



2018 Track Rules, Regulations & Procedures

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 SPEEDWAY EVENTS AND, BY PARTICIPATING IN THESE EVENTS, ALL RACEWAY COMPETITORS 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 REGULATIONS. THEY ARE INTENDED AS A GUIDE FOR THE CONDUCT OF THE SPORT AND IN NO WAY ARE A GUARANTEE AGAINST INJURY OR DEATH TO PARTICIPANTS, SPECTATORS OR OTHERS.

We reserve the right to refuse service to anybody.

Significant and/or material changes from the 2017 Track Rules, Regulations & Procedures are underlined. Changes made for grammatical purposes or to improve clarity are not highlighted.

The officials, staff and management of the Southern New Mexico Speedway would like to welcome all drivers and pit crews to our track. We wish you good luck, safe racing and hope you enjoy the racing program we have to offer. These Track Rules, Regulations & Procedures should be read by all drivers and crew members attending events at our racetracks. Our officials are not perfect, but they are the best around and try very hard to conduct a fair event and make these tracks fun places to race.

1. **Drivers Meeting:** You must attend or have someone represent you. If you have any questions, please ask them at the drivers meeting or before the 1st race. There should be no unanswered questions by the end of the drivers meeting.
2. **Pit Passes:** Anyone caught in the pit area without a pit pass will be ejected for the night. The race team they are with will also be held responsible and ejected for the night and/or not paid.
3. **RACEceivers:** All drivers must use RACEceivers while on the track racing or packing. If you are found without a RACEceiver, you will be fined \$25 for each occurrence.
4. **Pill Draw/Driver Check-In:** All drivers must check in no later than 7:00 p.m. or before posted time. (1:00 p.m. on shows that start at 2:00 p.m. or 5:30 p.m. on shows that start at 6:30 p.m.). Any driver arriving later than stated times will have to start scratch in heat race. NO EXCEPTIONS. Either driver and/or car must be present at time of check-in.
5. **Drugs or Alcoholic Beverages:** NO drugs or alcohol will be allowed in the pits before or during the races. If caught, you will be ejected for the night. If you or any of your pit crew members choose to purchase any alcoholic beverages from the bar, you will not be allowed back into the pits until the race night is completed.
6. **Pit Area Safety:** NO SPEEDING coming off the track or in the pits. SPEED LIMIT IS IDLE SPEED. If a car is caught speeding, you will be fined \$50. It is highly recommended that each and every competitor have a fire extinguisher in good working condition inside of their race car hauler at all times during an event.
7. **Wheel Packing:** All cars in the class specified during the drivers meeting are required to pack the track. If you do not pack the track, you will start scratch all night unless the Pit Steward is made aware of your inability to do so. Please pay close attention and follow the flagman and infield directions when packing the track. Leaving the track before you are flagged off the track will result in starting scratch in your heat as well as the main event. Refusing to wheel pack for any reason (besides mechanical failure) will result in starting scratch in your heat as well as the main event and points will not be rewarded to any driver that refuses to wheel pack. *In an effort to save time and begin racing on time, we ask that you be ready to wheel pack as the driver's meeting is over. You will have 10 minutes after the driver's meeting to begin wheel packing. Failure to be to wheel pack on time will result in you starting scratch for your heat race.*
8. **Staging Area:** All cars stage in designated area prior to racing, once the pit steward makes the

first call. If you do not stage on time, you will start scratch. If the light is green, GO. If the light is red DO NOT GO. Enter in order. We want to go green the first lap.

9. **Starts and Restarts:** Anyone hot lapping before racing will start in back. Race starts in turn 4 at the white line, front two cars need to be side by side (no Texas Starts; If you are caught you will be penalized two (2) positions per car you passed at the next yellow flag. If there is no yellow flag, your penalty will be assessed at the end of the race). If the first lap is not completed on the initial lap, you are allowed to fix your car. If you can get back on the track before the race starts, you will be allowed to tag the back (just like a yellow).
10. **Heat Races:** Any car causing a non-debris yellow flag will be asked to leave the track during regular season. This will apply to all classes except Sprint Cars.
11. **Main Events:** Any driver causing (2) yellow flags in the main event will be asked to leave the track. This applies to all classes. If a car leaves the racing surface during a race, becomes lapped and then re-enters the race, driver will be scored laps down until a yellow flag is displayed. At that time. The car will be sent to the back of the line-up and will receive (1) lap back and will restart in the back of the line-up for each yellow flag until all laps down are made up. One "lucky dog" will be awarded to all lapped cars per yellow. *If the white flag has been thrown and a yellow flag is thrown after the display of the white but before the display of the checkered flag; the race will be called completed. Cars will be scored as they were on the display of the white flag, with any car(s) involved in the yellow sent to the rear of the lead lap. (If you were a lap down on the previous lap-you will be scored at the tail of the race.)* **If you make contact but do not stop, you will retain your position.** If a red flag is displayed, the race will stop and laps will be run to the checkered flag. There will be a thirty (30) minute time limit for each main event (drivers will be warned of time limit after 25 minutes). There will be no time limit, however, on the final race of the night.
12. **Black Flag:** If you are black-flagged for any reason, you must leave the racing surface immediately. Stopping to argue with the flagman or official will result in a \$50 fine and each lap taken after will be an additional \$25. The black flag will be given to any car for extreme rough driving or to any car deemed unsafe to race. If a crew chief wants his car black flagged off the track, driver must go to the pit stand to report this. If you are black-flagged for rough driving, you must leave the track and all participants involved will retain their position.
13. **Red Flag:** Means STOP, there is a car and/or driver in danger. Please don't stop too abruptly and cause a pile-up.
 - (a) Under a red flag, you may work on your car only if told by track official that it is an open red. If not told it is an open red, please do not go out onto the track to work on your car. You must re-enter the track when told to do so.
 - (b) If you change a tire you must go to the back of the pack at the restart.
14. **Yellow Flag:** Means caution, but keep moving. If you are off the racing surface, you won't always get a yellow, so get back in the race. Yellow flag restarts are Delaware style unless instructed otherwise. The racing surface is green under the Delaware restart as soon as the flagman displays the green flag. Under yellow in main event, drivers will have two (2) minutes to rejoin the race under green after stopping in the designated work area. After two minutes, if track is ready, we will go green. When ten (10) laps or less are left, there will be no guaranteed time in work area. If speeding into a work area you will be disqualified.
 - (a) Delaware Restarts: Leader has the lonesome pole, 2nd place chooses inside or out, 3rd place does the opposite of 2nd and 4th place and all even place cars line up on the inside row and 5th place and all odd place cars line up on the outside row. When attempting a double file restart after a yellow if we do not complete a lap, we will go single file. Should another yellow come out once we complete a lap after a yellow, we will go double file. If that lap isn't completed we will go single again until a complete lap is done and so on...
 - (b) Involvement Rule: Cars involved in a wreck go to the back. If you make contact and stop you will go to the back. If you blatantly take out another driver you will forfeit your spot to them and go to the back. Cars making NO contact but stop on the track to avoid the wreck, will not be considered involved and will retain their original position. If two cars have inadvertent close contact and one car spins, the spun car will go to the back. In multi-car pile ups, all cars involved go to the back.
15. **Designated Work Area:** All work performed during a race must be done in the designated work area. Work may not be performed in the pit area during the race competed in.
16. **Protests:** All protests must be in writing, signed by the driver(s) protesting. Fee of \$25 per driver must accompany the written protest when turned into the Pit Stewart, not the tech. This must be done within 15 minutes of the checkered flag. Only the top 4 finishers may be protested, and only

one item per protest. If car is found to be illegal, protester gets his \$25 back. If car is legal, that driver gets the \$25.

17. **Rough Driving:** Rough driving will not be tolerated. If you slip out of groove and someone comes under you, you may not drive back down on them. You slipped out of the groove, so hold your own line and race. If you are faster than the car in front of you, you need to pass them, not drive through them. If you inadvertently knock the car in front of you out of the groove or sideways, back off and allow them to regain their position. If it appears that you spun the car in front of you sideways to gain position, you will be black-flagged or you tag on the next yellow.
18. **Unsportsmanlike Conduct:** Poor sportsmanship of any kind will not be tolerated. This includes going to another driver's pit area after an incident on the track. You can tell him what a fantastic driver he/she is later, but not in the heat of the moment. Penalties or disqualification will result if you go into another pit area or cause any problems. Drivers will be held responsible for the conduct of pit crews or wife/significant other. There will be no cursing at the pay window or while in line. You will not abuse the pit steward, flagman or any other track official, or you will be ejected for the night and fined \$50.
19. **Track Officials/Tower:** Any situation arising that concerns a track official should see the Pit Steward/Manager. You, your pit crew, or family members are not allowed in the announcer's tower. If you have questions, please wait till after the races to speak with any officials. A \$50 fine will be assessed to the person or affiliated driver abusing this.
20. **Rainout Policy:** There will be no refunds. Pit passes are good at the next race that your class races. Completion of heat races constitutes a show.
21. **Driver and/or Car Change:** must be reported to the Pit Steward prior to that particular race. Driver must start scratch if qualified to race. If not reported, driver and car will be disqualified for the evening.
22. **Complaints:** are to be directed to your class officials FIRST. If they cannot give you an answer, they will contact a track official for a final decision.
23. **Closing Time:** Pits will close one hour after the last race. Winnings not picked up by that time will be returned to the track, so please get to the pay window in a timely manner. Gates will be locked and lights turned out.
24. **Push Starts:** A sprint car that gets a second push start will go to the back unless stopped by a track official.
25. **Fans:** If it wasn't for the fans, we wouldn't be here. Any driver, crew member, or track employee who is the instigator of abuse on a fan whether it's verbally or physically will be ejected, fired, and fined \$100. NO EXCEPTIONS!
26. **Young Drivers:** Any person wishing to race and are under the age of 16 MUST go through a 50-hour orientation period and be signed off by track owners before being allowed to compete
27. **ATVs:** The use of ATVs in the pits is a privilege. ATVs are not allowed in the grandstand area UNLESS you are moving a car to show before the races. No showboating. No speeding (speed limit for ATVs is 5 mph). NO NONSENSE!
28. **Post-Race Practice:** If a driver would like to have some extra seat time and/or practice, the track will be open for a maximum of one (1) hour following the last feature race each night for open practice. A \$20 fee must be paid to Rue or Dean prior to participating in the open practice.
29. **Safety Equipment:** All competitors must at all times have acceptable safety equipment installed, worn, adjusted properly and in good working condition. This includes a fire-retardant driver's suit, fire-retardant gloves, neck brace and/or head restraint system, a window net and an SAE-approved helmet. Any item deemed by track officials to be installed incorrectly, too old or worn and/or not in an acceptable condition may cause driver to be disqualified at any time.
30. **Lineup Procedures:**
In the 305 Sprints, Late Models and USRA Modifieds, we will draw for heats, then the top 8 in passing points will redraw top 8 positions on first night out. After points are established the top 8 in heat passing points will be inverted by points average. In the case of a new car coming out, they will draw for heat, and if they make the top 8 they will take the 8th spot. If you miss any races, you don't lose your points average. Big or special shows will start by draw.

All other classes except claimers will start heats by points average inversion using low, medium and fast lineup procedure. Any driver who has won a track championship or a main event in a Modified, Late Model or Sprint car in the last 3 years will start no better than 13th in the A main if they get top 12 from heats. all others will line up straight up behind top 12 from heat except those mentioned. Claimers will line up by points average inversion after first night and main event will be

a total inversion based on points average.

The track reserves the right to invert more cars in mains if necessary to put on a good show. For example if we are inverting 12 in the stock cars and the points leader can get to front in 10 laps we will invert 16 and so on. We are here to put on a show for the fans.

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