



2017
OUTLAW SPEEDWAY
GENERAL and SAFETY RULES
ALL CLASSES

Legal disclaimers

The rules and regulations 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 participants are deemed to have complied with these rules.

No expressed or implied warranty of safety shall result from publications of or compliance with these rules and/or regulations.

These rules 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.

The race director shall be empowered to permit reasonable and appropriate deviation from any of the specifications herein, or impose any further restrictions that in his/her opinion do not alter the minimum acceptable requirements.

No expressed or implied warranty of safety shall result from such alteration of specifications.

Any interpretation or deviation of these rules is left to the discretion of the officials

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Handicapping

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#1 – Handicapping

- 1.1 Car numbers will be assigned by individual track handicapper. Whenever possible, requested number will be assigned, but the handicapper reserves the right to issue all numbers in order to prevent duplication and maintain proper records
- 1.2 All numbers will be limited to three digits, no reflective numbers allowed
- 1.3 Make sure all numbers are distinguishable. Do not let nerf bars block visibility
- 1.4 Team cars must be clearly distinguishable from each other using different numbers
- 1.5 The number of cars to be qualified in each heat will be decided by the track handicapper and announced before the first heat of each event
- 1.6 If a driver qualified 2 or more cars, he must drive the last car qualified in the feature race. The other cars are not eligible. Car and driver must be qualified, except for guaranteed starters whose have made an attempt to qualify.
- 1.7 All changes must be reported to the handicapper. All drivers that change cars must go to the rear (drivers responsibility)
- 1.8 Each driver must have their own number registered with the handicapper. This number must be on the vehicle that the driver races for each event. You may share a car, but not a number
- 1.9 A 1099 form must be completed by all race teams before any race winnings or points will be awarded

#2 – General Safety

2.1 All ballast added to a race vehicle must be painted a bright color, labeled with the car number, and securely fastened to the vehicle. Any weight that falls off of a vehicle and onto the track surface will result in an automatic disqualification. Absolutely zero tolerance

2.2 Scanners and radios are forbidden in the pit area, except by track officials. Any team found violating this rule will be disqualified from all the nights racing events. Track RACEiever radios on the 454.000 frequency are mandatory in weekly divisions

2.3 All race vehicles are subject to a safety inspection at any time, and must be free from mechanical defects and be in safe racing condition. This inspection may include anything listed in these rules, or anything which may be detrimental to anyones safety

2.4 Drivers seat must be a high back racing seat (full containment recommended), fastened to frame or cage in no less than six spots, four on bottom of the seat and two on rear of seat back. Six 3/8" bolts minimum. Seats mounted over drivelines must have a minimum 1/8" steel plate under and up the back 4", the width of the seat

2.5 Driveshaft loops mandatory, and must be approved by Track Tech Inspectors

2.6 Mandatory functional padded head rest, must be inline with center of drivers head

2.7 Shock resistant roll bar padding mandatory on all bars drivers head or body may come in contact with while strapped into seat

2.8 It is required that all drivers wear a helmet with a rating no less than a Snell SA10 (SA15 Highly recommended), No "M" helmets allowed

2.9 5 point (minimum) safety harness mandatory with submarine strap. Must be securely fastened to the frame/cage. Must have manufactures stamp and date of manufacture, as well as be free of any cuts, or dry rot. Must be no older than 5 years

2.10 Fire suit, gloves, racing shoes, and neck brace mandatory. Must be no older than 5 years

2.11 Fire retardant underwear, head sock, fire resistant socks, and head and neck restraints are Highly recommended

2.12 All vehicles must have a complete 4 point roll cage (6 highly recommended), installed in a professional manner with a minimum 1 1/2"x.095 wall steel tubing. Must have a diagonal, "X", or cross brace behind driver, and a cross bar from the left leg to right leg (dash bar). Must have a minimum of 3 drivers door bars (4 highly recommended), and minimum of 2 door bars on the passenger side, with vertical supports between door bars. (safety plates also recommended, Mandatory for aluminum body, min 16ga) No pipe fittings allowed. Must have gusset plates welded in at stress joints

2.13 A reinforced member (hoop) of the same kind and size material as that used in the roll cage, or chassis shall be installed to the rear of the fuel tank, joining the rear most portion of the chassis. Fuel cell must be mounted in a safe and professional manner, with steel straps and minimum 5/16 bolts. Must also have a one way safety valve installed in vent line

2.14 All vehicles must have firewalls of no less than 20ga material sealing the driver from the engine compartment and trunk area, or sealed cockpit where allowed

2.15 No mirrors or reflective devices of any type anywhere on vehicle

2.16 All bumpers and nerf bars maximum of 1 1/2" tubing, with no sharp edges, and ends must turn in. Must remain tight to body. No overbuilt bumpers or nerf bars!!

- 2.17** Front and rear tow hooks mandatory, minimum 3" diameter and 5/16" chain loop
- 2.18** All vehicles must have four wheel hydraulic brakes, all in good working order
- 2.19** All vehicles must have a master battery disconnect switch, and fuel shutoff valve, clearly labeled ON/OFF and be located within reach of the driver and safety crew
- 2.20** No electric fuel pumps allowed, except FWD 4cyl division. Must be connected to master disconnect switch
- 2.21** No Fuel drums on track premises unless in an approved area
- 2.22** All teams are required to have a minimum of one 5lb operable BC classification fire extinguisher
- 2.23** Anyone found in violation of any rule will not be allowed to compete until an inspection by the head tech inspector is made, and the vehicle has been deemed safe or legal for competition

#3 – Conduct

- 3.1** Any driver who gets out of his/her race car or any crew member who goes onto the racing surface during a race or caution, or any participant who threatens any track official, driver, or track employee will be suspended. Term up to one year, which will be at the discretion of track management
- 3.2** All drivers are responsible for the actions of his/her pit crew in all aspects. The driver shall be the sole spokesperson for his/her car and crew in all matters
- 3.3** No driver or crew member is permitted to go to the flag stand or scoring booth. Doing so will subject the race team to penalty or disqualification
- 3.4** No one will be permitted to enter another persons pit in an aggressive manner. Doing so will subject the race team to penalty or disqualification
- 3.5** Complaints on or off the track will be conducted in a professional manner, and to a track official. Flagrant violation of this rule will be faced with severe penalties or disqualification
- 3.6** In the event of a disagreement, any member taking physical action (on or off the track) against an individual or personal property, for any reason, will automatically be fined \$500 and suspended for remainder of the year. Suspension and/or fine may be adjusted at officials or managements discretion.
- 3.7** No Drinking or intoxicants by any participants allowed at any time before or during the racing program, or any evidence thereof by any driver, owner, or crew member
- 3.8** Anyone deliberately disobeying an order of any official is subject to a fine of no more than \$1000 plus suspension. Any team or car connected will not be allowed to compete in future events until fine is paid

#4 – Procedural Rules

- 4.1** NO EXCESSIVE SPEEDING IN THE PIT AREA.
- 4.2** No repairs are to be made on the track at any time, you must pull into pit or hot pit to make any repairs
- 4.3** Any vehicle that pulls off the track, must restart scratch

- 4.4** Only safety crew, wreckers, and track officials will be allowed on the track in the event of an accident. At no time will the family, car owner, or any member of the pit crew be allowed on the track. (Officials discretion)
- 4.5** All drivers must be ready to compete and have their cars in line before each event enters the track or they will be sent to the rear
- 4.6** Any car not taking the initial green flag may not enter the race at any time
- 4.7** Starter has complete charge of track while racing. No protests allowed on starters decision
- 4.8** If there is an accident before the first lap is official, the field will be completely restarted with the car or cars bringing out the caution being put to the rear of the field
- 4.9** Any car leaving the track during a yellow or red flag must go to the rear of the field upon returning to the track
- 4.10** All starts will be double file, unless lead flagman decides to restart single file for safety or time related reasons
- 4.11** Any driver guilty of violating any of the flag or light rules will be penalized at the discretion of the starter or race director
- 4.12** Any driver causing excessive delays in a race, such as spinning out two times on his/her own will be disqualified at the starters or race directors discretion
- 4.13** Any driver that stops on the race track to intentionally draw the yellow flag for any purpose will be parked for the remainder of that race
- 4.14** In the event of a serious injury, Outlaw Speedway reserves the right to impound any car involved for inspection
- 4.15** Any action detrimental to Outlaw Speedway or to racing in general will be punishable by indefinite suspension by Outlaw Speedway management
- 4.16** Track scales will be used to determine legal weight. Cars found light will be allowed one IMMEDIATE reweigh. Any cars found swamping (intentionally running through mud) will be faced with fines and possible disqualification
- 4.17** The management reserves the right to change any rules or guidelines if they deem necessary
- 4.18** All weekly competitors will be required to use a transponder for timing purposes. Transponders must be mounted 24" behind centerline of axle, and preferably 12-18" above track surface

#5- Starting and Flags

- 5.1** On original starts, the green flag will fly when the front row reaches the cone. No one may pull out of line until they are past the restart cone in turn 4
- 5.2** On a restart, the first lap down car must line up behind the last lead lap car, then the cars will be doubled up for the restart. The first lap down car will receive one lap back during this process
- 5.3** If a car is out of line or touches the cone, the driver will be penalized 2 spots (or 2 spots per car passed) at the end of the race, or the first caution whichever comes first
- 5.4** On a red flag, all cars must stop As Soon As Possible and should stop on the high side of the track without driving through the scene of the accident or as directed by the on-board one-way radio communications from an official

5.5 When the white flag (or one-to-go signal) is displayed prior to restarting the race, no car may enter the track (violators will be black-flagged)

5.6 Cars pulling into the pits for repairs must clear the track sufficiently so that the race may continue or be restarted. Violators will not be allowed to continue that event. No repairs may be made on the track on a yellow flag. Repairs under a red flag condition may be made only by the driver and no tools may be used

5.7 A car may be sent to the rear for a variety of reasons, including: 1- causing the restart, 2- going to the pits for repairs/changes, 3- stopping for any reason

5.8 A car may be disqualified from a race for a variety of reasons, including: 1- working on the car on the track with tools, 2- having stopped motion two times unassisted, 3- intentionally delaying a race

5.9 In the event of a gap caused by a missing car on a start, the entire row moves up

Flag Rules

Any driver who does not obey the flag rules will be subject to disqualification. Where light signals are also used, a definite understanding concerning these signals in relation to the flag shall be made before the race

GREEN FLAG - Start of the race

YELLOW FLAG - Caution, go slow, single file, hold position - NO PASSING

RED FLAG - Danger, race stops immediately

BLACK FLAG - Go to the pit immediately for consultation

BLACK FLAG WITH ORANGE CIRCLE - Mechanical Black Flag

BLUE FLAG with YELLOW STRIPE or MARKER - For passing and will be displayed only to cars that are being lapped

WHITE FLAG - One lap to go

CHECKERED FLAG - End of race

GREEN FLAG

On an original Green Flag all cars must stay in line until it passes the starters stand. On restarts, racing resumes immediately upon display of green flag or green light. Pole man (leader) sets pace. If the leader chooses the outside upon a restart he/she will set the pace

YELLOW FLAG

The Yellow Flag signifies caution and this flag will be given to the first car passing the starter. After the yellow flag is displayed, cars must hold position until either the green flag is again displayed or the red flag, which would automatically stop the race

1. Any car falling out of position during caution flag must start scratch. The only exceptions are if the car is coming to start-finish line to either check his position or inform the starter of a track hazard. (The rule is designed to keep the race under as little delay as possible. Sometimes it will work to the driver's advantage, other times, disadvantage, but as long as we all understand the rule, we will have little or no problems getting restarted again.)

2. Any car involved in or spins to avoid an accident where the yellow flag is displayed must pick

up position in the field wherever they fall in. All others maintain position

3. In the event a pace car is used, no car may pass the pace car. Any car passing the pace car will lose a lap

4. Passing under caution will be penalized two (2) positions for each car passed at the discretion of the officials

5. When the caution flag flies, cars will fall into single file, passing car giving way to the lead car. The passing car must be completely ahead to assume the forward position. In any dispute in line up, line up will be decided by last completed lap, at the discretion of the flagman

6. In championship circuit events in which yellow flagged laps count and are scored, the race must finish under green-white-checkered

RED FLAG

In the event of a Red Flag, the driver may do any work on the car he is able to do without the use of tools. All major work must be done in the pit area. Any driver delaying the restart of the race will be disqualified. DO NOT move your car on a Red Flag

BLACK FLAG

Drivers shall not continue in the race after getting the Black Flag. He must slow down and keep clear of all other cars in the race and pull into the pits at the first opportunity. Failure to obey the Black Flag will result in disqualification or suspension. Scoring will stop immediately

BLACK FLAG WITH ORANGE CIRCLE

Mechanical flag must comply within three laps under green or scoring will stop for that car. (example: flat tire, smoking, loose parts, etc.....)

BLUE&YELLOW FLAG (Move Over)

1. This flag will be displayed to a driver to tell him that he is about to be lapped by a leading car. The lapped car must obey by moving over and allowing the lapping car or cars to go by

2. A driver who uses the Blue & Yellow Flag to his advantage by passing a car that has slowed to obey the flag, at discretion of the starter, will be penalized two (2) positions

3. A driver who ignores the Blue & Yellow Flag, at the discretion of the starter, will be disqualified or penalized an appropriate number of positions

WHITE FLAG

1. When the White Flag is displayed under the Green it means you started into your last lap

2. During a Yellow situation, starter may display the White Flag to indicate the Green will come out in one more lap

CHECKERED FLAG

1. When the Checkered Flag is displayed, it means the race is finished. When the required race distance has been completed by the lead car, or at the discretion of the starter, the race will be declared "Official". (Final disposition of any flag dispute will be determined by the starter)

2. When the Checkered Flag is given to the leader, the balance of the field receives the Checkered Flag in the same lap. Finishing positions will be paid off according to the most laps traveled in their least time, regardless of whether the car is still running or not
3. The driver receiving the Checkered Flag first in any feature race must bring his car to the starting line and must participate in Victory Lane ceremonies. The race winner is to remain in Victory Lane until released by the official in charge of the event. In some cases it will be necessary to hold multiple victory lane ceremonies at one time

#6 – Tech, Protests, and Management

- 6.1** Examination by tech inspectors may occur at any time in any class
- 6.2** When tech inspection is taking place in officially designated area, only one representative and two crew members will be permitted. Failure to comply with this rule will result in fines and/or disqualification
- 6.3** Refusing any type of inspection will result in automatic disqualification
- 6.4** Outlaw Speedway is not responsible for any parts or gaskets
- 6.5 IF IT DOESN'T SAY YOU CAN, YOU CAN'T!!** The tech inspectors have the right to make any judgment decisions on other items not specifically spelled out in the rules, or to make any competitor change any component on the car, anytime throughout the season, for the interest of this division
- 6.6** Any car found illegal will (at the discretion of the tech inspector or other track official) not be permitted to take part in an event unless changes can be made on the spot.
- 6.7** Disqualification for anything found illegal after an event is complete will result in no points being awarded and no money paid
- 6.8** Anything not covered elsewhere in the Outlaw Speedway rules and policies will be acted upon by track officials as situations arise. Track officials and management reserve the right to allow minor modifications or deviations from the rules as necessary in the interest of safety and competition. This also includes imposing penalties (disqualifications, fines, and/or suspensions) as necessary to regulate and maintain an orderly and safe level of competition
- 6.9** ANYTHING NOT SPECIFICALLY LISTED IN THIS RULE BOOK WILL BE CONSIDERED ILLEGAL UNTIL APPROVED BY TRACK PROMOTERS
- 6.10** Outlaw Speedway reserves the right to confiscate and or impound any part(s) that has been determined to be illegal. If a part is confiscated for further evaluation it will be the responsibility of the car driver/owner to prove legality of said item. If it is determined to be legal, it will be returned. Returning parts that have been determined to be illegal will be at the discretion of speedway management
- 6.11** At any time each and every competitor agrees to allow Outlaw Speedway track tech inspectors to check their crate motor with any testing devices they have available
- 6.12** Outlaw Speedway reserves the right to take any crate motor at any time for further testing, at a dynamometer facility, if it measures within GM specification it will be returned with no penalties
- 6.13** If the motor does not test within GM specifications it will be disassembled by the approved machine shop. If it is determined to have been altered in any way to improve performance, the

motor will become the property of Outlaw Speedway. In addition a loss of all points to that date in the season, and loss of all money for that race

6.14 Refusal to allow the motor to be taken will result in loss of points to that date in the season, loss of all money for that race, and up to a 1 year suspension from all Outlaw Speedway events. In addition all serial numbers on the motor will be recorded for further reference, and the information will forever be placed on an illegal parts list

6.15 Outlaw Speedway tech officials reserve the right to use any and all tools at their disposal. Their decision is FINAL

Protest

6.16 A Protest of race results must be made to the Pit Steward within fifteen (15) minutes of the official announcement of the order of finish. A recheck of scoring will then be made if necessary and these results will be considered final. Only driver protests on racing results will be considered

6.17 If a race result is protested, the track promoter can, at his discretion, delay purse distribution until the matter is ultimately decided

6.18 Mechanical protests must be made within fifteen (15) minutes of the official announcement of the order of finish. There will be a \$200 protest fee for any (1) specific part to be inspected, and another \$200 per part for any others. \$150 will go to the winner of the protest, and \$50 will go to the track tech

6.19 Any car and/or driver who has been disqualified (example: violation of flagman or officials' order; violation of tech rules; fighting or excessive aggravation to officials, spectators or pit crew member, etc.) will lose their points and monies for that racing event.

6.20 Following the completion of a race event Tech staff will direct the cars to the tech area. NO one will be allowed to approach the car or driver until tech staff have completed instructions to drivers

6.21 The only person allowed to speak on behalf of the car is the driver. If needed the driver will be able to discuss any situation with car owner or crew.

6.22 Drivers under the age of 16 will be allowed to have one adult with them as soon as the car enters the tech area.

6.23 Any crew or family members being disrespectful or causing confrontations in tech area will be banned from the property indefinitely. Also in addition the car and driver will be disqualified for that nights event. Outlaw Speedway reserves the right to add additional penalties as they deem necessary

Management

No traction control devices (electrical or mechanical) are allowed in any race division competing at Outlaw Speedway

Penalty for the use of any traction control device will be the loss of all points, point fund money and race event money. The car will be impounded, if necessary, and the driver and owner will be fined \$5,000.00 each and suspended from the pit area and any competition at Outlaw Speedway for five (5) years

THE MANAGEMENT AT OUTLAW SPEEDWAY RESERVES THE RIGHT TO CHANGE ANY RULE OR RULES IF THEY FEEL IT IS NECESSARY AND REFUSE ANY PROTEST IF THEY FEEL IT IS NECESSARY OR BEING USED FOR HARASSMENT

Points - All Classes

Track points will be awarded for all events, unless sanctioned event is by invitation or otherwise stated. The number of cars in the heats, consolation and feature races are determined by each individual track

Track points will be awarded to drivers only

In the event of a driver change during a point race event, the driver of the pace lap will earn the points based on his/her car's finish

Driver or Owner must attend Outlaw Speedway Banquet to receive point monies and awards unless arrangements are made with the track promoter prior to the banquet.

REGULAR DIVISIONS (BB/SB Mods, Crate Sportsman, Crate Late Models, Street Stocks, 4Cyl Mini stocks, IMCA, and Bandits)

NOTE: Anything not covered in these rules will be up to the discretion of the Track Officials and Tech Inspectors. In the interest of competition, Outlaw Speedway management reserves the right, with due regard and fair warning through various media, to amend the 2017 rule book at any point through the course of the year

ALL OFFICIAL AND TECH RULINGS ARE FINAL!!

**While the above rules offer a good guideline, not everything can be covered by a written rule. If you have any questions, ASK FIRST. Any non covered part can be deemed illegal at any time. Anything not covered in these rules, is not assumed legal.