



2018 Silver Dollar Speedway General Rules

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All updates to be highlighted

THIS BOOK IS EFFECTIVE JANUARY 1, 2018 & SUPERCEDES ALL PREVIOUS RULES.

PIT GATE OPENS AT 4:00 PM (unless otherwise announced).

DRIVERS MEETING WILL BE HELD AT 5:30 PM.

RACING BEGINS AT 7:00 PM.

PILL DRAW CUT OFF IS 5:30 PM. (only exception is Stock car pill draw which closes at 6pm on points races)

A driver may have a representative draw a pill for them with prior authorization.

(If the car is in the pits, and the driver has not arrived)

The interpretation and application of all rules contained herein as well as all amendments, supplements and revisions that may be implemented shall be at the sole discretion of the Silver Dollar Speedway management and officials and shall be final and binding. 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 registrants are deemed to have complied with these rules. No express or implied warranty of safety shall result from publications of, or compliance with these 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 to participants.

GENERAL RULES Any show enhancing changes

1. Silver Dollar Speedway Race Rules shall apply at all Silver Dollar Speedway events. (Open shows and point's races may have different rules as indicated herein and will be stated during the drivers meetings)
2. Silver Dollar Speedway Officials shall have full authority over Silver Dollar Speedway Race Events and at the direction of the Head Official (Director of Competition), any competitor may be disqualified for any rule violations or as outlined in general rules.
3. Any and all vehicles used in competition are subject to inspection by race track appointed Tech Inspector at any time during the event, failure to present your car for inspection is grounds for disqualification, and lose of all money and points earned.
4. Approval of a Silver Dollar Speedway Vehicle by the Official Tech Inspector shall mean only that the Vehicle is approved for participation in a competitive event and shall not construed in any way to mean that the inspected Vehicle is guaranteed to be mechanically sound. Be it further declared that the Speedway Tech Inspector shall not be liable, nor shall Silver Dollar Speedway for any mechanical failure or for any losses, injuries or death resulting from same.
5. Silver Dollar Speedway reserves the right to refuse any entry without reason or explanation at anytime, such refusal is binding and final.
6. Technical rules may be amended or changed at anytime as needed. Notice will be given when possible.
7. Owner must furnish Social Security number and address to the track in order to collect winnings.

Prize monies shall be payable only to the owner who Social Security number is on file at the track office, If an owner fails to collect winnings within three weeks, it will be deposited in the point fund.

8. By submitting an entry application and or taking part in any activity relating to the event, a competitor agrees to abide by the decisions of those officials relating to the event and agrees such decisions are final, non-appeal able and non-litigable. Such a competitor further agrees that the racing area is in a safe, race-able and usable condition. All such competitors assume full responsibility for any and all injuries sustained, including death and property damage, anytime they are in the racing area or en-route thereto or there from. No one may enter the pit area until they have personally signed all releases, registrations, and entry forms No person can sign for another under any circumstances, **No minor my enter the pit area without signing the minor release form and annual release form. All people in the pits must be at least 18yrs of age (proof of age required) Persons under 18yrs of age must have a signed and notarized Parental consent form signed by parent of Legal Guardian and said document must be in the hands of Silver Dollar Speedway Business office before participation.**
9. The possession of alcoholic beverages in the pit area is prohibited during racing. No open alcoholic beverages will be allowed through the pit gate and those found in the pit area with open alcoholic beverages will be ejected. Those under the influence of alcohol or narcotics will not be allowed in the pits, and if found in the pits will be ejected. Drivers using or possessing alcohol or narcotics will not be tolerated at any time. Those found doing so may be suspended or barred for the remainder of the season.
10. Anyone entering an area other than their own pit area should a disturbance of any kind occurs, said party or parties not in their respective pit area will be considered to be at fault for causing the disturbance and could be subject to fines and/or suspension may be fined \$150 first offense and the second offense will double the fine (\$300) and will include an automatic three-race suspension.
11. Abusive language and/or gestures to officials and/or spectators will result in a minimum \$25 fine; suspension will be as the discretion of the head official.
12. Use of a race car as a weapon, or in the obvious attempt to hit another car or person will be automatic expulsion from the facility (Minimum \$1000 peace bond for remainder of the season if allowed back at all)
13. **Car owners and drivers are responsible for the conduct of everyone associated with their car, whether they are in the pits or grandstand area, male or female**, in any and all matters pertaining to the race, the driver shall be the sole spokesman for his or her car owner and pit crew. Verbal abuse, cursing or threatening another person can result in the ejection of violator and possible disqualification of car associated with it. Fighting on the premises will not be tolerated at anytime, anyone fighting with an official will be subject to fine, suspension and/or permanent expulsion, any unsportsmanlike behavior is subject to fine and/or suspension.
14. If a dispute arises ONLY car owner or driver has the right to approach the official and discuss the issue in a calm and professional manner.
15. **People who do not pay penalties with-in 10 days of notice will be fined \$500 and suspended from pit entry until the fine is paid.**
16. **People entering the pits while suspended or with unpaid fines will be suspended from pits and grandstands entry for 90 days plus all fines must be paid.**
17. A race may be stopped at the discretion of the promoter, race director or officials anytime they might consider it dangerous or unsafe to continue.
18. *RAIN CHECK POLICY: A completed program is defined as the completion of all heat races and at least half of one feature event, if a program is canceled because of weather prior to the program being "completed", rain checks will be honored for the next weekly racing event. They will NOT be honored at any other time, Silver Dollar Speedway will make every effort to complete a racing program, please be patient on those occasions when this will require some additional time and track work.*

19. **THERE MAY BE A TIME SOME INCIDENT OR SAFETY REGULATION CAN BECOME QUESTIONABLE IF IT IS NOT CLEARLY DEFINED IN THE REGULATION BOOK, THE OFFICIALS CAN AND WILL HAVE THE FINAL DECISION.**

INJURIES/MEDICAL

1. Any registrant at Silver Dollar Speedway (on file) injured at Silver Dollar Speedway or any racetrack and under treatment by a doctor cannot enter pits. If injured person should be injured again before being released; the insurance company will not pay for the second injury.
2. Any driver, who has received an injury, cannot compete at Silver Dollar Speedway until a signed medical release from their attending doctor is given to the referee or any Official or promoter.
3. All medical releases must be notarized and turned in at the pit gate.
4. A medical examination of all drivers may be required as needed by official.

NUMBER SPECIFICATIONS

Numbers must be a minimum of 18" in height and 2" wide on both side panels. Rear numbers may be smaller. All numbers will be issued by Silver Dollar Speedway Business Office. NUMBERS WILL BE IN ACCORDANCE TO THE REGULATIONS OR NO PAY OR POINTS to be issued for the program. All cars will be painted in bright colors and the numbers will be contrast. All cars must meet the approval of the officials to appearance. If a number isn't used at least once every 30 days, it will automatically revert back to the Silver Dollar Speedway. After December 1st ALL NUMBERS ARE FIRST COME FIRST PAID. There will be NO duplicate car numbers, NO numbers with a letter (A, X, C, B, or K, etc.). The only time a letter behind the number will be used is on a first time visitor only. (ONE GUEST APPEARANCE ALLOWED BEFORE YOU MUST REGISTER.). Also see scoring and points.

PIT REGULATIONS

1. ANY PERSON (INCLUDING OWNER, DRIVER, OR PITMAN) ENTERING THE PITS MUST SIGN THE PIT SIGN-IN SHEET (MANDATORY) WHILE DOING SO, YOU ENTER THE PITS AT YOUR OWN RISK. ALL PERSONS ENTERING THE PITS MUST BE 18 YEARS OF AGE NO EXCEPTIONS PERSONS UNDER 18 YEARS OF AGE, MAY ENTER ONLY WITH A MINOR'S RELEASE, ON FILE WITH THE BUSINESS OFFICE. ALL RELEASES MUST BE SIGNED BY PARENT OR LEGAL GUARDIAN AND NOTARIZED AND STAMPED.
2. All persons in the pit area must have stamp on the hand and/or wrist band or both for that night as deemed by Silver Dollar Speedway and have signed pit roster. Without stamp and/or band combination you will not be allowed to remain in the pits, absolutely no EXCEPTIONS! There will be an additional \$10.00 pit fee for non-registrants of Silver Dollar Speedway entering the pits.
3. **Any car and/or driver after first guest appearance will not be scored for points and will receive NO money earned, until car and/or driver has paid their annual registration for Silver Dollar Speedway.**
4. Any car entering pits is presumed to be legal and may be checked before the race if desired.
(Failure to submit to pre-check is grounds for disqualification for the night)
5. If a car leaves the track (Silver Dollar Speedway), for any reason and returns, the owner and driver must return with the same car and number.
6. NO changing of car numbers at the track will be permitted. Except for by officials for scoring purposes by adding a letter to a number.
7. **Notice must be given to track officials of any driver change prior to an event; Driver changes are not allowed once car is qualified (Qualifying for sprints and heat race for all other divisions.**
8. No car owner changes will be allowed for the purpose of gaining car owner points. (Car owner points for Registered car number – example car number 100 can not run car number 120 if car 120 is not running that event and owner is not present to gain points for car 120 owner).
9. Any driver intentionally causing a delay in a race or the racing program is subject to immediate disqualification as well as the imposition of fines or penalties.

10. Excessive speed or reckless driving in the pits will incur a \$50 fine for the first offense and \$100 fine for the second offense, followed by suspension from the pit area (Four-wheel will be parked for duration of the night). **NO unlicensed drivers may operate a vehicle/atv/scooter/bicycle in the pits. All minors must be supervised by an adult and any minor not being supervised will be transfer d to the main grandstands**
11. Pit speed limit is **10MPH**.
12. You will receive two laps and one to push on any needed repairs that can be done in those laps from the time the last car in the incident reaches the work area and line up on track is correct. No courtesy laps 30 minutes prior to curfew **or 30 minutes after the green flag for your event.** (Courtesy lap rules will be covered at driver's meeting or through the Pit Steward) If you go to your pits, rather than the work area, there will be no courtesy laps provided, however you may return under the next yellow flag or race stoppage).

STAGING RULE

1. All cars will be called up for staging no later than half way through the race preceding theirs. The car and driver are expected to be in the staging lane, and ready to take the track by the end of the race prior to their event The PA system is a courtesy and it's your responsibility to be in staging for your race please. **(Failure to be staged on time can result in loss of starting position)**
2. All cars in the field, including transfers, are required to be in the staging lane (or area, depending on track) within the 5 minute time frame announced @ the PIT board, to retain their starting position in the race.
3. This will normally be 5 minutes after the checkered flag drops on the preceding race, but can vary depending on program, infield presentations and racetrack.
4. **HORN BLAST if needed per event an 8 minute horn blast will be sounded to remind you that you have 8 minutes to be in staging or your event. After 4 minutes a two horn blast will be sounded to tell you that you have 4 minutes to present you car to staging for your scheduled race. The final horn blast indicates that you MUST be in staging for your event, if not you will be moved to the rear of the field for your scheduled race.**
5. An eight minute Horn Blast will indicate that you must be in staging for **wheel pack**. If your car is not in staging at the final horn blast you will receive one qualify lap at the end of the qualify session, and you start no better than 9th in the A-Main, after the dash qualifiers.
6. The staging rules are in place to keep the races moving, avoid down time, and to avoid curfew issues. The timely staging of events improves the program, gives competitors maximum racing time, and allows for courtesy time during events.

WHEEL-PACK

All cars to be in staging lane by posted time.

Officials to be notified if your having Mechanical problems

8 Minute Qualifying rule for staging area

The rule for missing your position by more than 2 positions will take precedence in all other situations and they will receive 1 lap at the end of qualifying, and no better than 9th in the A feature. *This rule is in place to keep the races moving, avoid down time, and to avoid curfew issues. The timely staging of events improves the program, gives competitors maximum racing time, and allows for courtesy laps during events.*

***Thank you for your help in improving the show and growing our sport, and that benefits us all.*

GENERAL TRACK REGULATIONS

1. Four wheelers, ATV's or scooters are not allowed on the race track or the edge of the race track during an event. In all areas (race track, pit area, etc.) four wheelers or ATV's must be operated in a safe and sane manner and should not exceed ten (10) Miles an hour, **ALL FOUR WHEELERS AND ATV'S MUST HAVE THE CAR NUMBER THEY ARE ASSOCIATED WITH IN A LEGIBLE MANNER SO THEY CAN BE IDENTIFIED AT A DISTANCE. CAR OWNERS WILL BE RESPONSIBLE FOR THESE VEHICLES AT ALL TIMES; THIS ALSO INCLUDES MOTORCYCLES AND MOTOR DRIVEN BIKES!!! NO unlicensed drivers may operate a vehicle/atv/scooter/bicycle in the pits. All minors must be supervised by an adult and any minor not being supervised will be transferred to the main grandstands**
2. No race-car shall be allowed on the track until the track has been opened for practice.
3. At NO time shall anyone run across the track while a race is in process. No one will be allowed in the infield except track personal.
4. All cars will be required to pack the track for at least 15 minutes or 30 laps minimum. If you don't pack the track you will not hot lap. (Time required based on track condition)
5. Any car entering the track after other cars have left the staging area, and are on the track will go to the rear regardless of qualifying position after line-up on track is good for 1 full lap.
6. Any car considered a hazard will be BLACK flagged from the track. Disobeying the BLACK flag, loss of position and possible fine.
7. **No one other than a track official is allowed on the track at anytime during a caution or red flag period,** (See red flag rule) Any crew-member or persons going onto the track during a caution or red flag period to offer assistance in any way to a car or driver, with the driver requesting, encouraging or otherwise signifying his approval, will result in the car associated being Disqualified. **Cautions, nobody past end of fence lines in the pit area, Please leave all ramps open.**
8. Interference with emergency personnel or officials on the race track will be a \$100 fine.
9. No Registered Participant or non- Registered Participant shall enter the scorer's tower or flag stand during the racing program. Anyone entering the tower or flag stand without being invited to do so can be fined disqualified and/or suspended at the discretion of SILVER DOLLAR officials this rule pertains to driver, all members of crew, car owner and family members.
10. No hot lapping on track unless given the go ahead by the officials on the track. This is a safety issue with personal or vehicles on track Thank you.
11. Any tire flat and the rim is touch the race surface will be black flagged (safety item) at the discretion of the officials.
12. A damaged wing or body parts to be safety related will be black flagged (safety item) at the discretion of the officials.(Resulting in loss of position at officials discretion)

RACE PROCEEDURES

1. **AFTER FEATURE WIN CELEBRATION; DONUTS/360's WILL NOT BE ALLOWED AND LOSS OF POINTS FOR THE NIGHT (THIS IS ANYWHERE ON TRACK OR INFIELD) (SAFETY).**
2. **DRIVING THRU THE INFIELD UNDER GREEN FLAG CONDITIONS WILL RESULT IN A ONE LAP PENALTY ASSESSED AT END OF RACE AT THE DISCRETION OF THE OFFICIALS.**
3. **NO RACING BACK TO THE FLAG STAND ON YELLOW FLAGS ALL DIVISIONS**
4. **No hot lapping on track unless given the go ahead by the officials on the track. This is a safety issue with personal or vehicles on track Thank you.**
Checkered flag ends hot lap session no extra laps
5. Double file start in turn four at the designated area be it cone or line or both. In the event of a false start, the race will be called back by going yellow. Once the pace is set from middle of back straight all cars will maintain that pace until the start. If a car starts early, or if a car slows after the pace has been set and creates a bad start, one or both cars will be placed back one row by the call of the director of competition, If we fail to get a good start after the third attempt, we will start in single file in turn four by the last adjusted line up

6. A car will be given credit for green flag start, if that car was on the race track at that point of time when the caution lights have been turned off by the starter and the pole-car starts the race in turn four.
7. In the event of going red or yellow on the original green flag lap, we will revert to the original crossed-up lineup, with those cars involved going to the back and sliding rows forward to fill the order. No car will be allowed to gain more than two positions by sliding forward; if more than two positions are gained by sliding forward, we will re-cross the line-up instead. (The cars involved will not be charged with this flag for purpose of the two stop penalty).
8. **A competitor will be allowed a maximum of two attempts to push off to start any race and still retain their starting position. With No work done to car ! THIS IS A COURTESY DON'T ABUSE IT!!!**
9. Once the field of cars is on the track and lined-up, any car that is missing will be a one-lap grace period to make the race in their original starting position, after that they will tag the rear or miss the race. If they don't take the original green, they will not be allowed to run that race at all.
10. You must be in the lane (in line to push depending on track) ready to be pushed.
11. All cars that make contact and stop on the track as the result of an accident will restart in the rear. Any car or cars involved in bringing out a yellow or red, period, whether making contact or not, will restart in the rear. Any car spinning out or stopping without making contact, in an attempt to avoid an accident, which has already brought a yellow, will restart in the rear. All cars restarting in the rear because of a yellow condition will be lined up in the order they were running on the last lap.
12. Any cars spinning out and bringing out the yellow or red flag- on their own - two times during any event will be disqualified from that event. Any car that deliberately stops on the track to bring out the yellow flag will be penalized one lap. With the exception of personal safety verified by an official.
13. When caution is displayed on track, any car going into the pits will be allowed to restart at the rear of the field and not lose a lap provided the race has not been restarted. No courtesy laps if you didn't draw the yellow (see yellow flag definition).
14. After the yellow flag has been displayed, cars will be lined up on all restarts based on the last lap completed when the leader passes the start/finish line except for those cars causing the yellow.
15. There will be NO deliberate beating or banging or rough driving. First offense will result in the car being put to the rear; Second offense will result in the car being black-flagged. Third offense will result in a two-week suspension. This will count for all offenses throughout the season – not per race, Contact with another car after the completion of the race will result in no less than 2 week suspension and fines.
16. Drivers must remain with their car anytime their car is on the racetrack and must assist the wrecker crew, If you Leave car unattended you're car is done for that event car will be towed to infield. **Leaving your car and head towards another car on the race track in a conflict on a any flag may result in immediate disqualification and suspension.**
17. Re-entry, No cars are allowed to enter the racing area after the track and/or pace truck caution lights are turned off.
18. If unforeseen circumstances prevent the completion of the advertised distance, the race will be considered official after the halfway mark has been reached.

RESTARTS

- A. All Divisions will have double file restarts after the first lap of competition in any race. All restarts will take place with the lead lap cars moved to the front of the field. Lapped cars will pull to the inside and fall in behind the last car on the lead lap in their order of running. The race leader will choose inside lane or outside lane. The leader sets a consistent pace from middle of back straight and starts the race at a point of their choosing, between a cone in turn three and a cone in turn four. If a caution comes out on a double file restart we will revert back to last lap scored and will be a single file restart. Leader sets pace down back straight and restarts race between turn three cone and turn four cone. All cars must remain single file until they pass the front straight cone.

Once your car passes this cone, you are under green flag conditions and free to pass.

1. Any cars going inside of cone, hitting cone or passing prior to the cone, will be considered a jump. The penalty will be two positions back for each car jumped.
 2. If the leader picks the pace up and then backs off before reaching the cone in an effort to stack up the field (brake checks), that will be considered a jump by the leader and the leader will lose two positions.
- B** Single file restart, nose to tail alignment, front straight. The leader sets a consistent pace middle of back straight and starts the race at a point of their choosing, **between the midpoint of 3-4 and the cone marking turn 4, No car is allowed to pass until they are past the cone located on the front straight. (Officials will have discretion on weather a car jumped or the car in front had a mechanical issue, causing the jump)**
2. Any cars going inside of cone, hitting cone or passing prior to the cone, will be considered a jump. The penalty will be two positions back for each car jumped.
 3. If the leader picks the pace up and then backs off before reaching the cone in an effort to stack up the field (brake checks), that will be considered a jump by the leader and the leader will lose two positions.

SCORING & POINTS

DRIVERS WILL DRAW PILLS EACH WEEK TO DETERMINE THE HEAT RACE LINEUP. SILVER DOLLAR SPEEDWAY RESERVES THE RIGHT TO ADJUST THE RACING PROGRAM AS NECESSARY FOR TIME AND UNFORESEEN CIRCUMSTANCES.

1. All numbers and letters will be limited to three digits. If three digits are used, two shall be primary numbers, Numbers must be at least 18" high, neatly painted or lettered on both doors and roof contrasting with the car color and highly visible.
2. If numbers "3", "6", or "9" are used, make sure they are distinguishable. It is recommended that competitors not number their cars with gold or silver Mylar numbers, which are not easily distinguishable by scorers, Driver's last name in block letters that are easily read from the scoring tower and grandstand on roof of car are recommended. Large car number on roof of car is also recommended.
3. Team cars must be clearly distinguishable from one another and use a different number or letter.
4. A driver may attempt to qualify only once during qualifying heats.
5. It is the responsibility of the driver to report changes to the officials of any driver change prior to an event; Driver changes are not allowed once car is qualified for that event (Qualifying for sprints and heat race for all other divisions.)
6. All cars must take the initial green flag to be eligible for payoff and points. Any car unable to start the race may not join the field after the initial green flag lap is waved, even if the start is called back. Late starters are not eligible for purse payout.

PROGRAM FORMAT:

DRAW SHOW FORMAT

1. Draw for heat race position. The pole position on heat 1 will be the lowest number that was drawn. The pole of heat 2 will be the second lowest number drawn and alternating across heats until line-ups are complete. Cars that arrive after wheel-pack has begun will be placed at the back of a heat in the next open spot. Number of heats determined by total car count **and director of competition.**
2. Top "4" finishers in each heat race will go to the "A" main, lined up by their finishing positions. Winner of heat 1 will be pole of A-main and winner of heat 2 will be outside front row before inversion is drawn.
3. Depending on total car count, number of transfers from the heats and semi-mains could vary to fit program.
4. The next 4 finishers from each heat will go to the "B" main, lined up by their finishing order from the heat race; there will be no inversion for the "B" main. Four transfers from the "B" will tag the

rear of the "A" main.

5. All lap counts and time limits will be posted on the pit board prior to each event and will be adjusted accordingly to the total number of cars in division.
6. We will run at least two heats if total car count is 10 or more. We will run three heats when we exceed 18 cars and will run four heat races when car count reaches 25 or higher. When four heat races are run; we will have a 20 car feature event.
7. The inversion will be a 1, 2, 3 or 4; first, second, third and fourth place finishers. The inversion will be drawn by the winner of the first heat.

PASSING POINT FORMAT

1. Draw for heat race position. The pole position on heat 1 will be the lowest number that was drawn. The pole of heat 2 will be the second lowest number drawn and alternating across heats until line-ups are complete. Cars that arrive after wheel-pack has begun will be placed at the back of a heat in the next open spot. Number of Heats determined by total car count.
 2. The passing point system will be used to determine starting positions in feature events.
Heat Race Finish Points
Points start at 59 and drop by 3 points for each position.
Heat Race Passing Points
1.5 per position gained from original lineup posted prior to start of events.
(IE: started 5th and finish 2nd, gets 56 for finish, and add 4.5 points to = 60.5 total).
3. A car that has been disqualified will forfeit any points earned in qualifying heat races and will start last in the semi or feature events. In the event of multiple disqualifications, the cars will line up according to original pill draw positions behind point earning qualified cars in semi or feature lineups.
4. Features lined up by Heat Race Points earned. Ties are broken by Heat Order, first car to earn points.
(IE: 2 cars earn 60.5 points; Car in Heat 1 is first, Car from heat 2 is second and so on).
5. The Feature Event is inverted by pill draw 0, 2,4,6,8 after heat races, drawn by the car with the highest points earned.
6. There will be special event shows during the year that do not follow these point formats. You will be informed of specific procedures. All racing programs are subject to change. Any such changes will be covered at the drivers meeting.

QUALIFYING SHOW FORMAT

1. Numbers will be drawn at or near the lineup board. All numbers are to be drawn prior to drivers meeting, anyone not drawing will be placed at the front or rear of the qualifying; (see qualifying rule A below.) Qualifying positions will be determined by drawing a number. The lowest number will be first out; the first qualifier will receive one free lap, before going green for two laps back to back.
2. If a car misses his or her drawn qualifying position by more than two cars; or if they elect to run one lap at the end; or if both laps are illegal due to exceeding the sound requirements of the racetrack; the best starting position will be 9th in the "A" main event.
3. If you do not transfer from your heat directly to the "A" main you will be lined up for the "B" main by your legal qualifying time. However the 9th place starting position penalty for the "A" main used currently will still be in effect should you transfer to the "A" main.
4. The top "4" in each heat race will be inverted by their qualifying times, with heat one's fourth place car being the fast qualifier, The following examples are the line-ups for a four-heat program. The numbers illustrated below refer to the qualifying positions of each car.

HEAT 1	HEAT 2	HEAT 3	HEAT 4
13-9	14-10	15-11	16-12
5-1	6-2	7-3	8-4

17-21	18-22	19-23	20-24
25-29	26-30	27-31	28-32
33-37	34-38	35-39	36-40
41-45	42-46	43-47	44-48

If 18-24 cars there will be (3)heats...25 or more cars there will be (4)four heats, transfer 4

* Heat counts are determined by the Director of Competition and time constraints.

5. **The heat winners and the 4 fastest time trial cars (4 heats) or heat winners and the 5 fastest time trial cars (3 heat with more then 7 cars in heat) go to the pill redraw for the "A" Main line up top 8 spots. Your not eligible for redraw if your a penalty car rule 3 above**
6. **If one of the time trials cars wins the heat that is already eligible for the dash the next fastest time trail car that transfers will be eligible.**
7. The "B" main will consist of the next 16 fast cars that did not make the "A" main. They will be lined up by their qualifying times with no inversion. Plus 2 cars from "C" to tag the back.
8. The remaining cars, lined up by times, will make up the "C" main and any DNQ's that do not finish in the top four in heat race competition will tag the "C" main.
9. We will transfer "2" cars from the "C" to the back of the "B" and take "4" cars from the "B" events first two transfers from the B- main event will maintain his or her qualifying time behind the "A" main redraw & 3-4 will tag rear of the "A" by there finish in the "B".
10. If an event is delayed (Weather or track condition) and qualifying has to be canceled, heat races will be lined up according to original pill draw of that night; See draw show format.

QUALIFYING

1. Competitors will be allowed to draw a qualifying number until wheel pack begins; at that time any car that has not drawn a number will penalized. If you arrive late for the draw you will be placed at the front or rear of the qualifying order or be penalized one lap, whichever would keep from giving the late car an unwarranted competitive advantage.
2. Qualifying will be two-laps, back-to-back, with the first car out receiving a courtesy lap. (If we are qualifying more than 50 cars in a division, the qualifying may be reduced to one lap per car or split field qualifying)
3. Once any car trips the timing light twice, he will be done whether he completes the laps or not. THE ONLY EXCEPTION TO THIS RULE WILL BE IN THE EVENT OF A MALFUNCTION WITH THE TIMING EQUIPMENT/ TRANSPONDER OR IF A CAR WAS INTERFERING WITH ANOTHER CAR'S QUALIFYING RUN.
4. Any car that misses a lap, and is being given another legal attempt, will be sent back out as close as possible to their original spot and not at the end.
5. Any car that, in the opinion of the track officials, pushes off for qualifying and fails to fire until he passes the flag stand in an attempt to receive an extra momentum lap, will receive a checkered flag after his first lap on the clock.
6. Any car that has a mechanical problem, either before or during his qualifying run, will have two car positions to have it fixed without being penalized if he has not started BOTH laps.
7. Any car that cannot make their qualifying run will be placed in the back of a heat or the back of a consolation race as DNQ, A maximum of 48 cars will start heat races. If you miss you're qualifying position by more than 2 cars you will be given one lap at the end and regardless of time you will be positioned no better than 9th in the "A" main (No penalty in the heats or semi-main and you will receive time recorded). Your not eligible for redraw
8. Any car that misses their spot by more than two cars, or exceeds the maximum sound level allowed, will be penalized in the "A" main, the best they can start is 9th in the "A" main This penalty will also eliminate qualifying points for that car owner and driver.
9. If during a multi day show you are unable to qualify (Gold Cup, Fall Nationals etc.) for mechanical reasons, you may at promoters discretion be allowed to qualify the next evening, but you will qualify in the same spot; no redraw (if you drew #5 the first night you will be given that number for he second night).
10. It is your responsibility to be at the race track on time and have a representative at the drivers

Meeting, Anything covered at the drivers' meeting applies to all competitors. Arriving late does not release you from compliance.

11. Driver can qualify only one car for the program and that car is the only car they can run. NO DRIVER CHANGE WILL BE PERMITTED AFTER THE INITIAL START OF AN EVENT.

No changing of cars, driver / car combination stays the same all night.

12. All cars will be required to run the mufflers used for qualifying for the remainder of the program unless damaged in an accident.

FLAGS

Green Flag

1. The green flag will indicate the start or restart of an event. After the cars are lined up in the correct order, the (yellow) traffic lights will be turned off; this indicates the race will start on the next exit out of turn four. In the event of a false or poor start, the yellow caution light will come on as the leaders reach the backstretch. The start will then be reattempted.
2. If one or both front row starters jump the start, one or both may be moved back one row for the next start.
3. Any car(s) advancing positions before the start or before the cone on a restart will be penalized two positions for each position gained. Penalty will be assessed at the next race stoppage or end of the event.
4. All Restarts after one lap is completed will be double file. If single file restart is used do to time or track conditions, weather. No gapping or passing before you pass the cone, if a car hits the cone, a two position penalty will be assessed on the next race stoppage or end of the event. A second infraction will result in disqualification.

White Flag

1. The white flag indicates one lap remaining in the event.
2. Should the race be stopped on the last lap, the restart will consist of Green/white together.
3. All Main events will end on a green, then white and then checkered on mains. (If we go yellow on the second attempt at Green/White/Checker, we will revert to Green/White together.)

Black and White Checkered flag

1. A checkered flag will indicate the end of an event.
2. If the leader receives the checkered flag, crossed the designated Start/Finish line, and the race is stopped before all cars cross the Start/Finish line, the race will be scored complete. The cars crossing the finish line before the stoppage will be scored accordingly, the remaining cars will be scored as they had completed the previous lap. Cars involved in the stoppage will be scored last on their respective lap.

Yellow Flag

NO RACING BACK TO THE FLAG STAND ON YELLOW FLAGS ALL DIVIONS

1. A yellow flag condition is considered a race stoppage. Cars will slow to a pre race speed and maintain a single file line. Cars out of position will be advised by track officials where to line up.
2. If a pace truck is on the track, no cars are allowed to pass it without permission. Violators will fined \$25 first offense and be sent to the rear of the field or disqualification on the second offense.
3. Cars entering the work area during a yellow flag condition that complete the work before the race is ready to resume will be allowed to restart at the rear of the lineup. Line up will be in the order of the last scored lap.
4. Cars involved in the race stoppage that go to the work area will be given the time it takes the pace truck or field to complete two laps past the flagman to make repairs when the field is correct on the track, The laps begin when the last car arrives in the work area and line up on track is correct. Returning line up will be in the order of the last scored lap.
5. No courtesy laps 30 minutes prior to curfew (Curfew to be stated at pit board) If you go to your pits there are no courtesy laps but you may return under the next yellow. (work area will be

indicate at driver's meeting)

6. No pit crews are allowed on the race track during yellow flag. (\$50 fine after first warning).
7. Any car that receives two charged stops in a heat or main event race (Yellows or yellow/red) in any one race will be black flagged for the remainder of that race, But will receive starting points if earned and/or any position gained at the finish of that race
8. A charged yellow will be when a car brings out the yellow flag by their own actions and not as the result of trying to stop to avoid another incident on the track. A car that stops to avoid a problem will go to the back but will not be charged for purposes if the black flag. (Stop to avoid – no contact with another car, pointed in racing direction).

Yellow Flag /Scoring

Split yellows; Split is scored after the first three or more cars past the start/finish line. The cars past the line are scored as is and the remaining field that was under the yellow will be lined up by the last scored lap. No consecutive back to back split yellows, or yellows immediately after a red.

Red Flag

1. A red flag condition is considered a race stoppage. Cars that deliberately drive past the crash scene will be penalized or disqualified. Stop as safely as possible, safety crew on track to help driver involved.
2. Cars stopping must stay off the inner apron and not block openings where emergency personnel or support vehicles respond from.
3. Cars entering the work area during a red flag condition, that complete the work before the race is ready to resume will be allowed to restart at the rear of the line up. Line up at the rear will be in the order of the last scored lap. (No courtesy laps on red).
4. Red flag conditions: On a “**Closed Red**”, No pit crews may be on the track. If you work on your car you are done for that event. You may ask an official if you need your car in the work area, at that time you give up your position on the track and go to the back of the field.
5. On an “**Open Red**”, designated work area- any work is permitted with exception of a tire change. If a tire is changed, the car must restart at the rear of the line up in front of any cars that went to the work area.
6. If a car is involved in an accident, only emergency personnel are allowed at the car.
7. Persons not directly involved with the car(s) involved in the accident must stay back. Violation of this will result in a fine.
8. When the “Clear the Track” command is given, all personnel must leave the track in a timely manner, Violation of this will result in the car being penalized to the rear of the line up or disqualification, Air horn blast is one minute to clear track.

Red Flag /Scoring

No Splits are scored on a Red Flag The field is frozen and will revert back to the last completed lap scored.

Black Flag

1. If a driver receives a black flag during an event, driver must enter work area for explanation. If driver does not go to work area; he will not be scored past that point.
2. Drivers that are black flagged for mechanical or safety reasons may return to the event once repairs are made and the track is open.
3. If a driver is black flagged and stops to create an intentional yellow, driver is subject to a penalty or fine.
4. A furred black flag will be a warning against on track violations.

LAP COUNTS

All races will be lap count and / or time limit !

Lap counts below are general info and are due to change by car counts and time limits.

HEATS:

8 or 10 laps for heats with 6 or more cars (car count 12 or more)

6 laps for heats with 5 cars (car count 10 cars see draw show item #6)

“B” MAINS:

10 or 12 laps (depending on car count)

“A” MAINS:

Stock Cars, Wingless Sprints - Minimum 12 laps to Maximum of 20 laps

Sprint Cars - Minimum 12 laps to Maximum of 25 laps

Low Car Count - Sprint Car Qualifying Format

1. Car counts of 21 cars or less, the “A” main line up will be with a the 8 redraw cars followed by the remaining transfer cars
2. Non transfers will line up behind the transfer cars, straight up by qualifying times.
3. The number of heats and transfer spots will be determined at the drivers meeting.
4. Example: fast time and second fast did not transfer; they would start behind the cars that earned a transfer position out of the heats, along with the remaining field lined straight up by qualifying times.

SAFETY ALL CARS MUST PASS SAFETY INSPECTION OR YOU WILL NOT BE ALLOWED TO RUN.

1. Car inspection – All cars are subject to a safety inspection at any time or prior to taking part in any event, If the Chief Technical Inspector deems a car has not met the track safety standards, that car will not be allowed to compete until all the discrepancies and deficiencies are corrected. It is the responsibility of a driver, car owner and mechanic individually and collectively to have their car free from mechanical defects, and in safe racing condition and properly inspected prior to an event.
2. Safety Practices & Procedures – No driver shall compete in any event with head, hands or arms extended outside of the car, **NO PERSON OR PERSONS SHALL BE ALLOWED TO RIDE ON OR IN ANY RACE CAR AT ANY TIME OR PLACE ON SILVER DOLLAR SPEEDWAY PROPERTY.**
3. **FAILURE TO OBEY ANY SILVER DOLLAR SPEEDWAY OFICIAL CAN AND WILL RESULT IN YOU AND YOU CAR BEING DISQUALIFIED, FINED, SUSPENDED OR POINTS TAKEN AWAY OR ALL THE ABOVE!!**

It is the responsibility of the competitor to obtain and become familiar with the current rules pertaining to the division in which he/she chooses to participate. Any item not covered in the division rules must be stock or approved by Silver Dollar Speedway management. If any item being considered is not in your rules, competitor is required to contact management for a judgment as to acceptability. The rules and regulations set forth herein are designed to provide for orderly conduct of racing events. These rules shall govern the conditions of all events, and by participating in these events all participants are deemed to have obtained, read and understood a copy of the current rules, and 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 are in no way a guarantee against injury or death to a participant, spectator or official.



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