

GENERAL TRACK RULES

1 of 6



Please read and understand these rules in their entirety. If you have any questions ask now, not after an incident has occurred.

These rules are in effect as of January 1st, 2019. This publication supersedes all previous Monett Motor Speedway Compliance rules and rule updates.

1 Conduct

- 1.1 Racers and Race Team Members at the Monett Motor Speedway will maintain an appropriate and professional personal code of conduct at all times.
- 1.2 Actions on or off the track deemed by officials or Speedway Staff to be detrimental to the sport or speedway will be dealt with severely.
- 1.3 Consequences for fighting, cheating or other actions deemed inappropriate may include: fines, probation, suspension, deduction of points or any combination of the above.
- 1.4 Monett Motor Speedway reserves the right to alter or amend the rules and regulations in the interest of safety, cost control, and/or fair competition.
- 1.5 It is the responsibility of each competitor to read and understand the contents of these rules. If there is a disagreement or dispute regarding the meaning or application of these rules, the decision of the Monett Motor Speedway shall prevail.
- 1.6 No expressed or implied warranty of safety shall result from publications of or compliance with these rules and/or regulations.
- 1.7 The rules and/or regulations set forth herein are designed to provide for the orderly conduct of Monett Motor Speedway events and to establish minimum acceptable requirements for such events.
- 1.8 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.
- 1.9 No pretense is made for having designed a foolproof set of rules and regulations. The spirit and intent of the rules is the standard by which Monett Motor Speedway events will be governed.
- 1.10 The Monett Motor Speedway is authorized to decide if an equipment change or modification is an attempt to circumvent these rules.
- 1.11 The Monett Motor Speedway can and will disqualify a racecar in violation of the spirit and intent of these rules.
- 1.12 If this rulebook does not specifically state that you can alter, change, or otherwise modify something on your car, you should consider it a violation of these rules.
- 1.13 No part is deemed to have been approved by Monett Motor Speedway by passing through prior technical inspections.
- 1.14 The Manager shall be empowered to permit reasonable and appropriate deviation from any of the specifications herein or impose any further restrictions that in its opinion do not alter the minimum acceptable requirements.
- 1.15 No expressed or implied warranty of safety shall result from such alteration of specifications.
- 1.16 Any interpretation or deviation of these rules is left to the discretion of the Monett Motor Speedway.
- 1.17 The decision made by Monett Motor Speedway is final.
- 1.18 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.
- 1.19 All participants, guest and crew members fully understand that racing is inherently dangerous and that they are exposed to risks of death or serious bodily injury.
- 1.20 The participants, guest and crew members voluntarily assume these risks.

2 Safety

- 2.1 All cars must meet safety technical requirements before competing in any race.
- 2.2 Working Raceceivers are required to race at Monett Motor Speedway.
- 2.3 Raceceivers must be provided by the driver.
- 2.4 Track officials reserve the right to inspect any car at any time for any reason of safety violations.
- 2.5 All drivers must have a SFI Certified full flame retardant fire suit, neck-restraint, gloves, and shoes.
- 2.6 Helmets must be certified Snell SA2010, or SA2015 Standard or 31.1/2005 or 31.1/2010.
- 2.7 Full size window nets are required and must meet SFI Spec 27.1 and must be mounted in accordance with the manufacturer's instructions and technical inspector's satisfaction.
- 2.8 Seat belts must be SFI approved. Driver restraint systems must be no more than two (2) years past the manufacturer's date.
- 2.9 All cars must have a master shut-off switch with easy access by the safety crew.

GENERAL TRACK RULES

3 General

- 3.1 All cars are to be numbered on each door and top in contrasting color of car. Numbers must be legible to the score tower.
- 3.2 A maximum of 3 numbers and letters are allowed.
- 3.3 Any combination of numbers and letters that are deemed offensive by the Monett Motor Speedway will not be allowed.
- 3.4 Track officials reserve the right to disqualify any driver or car from competition.
- 3.5 All drivers and/or crew will be responsible to tear down their car for inspection when requested by a track official.
 - 3.5.1 Failure to comply will result in disqualification and forfeiture of prize money and points for that night.
- 3.6 All weights and ballast must be secured with at least two ½ inch grade eight (8) bolts.
- 3.7 Weights and drive shaft must be painted white and have the car number on them.
- 3.8 All cars are to have tow/pickup loops on both front and rear bumper.
- 3.9 Track will not be responsible for any damage to any car that has to be lifted by wrecker to remove them from racing surface or loading of damaged cars onto trailers.
- 3.10 No intentional draining of oil, water, anti-freeze, and/or gear grease on the speedway property.
- 3.11 Waste items must be placed in receptacles provided at the track or taken off premises with you.
- 3.12 Old tires must be removed from the premises.

4 Age Requirements

- 4.1 Persons under 18 years of age are required to have written permission signed by all legal guardians before they are allowed in the pit area.
- 4.2 You must be at least 14 years of age to compete in any racing events held at the speedway.
 - 4.2.1 Drivers under the age of 16 must have written permission signed by all legal guardians before they are allowed to race.
- 4.3 All drivers age 16 or over must have a valid driver's license to participate in any racing event.

5 Sign in Rules and Driver's Responsibility

- 5.1 All cars must register for the class which they are participating.
- 5.2 All drivers must sign in at the pit check-in 45 minutes prior to the posted race time.
 - 5.2.1 Those missing the check-in time must still check-in at the pit check-in and will be placed at the rear of the field.
 - 5.2.2 Late sign in cars will receive heat race finish points only. No passing points for the heat race will be given.
- 5.3 All cars must have a transponder to be scored.
 - 5.3.1 Drivers with their own Westhold transponder will need to bring the identifying number with them to check-in.
 - 5.3.2 Drivers may rent a transponder from the track.
- 5.4 It is the driver/owner responsibility to keep all team information current.
- 5.5 No driver or crew member will be allowed to enter the pit area until they have signed all releases at the pit gate.
- 5.6 No one will be allowed to sign any release for anyone else for any reason.
- 5.7 If you race more than one car per night in more than one class, the driver will be required to purchase (1) Driver Pit Pass per car.
- 5.8 Drivers shall be responsible for the conduct and actions of the entire pit crew.
- 5.9 The driver shall be the sole spokesperson for car owner.
- 5.10 No one other than the driver will be allowed to take part in any arbitration with officials on any matter.
- 5.11 Any violation will result in disqualification and loss of all points for the night and possible suspension.
 - 5.11.1 The decision of the track officials is final. No exceptions.
- 5.12 Unsportsmanlike conduct and/or verbal assault may result in suspension.
- 5.13 Any driver, crew member, owner or associate of a race team that uses profane language or gestures of profanity to any track official will be disqualified for the night, loss of points, and suspended from race facility for a period to be determined by the track officials. No exception for anyone.
- 5.14 Absolutely no fighting allowed on or around track premises. Legal action may be taken. There will be an automatic 2-race suspension for anyone who physically or verbally abuses any driver, crew member, track official or race fan.
- 5.15 Absolutely no driver, crew member or anyone associated with your race team is allowed to enter into another race team's pit area to engage in a verbal or physical dispute.
 - 5.15.1 Penalty is 2-race suspension and loss of all points and winnings for the night. The driver and all involved are subject to this penalty and suspension.
- 5.16 Rough driving may, at the discretion of the track officials, result in suspension based on the severity of the incident.
- 5.17 Any driver who retaliates on or off the track will be disqualified and a 2-race suspension will be issued.
- 5.18 Any driver intentionally using his/her vehicle in a malicious manner will result in a minimum two-race suspension at the discretion of the track officials.
- 5.19 All drivers, owners, mechanic's or pit crew assume full responsibility for any and all injuries sustained including death or property damage during anytime they are on the track premises or in route to and from the track facility.
- 5.20 All disputes developing as a result of track rules must be settled at the track. The decisions of the track officials are final without exception.

GENERAL TRACK RULES

6 Insurance

6.1 Information about coverage is available from the track, upon request, at the front office.

7 Decals

7.1 There are certain decals that must be carried on the car in order to earn both points towards the Season Ending Championship Payout and Prize Money. The track is aware of, and, has no wish to cause conflicts between drivers, teams and your sponsors. However, it must be realized that the class sponsors are Major Contributors of the Season Ending Points Fund. These Decals must be present on the car for consideration for Season Ending Championship Points Fund. These decals must be positioned on the car sides. Decals will be available in the pit sign in office.

8 Transponders and Raceceivers

8.1 Raceceivers are required to race at Monett Motor Speedway.

8.2 Raceceivers must be provided by the driver.

8.3 Transponders are required to race at Monett Motor Speedway.

8.4 Drivers may bring their own transponder. It must work with the Westhold Timing System.

8.5 Transponders will be available to rent from the track and will be assigned to each car at sign in.

8.5.1 Rented Transponders are the responsibility of the driver until returned to the track.

8.5.2 Failure to return a rented transponder will result the driver needing to replace the transponder or pay a \$250 fee for the track to replace it.

9 Tires and Testing Procedures

9.1 No tire softeners, no conditioners, no altering of tires with any natural or unnatural, no hazardous or un-hazardous components or chemicals which alter the factory set baseline-settings of a given tire.

9.2 Any tire not meeting the durometer rule for its class is subject to having a tire sample sent in for chemical testing.

9.3 Testing Procedure

9.3.1 Track tech official will have the driver take nine different samples of the tire under the tech official's observation and one witness and place three samples each into three different bottles.

9.3.2 These bottles will be sealed and placed in an evidence bag and sealed with the identifying numbers on the seals and evidence bag number will be documented on a Tire Sample Collection Form with the sample date, track name, drivers name, address, tire information written on the form.

9.3.3 The driver, tech official and the witness will sign the form.

9.3.4 The Driver will retain one of the samples for further testing if needed, along with a copy of the form.

9.3.5 One sample will be sent to the accredited laboratory for testing.

9.3.6 One sample will be held by track officials for further testing if needed.

9.3.7 Track officials will be notified of the results of the test as soon as they are provided to the accredited laboratory.

9.3.8 The driver will then be notified of the results and any other action that may be required based upon the results.

10 Racing Rules

10.1 Drivers Meeting:

10.1.1 If a driver's meeting is needed it will be held prior to hot laps.

10.1.2 It shall be the responsibility of all drivers to attend if there is a driver's meeting.

10.1.3 Any rule, format, or schedule change will be discussed in a driver's meeting.

10.1.4 All driver's will be responsible for information discussed at a drivers meeting.

10.2 Posted Information:

10.2.1 All pertinent information such as hot lap order, race order, and race lineups will be posted at the lineup board located by the pit concession building.

10.3 Line Ups

10.3.1 Line ups will be posted near the check-in area.

10.3.2 You are expected to know your line up position.

10.3.3 Special Treatment for Past A-Feature Winners

10.3.3.1 If you have won 1 A-Feature race you will start no better than 5th row outside (10th) for the A-Feature

10.3.3.2 If you have won 2 A-Feature races you will start no better than 8th row outside (16th) for the A-Feature

10.3.3.3 If you have won 3 A-Feature races you will start last for the A-Feature

10.3.3.4 If there are multiple 1, 2, or 3 race winners then qualifying from heat races will set the order amongst those drivers.

10.3.3.5 You still must qualify for the A-Feature. Previous A-Feature win(s) does not guarantee the starting position listed above. You will start in your qualifying position or the position listed above, whichever is furthest back.

10.4 Original Starts:

10.4.1 Original starts will be made on the front stretch just off of turn four.

10.4.2 An orange cone will be placed at the edge of the track or white line will be drawn in the location where drivers will be allowed to start the race.

10.4.3 The flagman will display the green flag and turn on the green light at that time.

GENERAL TRACK RULES

4 of 6

10.4.4 If the officials determine that the start was unfair, or “jumped”, the yellow light will be turned on, and the yellow flag will be displayed when cars enter back stretch.

10.4.5 Drivers may be penalized for attempting to gain an unfair advantage on a start by “jumping” or “brake checking”.

10.4.6 Penalties may include lost positions, restarts from the rear, or disqualification from the race through a black flag.

10.4.7 Any driver deemed to have caused a caution on the original start will restart from the rear of the field. No exceptions.

10.5 Re-starts

10.5.1 Re-starts will occur on the front stretch just off of turn four.

10.5.2 The orange cone will be placed at the edge of the track or a white line will be drawn in the location where drivers will be allowed to re-start the race.

10.5.3 The flagman will turn on the green light, and the green flag will be displayed.

10.5.4 As in an original start, if the officials determine the start was un-fair then the same procedures will be followed as in the original start, and the same penalties will apply.

10.6 Non-Original Re-starts

10.6.1 Standard restart procedures will be single file in heat races and Delaware double-file in features.

10.6.1.1 Delaware Double-File restarts place the leader on row 1 by themselves.

10.6.1.2 Second place will choose to occupy the inside or outside lane, then hold this position until the race re-starts.

10.6.1.3 Third place will occupy the remaining position on the first two car row.

10.6.1.4 The remaining lead-lap cars will align with 4th place on inside, 5th place on outside, 6th on inside, 7th on outside, and so on for the remainder of the field.

10.6.1.5 All lapped cars will be aligned behind the lead lap cars.

10.6.1.6 Two attempts will be made to restart in the double file configuration.

10.6.1.6.1. If track officials at that time deem the track conditions not to be safe and fair for competition, the call for single file restarts will be made.

10.7 Single File Re-starts

10.7.1 Track officials in case of extreme track conditions can revert to single file restarts. Once the track is deemed un-safe for double-file restarts, track officials will signal the drivers to remain in single file.

10.8 Cautions

10.8.1 All cars are to get single file when caution comes out.

10.8.2 Do not drive side-by-side.

10.8.3 Any driver not getting inline before one lap of caution is complete will be sent to the rear of the field.

10.8.4 Any driver not allowing another driver to get inline will be sent to the rear of the field.

10.8.5 Any driver having to be told more than once to get inline will receive the black flag and sent to the pits.

10.9 Backup Car/Driver Exchange

10.9.1 Driver can exchange car only if his/her car is not operational.

10.9.2 Driver must have qualified through heat races.

10.9.3 Driver must report car exchange to track official before features start and show proof his/her car is not operational.

10.9.4 Driver will forfeit qualifying starting position and start from the rear of the A or B-Feature.

10.9.5 Points will be awarded to driver.

10.10 Lap Counts

10.10.1 Caution laps do not count.

10.10.2 In case of a caution flag, all cars will be scored by the order they crossed the finish line on the previous completed lap with cars causing the yellow or red to be scored at the rear of the appropriate lap.

10.10.3 Caution Flag after White Flag in Heat Race results in the race ending.

10.10.4 A race will be called a completed race after the leader crosses the start/finish line and receives the checkered flag.

10.10.5 Lapped cars on white flag lap cannot make up a lap on those involved in last lap incident.

10.11 Feature Event

10.11.1 If the yellow or red flag is displayed during a feature event before the leader crosses the start/finish line, the race will be re-aligned and revert back one lap.

10.11.2 If the yellow or red flag is displayed during the race after the leader takes the white flag, cars will be re-aligned, then there will be two more laps run ((1) green, (2) white then checkered).

10.12 Feature Time Limits

10.12.1 Each class will be given a feature time limit of 25 minutes.

10.12.2 If the Race Director feels the time will exceed the allowed time limit due to several cautions before the full feature is complete, then the race will be shortened by the Race Director.

GENERAL TRACK RULES

11 Feature Points for Track Points Series (Excludes USRA B-MODS, They will use USRA points)

<u>Position</u>	<u>Points</u>	<u>Position</u>	<u>Points</u>
1	100	11	86
2	98	12	85
3	96	13	84
4	94	14	83
5	92	15	82
6	91	16	81
7	90	17	80
8	89	18	79
9	88	19	78
10	87	20	77
		21-End	75

12 General Scope of Rules and Penalties

- 12.1 Any car involved in an accident that causes a yellow flag will go to the rear.
- 12.2 Any car losing forward motion during a race or yellow flag will go to the rear. Exception will be only if directed by a race official or if a safety issue is at risk.
- 12.3 Any car causing a yellow flag to be thrown to stop the race to keep from losing position will go to the rear and be one lap down on restart.
- 12.4 Any car losing forward motion or causing a caution 2 times in the same race will be black flagged and sent to the pits.
- 12.5 No car will be allowed to return to the track in the heat race once it enters the pits.
- 12.6 During the feature a car will be allowed to enter the pits and return to the track when repairs are necessary.
- 12.7 Drivers are not allowed to exit their car on the racing track or apron to dispute or discuss any race situation.
 - 12.7.1 Any driver exiting their car on the race track during a race for any reason is automatically disqualified from the race and all winnings and points will be lost. (**Exception:** If a track official directs you to exit or you are in immediate danger for your life or serious injury).
 - 12.7.2 Violation of this is automatic disqualification from the event with loss of all points and prize winnings during the feature.
 - 12.7.3 Any other time will result in disqualification for the night or balance of events with no pay or refunds.
- 12.8 If a driver refuses a technical inspection after a race the car/driver will be placed at the tail of the finishing field.
- 12.9 Technical inspections are to be done at the track only.
 - 12.9.1 No exceptions for any reason. (This includes tear downs)
- 12.10 Any driver, or any person connected to his car caught in the possession of illegal drugs or substances that are deemed illegal under Missouri law, or under the influence of alcohol, will be suspended from the track for an indefinite period of time to be determined by the Race Director.
- 12.11 Officials and Race Director will resolve any disagreement over technical questions or operations. When their decisions are rendered, such decision is final and binding.
- 12.12 Race Director will decide the length and time limit on all racing events.
- 12.13 Race Director will act upon any situation not specifically covered by these rules and procedures set forth herein and management reserves the right to make changes, additions, and/or deletion of these rules deemed necessary to allow for a more competitive program for racers and spectators.

13 Flags

- 13.1 **Green:** Start of all races, clear track, and race for position.
- 13.2 **Yellow:** Slow down, there is an obstruction on the track, do not try to better your position, laps do not count. All cars get single file, (Do not drive side-by-side; you will be aligned again per score tower. Failure to do so will result in driver receiving the black flag and not being scored any further.)
- 13.3 **Red:** Come to a complete stop as quickly and safely as possible. Once stopped do not move your car until directed to by track official.
- 13.4 **Black:** Means that you have been sent to the Pits and will take no further part in the current race, whether it is a Heat, Last Chance, or Feature. Your car will not be scored from the Black Flag time onwards.
 - 13.4.1 Please note: There is a distinct difference between being given the Black Flag and being Disqualified.
 - 13.4.2 Disqualified – means that you will not be allowed to take any further part in the competition from that point on. No points or Prize Money will be awarded in the event of a Disqualification whenever it occurs during a particular event.
- 13.5 **White:** One lap to go.
- 13.6 **Blue/yellow:** Faster car approaching. Hold your line. You will be instructed which direction to move (high or low) by the flagman.
- 13.7 **Checkered:** The race is complete. Exit the track as quickly and safely as possible. No parade laps, unless directed by official.

GENERAL TRACK RULES

14 ATV / Golf Cart / Pit Bike Rules

- 14.1 May only carry as many passengers as there are seats.
- 14.2 NO passengers on racks, handlebars, etc.
- 14.3 NO standing on the back or side of vehicle.
- 14.4 Must be Licensed Driver, 16 years or older.
- 14.5 Maximum Speed is 5 mph, speed of a moderate to fast walk.
- 14.6 Failure to comply with these rules can and will result in loss of privilege to operate these vehicles on Monett Motor Speedway property.

15 Pit and Miscellaneous Rules

- 15.1 No drinking of alcohol allowed in pits at any time before or during the races.
- 15.2 No glass containers of any nature allowed.
- 15.3 All vehicles and trailers are subject to search by track security at any time.
- 15.4 Illegal parts, discovered during technical inspection, may be retained by the track.
- 15.5 Track pit speed limit is maximum 5 mph. No exceptions.
- 15.6 Speeding in the pit area can be cause for disqualification and loss of points and money for that event.
- 15.7 No pit crew members allowed on the track or in staging lane to work on car for any reason.
- 15.8 In case of rain out after heat race the features will be run over the following weeks as determined by management.
- 15.9 All special classes not covered by these rules will be run according to their own established rules or will be governed by rules established at a later date.
- 15.10 These rules are designed to make the races safer for you but are in no way to be considered a guarantee of your safety. Other rules may be required later and will be posted in the pit area for your inspection.
- 15.11 Report all injuries to the Race Director immediately. There is a form that both the individual and promoter must complete.
- 15.12 Competition Director of the speedway reserves the right to modify these rules as they deem necessary for any and all reasons. All changes will be posted for your review and compliance to them.
- 15.13 Special races may have a variance to these rules. Any and all interpretations of these rules are left to the track officials. Decisions of the track officials are final.
- 15.14 Repeated violations of speedway rules may result in permanent suspension.
- 15.15 The speedway retains the right to refuse entry to any car, driver, or pit crew.
- 15.16 Thank you for choosing to participate in the racing program at our speedway. The staff and management are here to assist you so please feel free to ask any questions you may have. Our goal is to present a show that is both fair to all race teams and entertaining for our fans. It is also our intention to move the racing in a timely manner so be ready when your turn comes to race, as we will not delay the race for you. Thanks again for attending and good luck to all.