order. A driver that refuses to let another driver into his/her position will be shown the black flag. If the driver still refuses, he/she will be displayed the black flag again and will be disqualified.
10. The lead scorer has the final word on the lineup for all events.
11. As a general rule, once the flagman has given the one lap to go signal, the green flag will be displayed the next time around. If the start is not acceptable, the yellow flag will be displayed before one lap is completed, and a complete restart will be done.
12. If one driver is the cause of two consecutive false starts, that driver will be put back one position.
13. On a restart, cars line up in their last completed lap's scoring position before the caution flag came out with all lap cars to the rear. A lap is considered complete if all cars have crossed the finish line before the caution flag was displayed. Cars spinning to avoid the wreck (spun by their self without touching another car) and cars unable to continue only because of a blocked track will be allowed to return to their racing position. The car or cars that caused the accident, if determinable, will be placed to the rear of the field. All cars not involved in the accident must proceed cautiously,

### **On Track Procedures**

1. Any competing vehicle whose speed has reduced to a point where it causes a safety problem or retards the track activity will be removed from the racing surface at the option of the officials.
2. All flags or calls are based on the best judgment of the official or officials within the time necessary to make the call. Since some calls are a judgment on the part of the officials, they always try to make the correct decision. This is hobby racing and we need to let the official's judgment control the situation, not anyone's temporary emotions. The Race Director has the final authorization for allowing a call to stand.
3. As a general rule slow cars to stay up high on the track while the faster cars pass on the inside of the track during the race. This is not the case for restarts and should only be during, normal racing conditions.
4. Rough driving will not be tolerated, including driving in a reckless manner that causes an accident either directly or indirectly. Any competitor not obeying this rule, based on the condition, will either be sent to the back of the field or disqualified.
5. Cars stalling or spinning out on their own causing a caution flag will be placed at the rear of the field. If you are the cause three unassisted cautions, you will be parked. You will receive money and points for your finishing position. Any competitor intentionally spinning or stalling on the track to cause a caution for his or her benefit will be sent to the rear of the field and will be given a one (1) lap penalty. Any car that is unable to maintain a racing speed and not running, competitively with the rest of the field may be black flagged. Any car that is lapped three (3) times will be black flagged. This is for your safety and the safety of the other drivers. You will earn points and money where you finished unless you do not cooperate.
6. A driver can re-enter the race, once the official clears the way, but must do so in a cautious manner and merge into the field in a safe manner, so as not to interfere with the other cars on the track.
7. Any competitor intentionally or carelessly spinning another competitor (if determinable) will be placed in the rear of the field, or if intentional can be disqualified for rough driving and receive zero points and zero money. The competitor being spun will be placed at the rear of the field on a restart if the incident caused a caution. If two cars are involved in the caution, two cars will go to the rear.
8. Any driver intentionally driving on the track or in the pits in such a manner as to endanger other cars or persons, may be disqualified and/or fined, and may also lose points and money awarded for that event.
9. Any work performed to a car on the track by its pit crew without permission will result in an automatic disqualification from that race.

10. The only people allowed on the track after an event has started are the competitors (in their cars), track officials, wrecker, and fire/emergency personnel.

11. Working on a car, while on the track under any flag condition will result in disqualification. Officials may help in certain conditions and may ask for pit crew help. This will be done only under official authorization.

11. Pitting on yellow, car must go to rear of field on re-entry. Any driver getting out of the car during a yellow or red flag while on the track, unless directed by an official, will be disqualified.

12. During all events, two caution laps will be allotted for flat tires when the car reaches the designated pit area or an attempt is made to change the tire anywhere within the pits.

## **SECTION 6 - RACE PROCEDURES - FLAGS**

### **1. Green Flag - Start of Race**

All cars must maintain position until the green flag is displayed. Double file on all starts and restarts will begin immediately when the green flag is displayed. In case of an accident before the first lap is completed, the cars will be lined up two abreast in their original starting position, with the exception of those causing the accident will be lined up at the rear of the field

### **2. Blue Flag with Diagonal Yellow Stripe - Passing Flag**

A. The blue flag with the diagonal yellow stripe signifies that the fast traffic is overtaking the car being signaled. Cars being given this flag must prepare to yield to overtaking traffic.

B. The driver will be given the passing flag, twice and if he/she has not moved out of the way, he/she will be shown the black flag, on the third lap at which time scoring will cease. The driver will receive money and points for last place

### **3. Yellow Flag - Caution**

A. The yellow flag signifies caution and this flag will be given to the first car passing the starter immediately following the occurrence of the cause for the caution. When the yellow flag is displayed, all cars, regardless of their location on the track, will slow down and maintain position with respect to other cars. The starter will signify one lap before the green flag will again be displayed. Any cars pitting under a yellow flag must fall to the rear of the field when re entering, the track. Cars re-entering the race under green flag conditions must obey Officials at the track entrance and blend in using caution. Any driver getting out of the car during a yellow flag, unless directed by an official will be disqualified.

### **4. Red Flag - Race Stop**

A. The red flag means that the race must be stopped immediately regardless of the position of the cars on the track. Any driver getting out of the car during a red flag, unless directed by an official, will be disqualified. Any car moving during a red flag, unless directed by an official, may be disqualified. Any car leaving the racetrack during a red flag will be penalized and put to the rear of the field. During the red flag one (1) pit crew member may go to the race car after the Flag Man has provided the authorization to do so. No working on the car will be allowed or you will be placed in the rear of the field. In the case of a red flag during the final lap and after the white flag has been displayed, the race will be considered complete and the final finishing results will be as they would be on a restart reverting back to the last completed scored lap with the involved cars put in the appropriate restart positions.

#### **5. Black Flag – Consultation**

A. Go immediately to the scale area in the pits! An Official there will tell you what the problem is, It does not mean automatic disqualification. If you do not obey the black flag, the Flag Man at his discretion, may discontinue scoring the car being displayed the black flag, points and money will be altered. If a car is black flagged for leaking, fluid or smoking, it must be fixed and re inspected by an official before going, back on the track. Failure to be re-inspected could mean disqualification from that and/or all remaining events for that night.

6. White Flag - One Lap To Go: When the white flag is displayed it means the leader has started his/her last lap for the completion of that race. In the case of an accident where the yellow flag is displayed after issuing the white flag the leader, but before the race is complete, the drivers will race back to the Yellow/Checkered flag.

### **7. Checkered Flag - End of Race**

A. When a checkered flag is displayed, it means the race is completed. When the required race distance has been completed by the lead car, the race will be declared "official" regardless of any flag being displayed. The driver receiving the checkered flag first in any feature race must bring his/her car to the starting line

or designated area and remain there until released by the Track Official.

### **SECTION 7 - OFFICIAL START OF RACE**

The official "start of race" is considered when the Flagman has signaled the one lap to go. Any driver believed to be just "taking a green" without intention to race competitively and the entire distance of the race may not qualify for purse money and/or points. The decision of the Officials will be final. REMINDER: The track signal lights are a duplication of the flagman's flags. The flagman will correct any problems with regard to any discrepancy or inconsistency.

### **SECTION 8 - INSPECTION**

All cars must be inspected by one of the track officials.

1. A surprise inspection session may be announced at various times throughout the season where an entire division of cars will be called to a restricted area to be inspected by the Technical Officials. All cars requested must participate in the inspection or be subject to disqualification for the night and any further penalties to be determined by the Officials. Cars may continue to be inspected on a routine basis. NOTE: The fact that the car was allowed to compete in a previous event or issued an OK TO RACE is no guarantee that the car is legal or safe. Any car which is altered during a race to the extent that the car is made illegal, after first being inspected and found legal will be severely dealt with.
2. The method and time of inspection (including protests) will be determined by the Official in charge who may impound the car or item for inspection purposes. The impoundment can last up to several days while making a final determination.
3. All weighing and measuring devices used by Sumter Speedway Officials are the standards which will determine engine or car's legality.
4. The top four (4) feature finishers, heat winners, and any others requested by the Officials must proceed to the scale, restricted technical area prior to proceeding to their designated pit area. This area is restricted to the car, driver, and Officials only. You will be disqualified if you don't proceed to the scales first. If one or more of the top five (5) cars are found illegal the 5<sup>t</sup>\* (and so on) place car(s) will be required to pass the same after race inspections at the scale. All other cars should wait at the mentioned designated area until outcomes are announced.
5. Sumter Speedway is geared toward close competition. Any use of illegal equipment in violation of the rules will result in the loss of prize monies, trophies, points and/or suspension of car and driver. If in doubt about the legality of any part, please ask before buying it. If the legality of a part is in question, the burden of proof rests with the driver to provide satisfactory and concrete factual evidence establishing the origin and legality of the part.
6. The speedway reserves the right to check any car at anytime for safety or legality.
7. The Official Track Inspector is the only one that can make a call in regards to the outcome of an inspection. The track management has chosen this inspector on his or her neutral stance even if they are involved in race car manufacturing. Any driver or team refusing to allow the Official Track Inspector to inspect their car will be disqualified from the evening events.

### **SECTION 9 - POINT SYSTEM**

All classes will participate in the point system. The following are the points associated with the finishing order:

1st 175 2nd 170 3rd 165 4th 160 5th 155 6th 150 7th 146 8th 142 9th 138 10th 134 11th 130 12th 127 13th 124 14th 121 15th 118 16th 115 17th 112 18th 109 19th 106 20th 103 21st 100 22nd 97 23rd 94 24th 91 25th 88

1. All points will be posted on the Internet at [www.sumterspeedway.com](http://www.sumterspeedway.com).
3. Any disputes in the points must be made no later than 2 weeks after the event. Otherwise all points awarded will be considered official.
4. There will be no issuing of show up points or bonus points, You must run the main event in a legal car for the intended class, scored at least one (1) lap, and be registered in the class to earn points. All points for each race run will be counted towards the points championship. There will be no dropping of points. All points are awarded to the driver of the race not the car

### **SECTION 10 - DISPUTES AND PROTESTS -**

Any dispute or questions to technical rules, illegal equipment, scoring, positioning, etc, must be made by the driver or car owner only. The Officials will resolve any disagreement over technical questions or operations. When their decision is rendered, such decision is final and binding.

1. Scoring protests must be made after the completion of all night's racing. Scoring protests will only be done in an orderly manner NO ARGUING! Any disorderly conduct will result in disqualification and /or suspension. Protests must be filed by the DRIVER in ANY class.

2. The Speedway has the right to check any car at anytime without paying a protest fee. Any other protest must be registered in writing and money must be posted with officials as follows.

1. VISUAL PROTEST: All visual protest must be filed in writing and placed with the track technician before the last heat race is finished. Anything you do not have to use tools to remove will be considered a visual protest. (The use of measuring equipment is allowed). All safety related items would be considered a visual protest. Cost is \$25.00. Bodies should comply with individual class rules. Track will police bodies.

2. PROTEST: The driver and or car owner are the only person(s) that can file a protest. He/she may protest no more than two consecutive positions ahead of him/her in the feature. To protest a car, you must finish directly behind the car you are protesting or you must protest all cars in between your car and the car you wish to protest. You cannot protest cars behind you unless you were protested by that car. Protest must be filed immediately while your car is on the scales. You cannot file a protest once your car rolls off the scale. The track inspector will tell you when you can leave the scales are you declare a protest, you must provide details of the protest and have payment ready shortly after. You will be given the opportunity to go immediately to your pit and return immediately back if needed for payment of protest. If you intend to protest you must cross the scales. If your car is illegal at the scales you cannot protest.

3. PROTEST THAT REQUIRES TEAR DOWN: Only three (3) or five (5) specific items may be protested, if something is found illegal, it will be the track that finds the car legal or illegal. In the event the protest requires the engine to be disassembled, there will be a maximum of one-hour waiting period before the competitor has to start to tear down engine. Maximum of one hour to present protested part or parts for inspection. The track reserves the right to deny protest at any time. The track also reserves the right to deny protest at any time due to the lateness of the hour, weather conditions, etc.

4. When a car is under protest, the car/cars will move immediately to the designated area. Only two (2) members (owner and driver) of the protested car team are allowed in the tech room. The protester is allowed two (2) members of the team and only may enter protest area only to observe or ask questions. If they do not handle themselves in an appropriate manner they will be asked to leave or the protest may be called off. ALL OTHERS MUST STAY OUT! Final decision is to be made by the track tech inspector.

5. A time limit of 15 mins of inspection and/or discussion on any item. At that time a decision will be made. Such decision may be to delay the outcome due to research and can only be made by the official in charge

6. The Tech official reserves the right to impound any questionable items. If the car owner or driver refuse their car will be disqualified.

7. All decisions by the Tech official are final and cannot be changed. There will be no need to go to other officials or track management for additional ruling.

3. If a car owner/driver refuses to tear down the protested car, he/she and the car will be disqualified and will start in the rear of the main event in the next scheduled race.

TEAR DOWN FEES: 5 items for \$500 or 3 items for \$300. Fee for protest items to be paid at the scale.

The protest must be filed, written list, with a track official within 10 minutes of the completion of the feature. Except Extreme 4. NO TEAR DOWN in extreme 4; complete visual protest only for \$200

1. Remove transmission for inspection is \$75.00 track retains \$20.00

2. Remove oil pan for inspection fee is \$200.00 track retains \$75.00

### **SECTION 11 - RAIN POLICY**

In the event of rain, regardless of where the program has to be stopped prior to 50% completion, the racing events will continue on the make up day where the racing left off. Any new cars will be placed at the end of the lineup. Where there are missing cars from the original lineup the cars will be crossed from that point up.

1. An event will be considered complete and no rain checks issued if fifty percent 50% or more of the total number of scheduled laps (qualifying, heats, features, etc.) have been completed.

2. There are no refunds issued.

### **SECTION 12 - PENALTIES - GENERAL GUIDELINES**

Going to Scoring Tower during an event to protest a call – first occurrence- one-week suspension; second occurrence- two-week suspension plus 100 points deducted and or a

\$250.00 fine.

1. Going to flag stand during an event to protest a call- one-week suspension – 100 points deduction and a \$100.00 fine; second occurrence -two-week suspension plus 200 points deducted and/or a \$250.00 fine.
2. Rule Infraction ~ deemed by Race Director, zero points and zero money and fines levied up to \$500.00.
3. Fighting in Pits - up to two weeks and 100 points deduction and/or \$250.00 fine, provoking a fight - up to two-week suspension plus 50 point reduction and/or \$100.00 fine.
4. Anyone causing undue grief to track Officials or Management will have 200 points deduction and/or \$250.00 fine and/or suspended from Sumter Speedway. Sumter Speedway's decisions will be final.
5. Failing to notify a driver change - disqualified from race.
6. If a cash fine is handed to the infraction, this fine must be paid before the driver is allowed to compete again.

Some instances can result in banishment from the Sumter Speedway property. This can include not only the direct persons involved but the team, driver, and owner also.

\*\*These are meant to be guidelines\*\*

**SECTION 18 - SAFETY REQUIREMENTS** (unless otherwise noted in class rules)

**RACEIVERS ARE MANDATORY IN ALL CLASSES AT ANY TIME THE RACE CAR IS ON THE TRACK!**

1. All persons, while driving on the track AT ANY TIME, must wear a quality racing helmet, five-point racing seat belts with shoulder harness. Fireproof racing-style gloves are MANDATORY! Neck brace or HANS device type support system are VERY STRONGLY recommended.
2. All cars must have a window net; sprint type net allowed. The window net must be securely fastened while car is on the track. First time new drivers will be given one week to get a window net installed.
3. Full fire suits, closed toe shoes, and helmets are mandatory, in ALL classes and must be worn on track at all times. Full fire retardant suit/ NO blue jeans. Fire Suit must cover arms, legs and body. Must be complete and neat; no holes.
4. All flammable material must be removed from interior of car.
5. A firewall of at least 20-gauge metal must be used to separate driver's compartment from fuel and engine area. NOTE: In some classes, the type of metal required for firewall will be described in their own class rules.
6. Fuel lines running inside of car must be enclosed inside tubing.
7. Fuel cells are MANDATORY in all classes. (Extreme 4 and Econo 4 exception) Fuel cells or bladders must be encased in container of at least 20-gauge steel. Fuel cells must have a non-vented cap. All vents or tubes must have an in-line check valve, so fuel will not leak out if car is turned over.
8. Fuel cell must be solidly mounted. Fuel cell must be supported underneath by tubing, bolted or welded to chassis. If you lose a fuel cell, you are DONE for the night, and will not be able to compete in future events until properly repaired. This WILL be checked if you lose a fuel cell! No part of the fuel cell can be below the rear end. Fuel cells will be strictly inspected!
9. No batteries or fluid coolers in the driver's compartment. All batteries to be securely fastened as not to come loose. Batteries mounted in the trunk area near the fuel cell must be sealed in a battery box.
10. All cars must have a fully charged, up-to-date fire extinguisher and must be mounted in a quick release holder within easy reach of the driver.
12. All seat belts and shoulder harnesses must be of racing quality/type and must securely mounted to roll cage. ZERO tolerance. Five belts are required. Standard passenger car type belts will not be permitted for racing.
13. Driver's seat must be of the highest quality for racing. A full metal type seat with thick padding is preferred, but fiberglass is permitted. All seats must be mounted to a metal hoop and hoop must be mounted to roll cage. No seats are to be mounted to the floorboard of car.
14. ROLL CAGE: Each car must be equipped with a complete roll cape that completely encases and protects the driver. Roll cage must be constructed of seamless DOM or roll bar tubing of at least 1.50" in. o.d, with a minimum wall thickness of .095". THREADED CONNECTIONS ARE PROHIBITED! Roll cage must have four up rights and four top bars. All top bars and roll over bars must be ABOVE driver's

head. Minimum of three bars with a convex shape in the driver's door and two bars in the passenger door. A hoop of at least roll bar material must be welded to roll bar to which driver's seat must be mounted. All joints must be fully welded and should have gussets.

15. A drive shaft safety loop MUST be installed 12" from the tail shaft of the transmission to prevent the drive shaft from falling on to the track. If you lose a drive shaft on the track and do not have a safety chain or hoop installed, you are through for the night! All drive shafts must be painted white.

16. SCATTER SHIELD: Fly wheel and clutch protection: If any part of the fly wheel or clutch is less than 3" in front of where the driver's foot is located, you must have a shatterproof bell housing or install a shatter plate made of 3/16" x8"x12" steel located where it will protect the driver.

17. All cars must have four- wheel brakes in good working order at all times. Drivers may be instructed to prove brakes are in good working, order at any time, failure of proof will result in disqualification and suspension,

18. All cars will be equipped with all wheel studs and lug, nuts while car is on the track. Any car found missing lug nuts will be disqualified until repairs are made to the tech official's satisfaction.

19. Washers for wheel spacers are prohibited.

20. Rough or reckless driving can result in disqualification. Reckless driving in the pit area will result in disqualification and suspension.

21. WINDSHIELD SCREEN: All cars must have a minimum of four 3/8-inch metal posts in front of driver with a minimum of 12" by 18" heavy-duty mesh screen, securely mounted,

22. All extra weights used as ballast, must be securely fastened or welded on top or inside framework or floor pan. (NOT UNDER FLOORBOARD OR IN DRIVER'S OR PASSENGER'S SIDE FRONT FLOORBOARD). If weights can be moved without the aid of tools, it will not be permitted,

23. All cars in all classes must have at least two auxiliary return throttle springs on carburetor.

24. SCALE AREA - All cars must exit track in turn four after the race is over and the top four cars must slowly come to and leave the scale area for weighing and/or inspections. The top four cars must enter Scale Area in the order that they finished the race. After the race, if you get stuck in the mud and have to be pulled out, you will be disqualified.

25. All race cars must have wrecker hook up front and rear. If hook up is not there you will not race, This is mandatory! If car is found without a chain and needs to be towed off the track the wrecker crew will attach to anything they can and in case of damage, the wrecker crew will not be held responsible. In addition the car will not be allowed back on the track and will be disqualified and awarded no points and money for the night.

26. These rules are made and enforced for your protection and the protection of the people around you. Please adhere to them!

#### **SECTION 14 - ENVIRONMENTAL**

1. DO NOT dump oil, antifreeze or anything that will pollute groundwater. We have a waste oil storage tank center located behind the tech building.

2. We have trashcans for litter. They are in abundance and should be conveniently located. Please use them.

3. Applying of tire softeners at track will not be permitted at any time and in any class. THE USE OF CRESOL AS A TIRE SOFTNER WILL NOT BE PERMITTED ANYWHERE