



I. Volusia Speedway Park General Rules

A. Pit Participants

i. Event Entry

- a. All Participants, regardless of age, wanting to enter the pit area, must sign a waiver at the pit gate, and receive an official wristband before entering the property.
- b. All Minors (participants ages 17 and younger) wishing to enter the pits must have a signed waiver on file at the pit gate.

ii. Disciplinary Actions

- a. Any member and/or participant that enters into another competitor's pit area and/or to another competitor's car and becomes involved in a physical altercation will be subject to a Two (2) Race Penalty and/or disqualification and/or fine and/or suspension and/or legal action and/or any other action deemed appropriate by Volusia Speedway Park Officials.

B. Pit Parking

- i. All parking is handled through the Volusia Speedway Park Office
- ii. For larger events, calling a head to reserve parking is **HIGHLY** recommended
- iii. VIP Parking - \$10.00 VIP Parking Pass
 - a. Upper Pit Area along the fence in turns one (1) and two (2)
 - b. All those wishing to utilize VIP Parking will be required to purchase pit pass for everyone in the vehicle
 - c. Parking place card must be visible through windshield dash
- iv. Trailer Parking
 - a. **ALL COMPETITORS MUST STOP AT THE TURN 4 PIT GATE TO RECEIVE THEIR PARKING PASS**
 - b. Trailers are permitted to park in the Infield, upper Pit (Turns 1 and 2), and around the Gator Pond
 - a) All competitors wishing to park in the infield must have a trailer/hauler **BELOW** 9ft in height
 - b) All competitors wishing to park on a concrete spot will pay a fee of \$10

II. Membership

- A. All drivers must be a DIRTcar Member to participate in DIRTcar Racing and Volusia Speedway Park events
- B. This rule may be exempt for travelling series that consist of a “irregular” class competing at Volusia Speedway Park
- C. All drivers shall be DIRTcar members and must be member to receive point fund
- D. Drivers, crew members, and/or team owners cannot appeal any penalty if you are not a DIRTcar Member
- E. Drivers, crew members, and/or team owners cannot protest any other driver if you are not a DIRTcar Member

III. Event Procedures

- A. General Racing Equipment: Driver Radios and Scoring Transponders
- B. Driver One-Way Radios (RACEceiver) are MANDATORY AT ALL DIRTCAR AND VOLUSIA SPEEDWAY PARK EVENTS
 - i. All competitors in all divisions are required to have, in working condition, an approved one-way radio system to aid in line ups and/or the use of race control to manage the racing event
- C. Transponders may be used on all or select divisions at the discretion of Volusia Speedway Park Officials
 - i. Transponder MUST be on the car throughout the entire event. THIS INCLUDES HOT LAPS to ensure that the transponder is working and reading properly
 - ii. Personal Transponders
 - a. A driver may provide their own MyLaps AMB transponder
 - b. The transponder must be brought to registration for approval from the Volusia Speedway Park Timing and Scoring Official
 - c. Approved Transponders (see Diagram 5 on Page 20)
 - a) Yellow MyLaps AMB Non-Subscription Rechargeable Transponder
 - b) Red MyLaps AMB Non-Subscription Rechargeable Transponder
 - c) Gray MyLaps AMB Non-Subscription Rechargeable Transponder
 - iii. Transponder Rentals
 - a. Transponder and must be returned each night. Purse distribution will be held until returned
 - b. All competitors competing must provide a DIRTcar Membership Card or form of ID upon registration before receiving a loaned transponder
 - iv. Mounting Instructions
 - a. Late Models
 - a) Left front (see Diagram 1 on Page 18)
 - b) Serial Number and Light Facing towards the back of the car (Sea Diagram 4 on Page 19)
 - c) Black Bottom facing towards the track (Sea Diagram 4 on Page 19)

- d) Please ensure that no bars are in between the bottom of the transponder and the racing surface
- b. Sprint Cars
 - a) Right front (see Diagram 2 on Page 18)
 - b) Serial Number and Light Facing towards the back of the car (See Diagram 4 on Page 19)
 - c) Black Bottom facing towards the track (See Diagram 4 on Page 19)
 - d) Please ensure that no bars are in between the bottom of the transponder and the racing surface
- c. All Other Divisions
 - a) Right Rear Axle Tube (see Diagram 3 on Page 18)
 - b) Serial Number and Light Facing towards the back of the car (See Diagram 4 on Page 19)
 - c) Black Bottom facing towards the track (See Diagram 4 on Page 19)
- d. All transponders must be mounted properly and in a pouch or bracket secured with two zip-ties (bracket to be secured with pin)
 - a) A driver who does not secure and mount his transponder correctly, and it falls off during the event, that driver may not be scored for the race/event
 - b) If the transponder is found to be mounted in the wrong spot, that driver may forfeit that finishing position for that race at discretion of Race Control
 - c) If a car is found to have a non-functioning scoring transponder (and is properly secured and in the correct position), they may be directed to the pits to have one installed. A penalty may be assessed at the discretion of Volusia Speedway Park officials

D. Entry and Exit of Racing Surface

- i. Cold Track
 - a. Parked Vehicles in the Infield Pit will go straight to starting grid and wait for Pit Steward before entering the racing surface
 - b. Parked Vehicles in the Upper Pit will cross backstretch entry, only when Pit Steward approves. Vehicle will proceed to starting grid and wait for Pit Steward before entering the racing surface
 - c. Vehicles should proceed through Turn 4 of Infield Pit to enter starting grid. No Vehicle will be allowed to pass through the center or Tech Inspection Area
- ii. Hot Track
 - a. Parked Vehicles in the Infield Pit will enter the racing surface from Turn 1 entry. Parked Vehicles in the Infield Pit will exit the racing surface by way of Infield Backstretch or Turn 4 entry
 - b. Parked Vehicles in the Upper Pit will enter the racing surface from Turn 1 entry. Parked Vehicles in the Upper Pit will exit the racing

surface by way of Infield Backstretch or Turn 4 entry. Will be able to return to the Upper Pit Post racing competition

1. During Yellow Flag conditions, Upper Backstretch exit is allowed

iii. Track Maintenance Period

- a. Vehicles & Haulers entering the Infield Pit area MUST stop for clearance before crossing the racing surface Volusia Speedway Park Official
- b. Vehicles & Haulers exiting the Infield Pit area MUST stop for clearance before crossing the racing surface Volusia Speedway Park Official
- c. Pedestrians wanting to cross the racing surface MUST stop for clearance from Volusia Speedway Park Official

E. Event Format – Subject to Change Based on the Overall Car Count for the Event at discretion of Volusia Speedway Park Officials

i. Heat Races Only:

- a. 22 Cars or Less - 22 car Feature
2 Heat Races
All cars transfer to the Feature
- b. 23 to 28 Cars – 28 car Feature
3 Heat Races
All cars transfer to the Feature
- c. 29 to 35 Cars - 24 car Feature
4 Heat Races - Top 5 transfer to the feature
1 Last Chance Showdown – 4 transfer to feature
- d. 36 to 48 Cars - 24 car Feature
4 Heat Races - Top 5 transfer to the feature
2 Last Chance Showdowns – Top 2 transfer to feature
- e. 48 Cars or More - 26 car Feature
6 Heat Races - Top 3 transfer to the feature
4 Last Chance Showdowns – Top 2 transfer to feature

ii. Hot Lap Qualifying / Time Trials ONLY:

- a. 22 Cars or Less - 22 car Feature
1 Flight
All cars transfer to the Feature
- b. 23 to 28 Cars – 28 car Feature
1 Flight
All cars transfer to the Feature
- c. 29 to 35 Cars - 24 car Feature
2 Flights
Top 20 transfer to the feature
1 Last Chance Showdown – 4 transfer to feature
- d. 36 to 48 Cars - 24 car Feature
2 Flights

- Top 20 transfer to the feature
 - 2 Last Chance Showdowns – Top 2 transfer to feature
 - e. 48 Cars or More - 26 car Feature
 - 3 Flights
 - Top 18 transfer to the feature
 - 4 Last Chance Showdowns – Top 2 transfer to feature
- iii. Hot Lap Qualifying / Time Trials AND Heat Races:
 - f. 22 Cars or Less - 22 car Feature
 - 1 Flight
 - 2 Heat Races
 - All cars transfer to the Feature
 - g. 23 to 28 Cars – 28 car Feature
 - 1 Flight
 - 3 Heat Races
 - All cars transfer to the Feature
 - h. 29 to 35 Cars - 24 car Feature
 - 2 Flights
 - 4 Heat Races - Top 5 transfer to the feature
 - 1 Last Chance Showdown – 4 transfer to feature
 - i. 36 to 48 Cars - 24 car Feature
 - 2 Flights
 - 4 Heat Races - Top 5 transfer to the feature
 - 2 Last Chance Showdowns – Top 2 transfer to feature
 - j. 48 Cars or More - 26 car Feature
 - 3 Flights
 - 6 Heat Races - Top 3 transfer to the feature
 - 4 Last Chance Showdowns – Top 2 transfer to feature

F. Entry and Pill Draw

- i. All drivers will draw each day
- ii. All pills will be drawn prior to the driver's meeting. If a driver and/or team entered and present at the event does not draw, that team will be placed at the end of the qualifying order. In the event that there is no qualifying, then the driver and/or team will start at the rear of their specified heat race
- iii. All participants shall be DIRTcar Members in good standing to participate in any event draw
- iv. Drivers arriving late may be added to the group with least number of cars at discretion of officials. This will not be the case if the driver alerts any of the official Volusia Speedway Park registration staff before the pill draw closes

G. Pre-Race Inspections

- i. All cars entered and present at any Volusia Speedway Park event that are intended to compete in the racing event, must pass pre-race inspection prior to any on-track activity. Pre-race inspection may take place in a specified area and/or in the regards of space directly at the team's transporter. Refusal to present vehicle or preventing officials from completing pre-race inspection will result in disqualification from that event and possible penalty and fines

H. Drivers Meeting(s)

- i. All drivers must attend the drivers' meeting. Drivers in violation of not attending the Drivers' Meeting could face a fine, loss of driver's points, owner's points and/or suspension
- ii. The number of cars starting each event and the number of laps for each event may be announced at the drivers' meeting
- iii. Any changes in the basic event night program due to car count, track conditions and/or any other circumstances may be announced at the drivers' meeting

I. Inspection Procedures and Legality

- i. Officials may at their discretion, impound part(s) and/or component(s), engine and/or any other components and/or the complete car for competitive, and/or research data analysis
- ii. World Racing Group and/or Volusia Speedway Park is not responsible for any cost incurred as a result of inspection
- iii. Officials may at their discretion, inspect any car entered for competition in any racing event at any time

J. Weighing and Scales

- i. All cars will weigh as directed by announcement, radio message or posted at the designated Scales, per the weight rule, and track layout. All cars must weigh in immediately following their Races as directed. Any detour, redirection, mud puddle meandering, may result in disqualification or penalty
- ii. The winner must weigh prior to any Winner's Circle Interview or Presentation
- iii. Any detour to the scale, may result in loss of finish position or time. Should any car stop on the way to the Scales and be touched by anyone other than a Race Official, the Driver may be disqualified. Any car not meeting the minimum weight, after the designated event will lose its time, and/or finishing position from that event
- iv. The scales used for the event, provided by the track, will be considered the official scales for the event
- v. Scales will be available for any team to verify its car weight as determined by the official scales for that event
- vi. The number of cars to be scaled nightly will be announced at the drivers meeting, on the pit board and/or instructed via the driver's one-way radio.
- vii. At the scales, the car must present themselves directly on to the scales. The figure shown is the official weight for that car.

- viii. Officials will allow a car to re-scale two times by pulling off scale and pulling back on. Reading of the final attempt will become the entered weight.
- ix. If, at the scales, the car fails to meet the minimum weight, the following penalties apply:
 - a. Qualifying: The car forfeits the earned qualifying and must start last in a heat race.
 - b. Heat Race: Car is penalized for that event but remains eligible for the next qualifying race.
 - c. Preliminary Mains, LCS and Feature: Car and Driver will be scored in the last finishing position of the race.

K. Restrictions

- i. Once a racecar has been started or once any race has been started, all work on the racecar must be completed in the designated work area unless informed otherwise. Any participants who do not work on the car in the designated work area are subject to disqualification and/or fine and/or suspension and/or any other action deemed appropriate by Volusia Speedway Park Officials and/or World Racing Group Supervisory Officials
- ii. Drivers and/or team members will not be permitted to tamper with track racing surface. Any participants who tamper with the track racing surface are subject to disqualification and/or fine and/or suspension and/or any other action deemed appropriate by World Racing Group Supervisory and/or Volusia Speedway Officials
- iii. Any driver, crew member or team associate that enters the race surface without express approval from an official are subject to disqualification and/or fine and/or suspension and/or any other action deemed appropriate by World Racing Group Supervisory and/or Volusia Speedway Park Officials
- iv. All drivers should not exit their car unless there are extenuating emergency circumstances. They should shut off the electrical power, remain in their car and wait for track and/or safety officials without removing any personal safety equipment. At no time should a driver and/or crew member approach any portion of the racing surface or another moving vehicle

L. Hot Laps without Qualifying

- i. The AMB Scoring Transponder must be mounted on the racecar prior to hot laps
- ii. Each hot lap session will consist of only a green-white-checked
- iii. The number of cars per group on the track at once will be determined by car count at the discretion of the Race Director

M. Hot-Lap Qualifying / Time Trials

- i. Hot-Lap Qualifying will be determined by a non-staggered pill draw
 - a. All entered cars will hot lap by the qualifying order. If a driver misses their respective group, they will forfeit their opportunity to hot lap.
 - b. You will time trial, heat race, and LCS within your flight.

- c. The number of groups will be determined based on the total number of cars competing in the event
- d. Qualifying will be flight A, Flight A & B, Flight A, B, & C, or Flight A, B, C, D depending on car count
- ii. “Timed Hot Laps” will be your fastest time of 3 laps.
 - a. If the yellow flag were to be displayed during a group’s session, all cars that completed a lap will have a completed lap time, any car that did not cross will lose the lap of that session
- iii. A driver missing his/her timed hot lap group will receive no time and start tail in assigned heat
- iv. If a car/driver switch is made, for any reason, that car/driver must start at the rear of the next segment of the racing program in which that car/driver has qualified for
- v. Once a car is pushed and/or rolls for time-trials, even if it doesn’t start, that is considered an attempt to qualify. If the car leaves the track and goes to the pit area or returns to the qualifying line it will be considered late and will only receive one qualifying lap as outlined above
- vi. The cars that are late must be in line before the last scheduled car attempts to qualify. Qualifying will be closed once all cars that are in line have attempted to qualify
- vii. In the event of two or more cars posting the same qualifying times, the tie breaker will be the fastest other lap time of the two consecutive recorded laps. If this does not break the tie, the tie will be broken by the qualifying pill draw. In the event that one (1) lap qualifying is utilized, the tiebreaker will be the qualifying pill draw
- viii. In the event of inclement weather and/or unforeseen circumstances, it is at the discretion of the Volusia Speedway Park Officials to revise the qualifying procedure
- ix. If, for any reason, a race must be run on a different day after qualifying is completed (except for multiple day events), the driver may start the race in the earned qualifying position even if not in the car originally presented for qualifying
- x. Any driver attempting an extra qualifying lap during qualifying will forfeit their best time and assume their worst time during their qualifying attempt.
 - a. Once the checkered flag is flown for that flight, the car must exit the track at the designated area and does NOT come back around to the start/finish line
- xi. Any driver attempting an extra qualifying lap during qualifying will forfeit their best time and assume their worst time during their qualifying attempt
- xii. The AMB Scoring Transponder must be mounted on the racecar prior to hot laps

N. Heat Racing

- i. Lineup Calculation
 - a. Events that are considered a “regular show” for a particular division, heats will be lined straight up (no inversion) determined by pill draw.

- b. Events that are considered a “special show” for a particular division, heats will be line-up based on qualifying times from Hot-Lap Qualifying with no inversion
- ii. Car count for each heat will be evenly disbursed for that division based on that division’s overall car count for the event
- iii. Heat winner of the last heat race for that division will redraw to establish Feature event start position
- iv. Remaining cars will be staggered in the Feature Event, Last Chance Showdown(s) and Consy in heat finish order

O. Last Chance Showdown(s)

- i. The Last Chance Showdown(s) line up will be determined by the finishing order of the heat race(s)
- ii. The number of laps and number of transfer position(s) from the Last Chance Showdown will be based on the overall car count for the event and announced at the driver’s meeting

P. Feature Racing

- i. Will be line-up based on results of heat race and LCS transfers with odd numbered heat on the inside and even number heats on the outside
- ii. If an odd number of heats are run, the lineup will fall into place based on a competitor’s finish

IV. Racing Procedures

A. Backup Cars

- i. A backup car may be introduced at any time between qualifying/heat races and the start of the Feature due to the original car not operating properly and/or from extensive damage. Such determination will be at the sole discretion of Volusia Speedway Park Officials. Any such change will result in the driver starting at the rear of the next race segment in which the driver has qualified for. If a driver changes car(s) after hot laps, that driver will remain in his drawn position for qualifying and will be positioned in subsequent races accordingly
- ii. If a backup car is introduced, the car must pass pre-race technical inspection prior to any competition. A backup car may be obtained from any source and does not have to be part of a team’s original equipment
- iii. An additional entry/inspection fee may be due for the introduction of any backup car where applicable
- iv. Once a car has been withdrawn from an event, that car will not be allowed to be resubmitted to competition during that event

B. Starts

- i. The race will begin immediately once the racing surface is clear, and the cars are properly aligned in their assigned starting positions.

- ii. Any driver, team, and/or car, who purposely attempts to hold up the start of any race will be placed at the rear of the lineup and could be disqualified from the event, suspended and/or fined at the discretion of the World Racing Group Officials
- iii. Once the allotted time (announced at the driver's meeting) allowed for being on the track or in the push off and/or staging area, ready to race, has expired, any late car will be penalized to the rear of the field
- iv. Any car pushed or joining the field after the field has started assembling must start at the rear of the field
- v. In any race once the one (1) to go signal has been displayed cars will not be allowed to enter the racing surface unless directed by a Volusia Speedway Park Official
- vi. All starts, and restarts will take place at a consistent speed. Consistent speed will be at the discretion of Volusia Speedway Park Officials. Starts will take place within a designated area that will be identified at the driver's meeting. Any car out of line and/or passing before this point will bring out a caution period and will be penalized two (2) positions on the ensuing restart. If an offending car is located on the last row of the starting grid then that car is allowed to restart but will be penalized 2 positions from its finishing position. If the same car commits a second offense it shall be disqualified from that event. All front row cars must choose their racing line coming out of turn three (3) and must maintain that line until the start or restart occurs. Failure to do so will result in a two (2) position penalty. Failure to acknowledge and comply with the "move back" signal may result in being parked for that race
- vii. In the event that the race is not properly started by the two (2) front row cars, the responsible car(s) may be moved to the second row. Failure to acknowledge and comply with the "move back" signal may result in being parked for that race.
- viii. One (1) complete lap must be completed before the race is restarted using a restart lineup
- ix. The pole car sets the pace, and the front row starts the race together at the designated area, regardless of a displayed flag. Any passing before the front row accelerates will not be permitted
- x. In the event that car(s) move to the back of the field or are unable to continue, cars move forward by row and do not 'cross-over' to fill in the original starting lineup. In the event that two or more cars are missing from the inside or outside line, cars will crossover
- xi. If only one (1) car is involved in a caution on the original start or before one (1) lap is completed, the car that brought out the caution will line up at the rear of the field, and the race will be restarted for the remainder of the field. If multiple cars are involved in a caution on the initial start during any race there will be a complete restart

C. Restarts

- i. 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
- ii. If a car is unable to properly restart the race after the one (1) attempt, the car will be penalized two (2) positions
- iii. When an infraction occurs on a restart, Volusia Speedway Park Officials may exercise their discretion and allow the race to continue, not calling for another restart, and then penalize the offending car(s) under yellow flag conditions or at the conclusion of the race. The offending car(s) will be penalized 2 positions plus any positions gained
- iv. The restart area will be at the designated restart area, which will be announced at the Driver's Meeting
- v. All restarts will take place at a consistent speed. Consistent speed will be at the discretion of Volusia Speedway Park Officials
- vi. Passing may begin once the leader accelerates past the restart zone
- vii. Any cars that stop in the pit/designated work area, during a caution period will be required to restart from the rear of the field
- viii. Any cars that are involved in a red flag situation will be required to restart at the rear of the field, including cars that go to the pits during a red flag situation
- ix. Under red flag conditions any car that stops because of a blocked track, at the discretion of the Volusia Speedway Park Officials, will not be considered involved in the red
- x. Any car that is stopped for consultation during a caution period will retain its position only if the Volusia Speedway Park Officials deem the car 'clear' and permit it to return directly to competition without adjustment
- xi. If a car is not in a proper nose-to-tail alignment and/or is laying back to create excessive gap between cars, then that car may be penalized. If there are multiple violations, the car may be disqualified from the event
- xii. All Feature race restarts will be the DIRTcar Double-File after the completion of the first lap of competition in any race, until 5 laps to go in the feature event, this will be a single file restart. (Leader out front, 2nd place chooses, 3rd fills, 4th place will always start on the inside.)
- xiii. All Heat Race restarts will be DIRTcar Double-File, Sprint Car Event will be single file

D. Racing

- i. Any car that does not race on the designated racing surface in order to better its position will be black flagged and penalized at the discretion of the Volusia Speedway Park Officials

- ii. The maximum number of event laps will be stated by the Volusia Speedway Park Race Director during the driver's meeting but may change due to extenuating circumstances
- iii. Any car that spins, is involved in an incident and/or has a problem but does not bring out the yellow flag and/or create a caution period, will blend back into the field where the driver is able to do so. If there is an inadvertent caution period, the Volusia Speedway Park Officials will determine the placement of the car(s) involved
- iv. At the discretion of the Volusia Speedway Park Official any car that is involved in two (2) or more unaided spins may be penalized
- v. At the discretion of the Volusia Speedway Park Official any car that intentionally brings out a caution period will be penalized
- vi. If a race is red flagged due to weather conditions and cars will be sent to the respective pit area, then all work, including tire changes, is permitted
- vii. If there is an incident resulting in a CLOSED red situation and the determination is made to go to an OPEN red, then all the cars that were considered involved, whether they went to the work area or not, will re-align at the rear of the field in their scored position on their last completed lap. Order is determined by lead lap cars, 1 lap down cars, and multiple lap down cars
- viii. A spin or stoppage that requires a car to be restarted during a yellow flag down considered as being involved and will result in said car or cars re-aligning at the rear of the field along with other cars that were involved in the yellow flag
- ix. If it is determined in any race, after the original start, that any competitor deliberately initiates a caution period, by any means, that competitor may be penalized. The determination of what constitutes deliberately initiating a caution period will be at the judgment of the and/or Volusia Speedway Park Officials
- x. Any cars going to the work area and reentering the racing surface will be positioned in the order of their last scored lap at the rear of the field behind cars that are on the same lap as they are. If a restart green flag is displayed and followed by a yellow or red flag before a lap is scored, then any car(s) that remained in the work area can re-enter the race but will be positioned behind any same lap car that took the aforementioned restart green flag. If a car remains in the work area it can re-enter during any ensuing race stoppage, lining up behind any cars that are on the same lap as said car that is re-entering
- xi. Officials may complete an event, at any completed lap count, at their discretion, if a condition or circumstances create a reasonable inability to continue. The race will be considered complete unless announced otherwise
- xii. If, when officials determine in their sole discretion that unforeseen circumstances prevent the completion of the advertised distance or make it impractical to continue or complete the race within a reasonable time after it has

been stopped, the race will be considered officially completed as of the last lap scored by the leader prior to the race halt. The finishing positions will be determined, as they would have held if the race had been restarted

- xiii. A pace car may be utilized to pace the field prior to the start of the event and on restarts. Passing of the pace car, unless otherwise instructed to do so by the Volusia Speedway Park Race Director will not be permitted
- xiv. Hand signals, colored gloves and colored sticks will be permitted during the use of communication with drivers. Flashlights, anything with electricity and/or two-way radio communication or any electronic communication with drivers will not be permitted
- xv. In the event that a race car is inadvertently or purposely hit by a push truck, pace vehicle or purposely hit by another race car during push-off, or under yellow flag conditions or other non-racing activity and such incident is witnessed by a Volusia Speedway Park Official, then repairs can be made to the contacted vehicle and that car will resume it's running position. The maximum time period allotted for such repairs is six (6) minutes. If repairs cannot be completed within this time period, then the car will be scored as finishing last in that race
- xvi. When a car is presented in the designated lineup area or during push-off for any event competition, any tire change is prohibited. Any tire change will result in forfeiting starting position. Penalty will be starting in the last position
- xvii. Adding fuel, whether on the racing surface or in the work area, will not be permitted when yellow flag and/or closed red flag conditions exist.
- xviii. If at any time a driver intentionally stops on the racing surface to cause a caution and pull off to the work area to change a tire that was not flat, the driver and team will be penalized one lap

V. Work Area

A. Features ONLY

- i. When the yellow flag is displayed a two (2) lap period will be permitted for flat tires only. The counting of laps will begin once the lineup is correct. The vehicle will rejoin the field at the tail end of the lap it's on once the work has been completed at the direction of Volusia Speedway Park Officials
- ii. The Work Area is on the front stretch asphalt area, if you go to your pit area we will not wait

VI. Flag Rules and Officials Signals

A. Green Flag

- i. The green flag signifies the start of any race and/or qualifying run

B. Yellow Flag

- ii. When the yellow flag is displayed, and/or the yellow caution lights are illuminated, this signifies a caution period

- iii. When the yellow flag is displayed and/or caution lights illuminated no passing is permitted unless instructed to do so by Volusia Speedway Park Officials

C. Red Flag

- i. All red flags are considered CLOSED red flags unless Volusia Speedway Park Officials determines it needs to be an OPEN red. In an open red flag, a work area may be designated on the racing surface. All cars will be moved to the designated work area on the racing surface before work begins
- ii. When the red flag is displayed all cars on the racing surface and in the pit areas must come to a complete stop in a controlled manner, while not stopping and/or driving through the area of the incident. Cars are not permitted to move for any reason unless instructed by Volusia Speedway Park Officials. Any car that moves during the red flag without permission will be penalized and/or parked
- iii. During any red flag situation all drivers, unless involved in the incident must remain in their car unless otherwise instructed by Volusia Speedway Park Officials
- iv. During any red flag, once the field is stopped, the race director may offer the opportunity for any car to pit by signaling to do so with instruction over the one-way radio. Any car that pits for service during the red flag period will surrender it's running position and restart at the rear of the field and/or if the race is cancelled due to inclement weather, the car will be scored behind those cars which did not pit
- v. If the race is red flagged due to inclement weather conditions, work and tire changes will be permitted.
- vi. CLOSED RED: The track will be closed. Crew members will not be permitted on the racetrack and reaching over the wall and/or to their race cars.
- vii. OPEN RED: The Race Director will determine when the track is open. Any repairs and/or adjustments, except changing a tire or wheel, can be made to the race car. When the Race Director determines that the racing may resume; an air horn designating the start of a 2-minute work period will be sounded. At one-minute remaining, the air horn will be sounded twice. At the end of the 2-minute period the horn will be sounded, officially ending the work period. Crews must be clear of their car when the 2-minute period has expired or be penalized 2 running positions. Last row cars violating this procedure will be penalized 2 positions from their finishing position. Any car still being worked on once the field has started assembling will be disqualified and not allowed to re-enter the race
- viii. FUEL RED: As soon as all the crews have reached their cars an air horn designating a 2-minute work period will be sounded. The 2-minute work period procedure is the same as outlined above. Any repairs and adjustments, except changing a tire or wheel, can be made to the race car as long as they are completed before the 2-minute period has expired

- D. Black Flag
 - i. If the black flag is displayed, then the driver that the flag is being displayed toward must bring their car to designated pit work area immediately for consultation. The car will not be scored from the point that the black flag has been displayed. If after the car is inspected and can return to competition, the car may only return to the track during a caution and/or red flag period
- E. White Flag
 - i. When the white flag is displayed this signifies that the leader of the race and/or the car that is qualifying has started the last lap of that event
- F. Checkered Flag
 - i. The checkered flag signifies the completion of the event. All cars must pass underneath the checkered flag to be scored correctly on the final lap of the event
 - ii. Once the leader has crossed under the checkered flag, that race will be considered complete
- G. Officials Signals
 - i. All drivers must obey signals, communications, blackboard(s) and/or any other Official's communications that assist in the direction and facilitation of creating proper lineups and/or the process of completing the event

VII. Event Information

- A. Hot pit in effect for feature event only. Two (2) laps allowance for repair
- B.
- C. No lap allowance in pits during heats LCS or Consy. Car may return provided entry can be made safely
- D. Fighting will NOT be permitted (please note DIRTcar Rules and Specifications)
Minimum penalty is immediate expulsion from the property

VIII. Scoring Procedures

- A. All races are scored at the designated start/finish line
- B. A lap will not be scored on the original start and/or any restart unless all cars complete the lap by passing through the start/finish line except for the cars involved in the incident
- C. After the first completed green flag lap, following the original start or restart, when the caution is displayed all cars that were scored under green flag conditions will hold that scored position with all other cars lining up according to their last completed green flag scored lap. This partial lap will count toward the event's total number of laps. Racing back to the start/finish line will not be permitted. This is also known as split scoring
- D. In the event that a yellow and/or red flag is displayed with the checkered flag simultaneously that race is completed. The cars not crossing the finish line will be scored according to their position in their last completed green flag lap

IX. Payoff Procedures

- A. Payoff will be Open 1 Hour Post the Last Feature Event at the registration booth (Turn 4 Gate/Pit Shack). Unclaimed checks will be mailed after all events are complete
- B. All paid purses, appearance money and/or other awards and/or funds as outlined in the promoter’s contract shall be paid to the car owner and/or designated owner’s representative

X. Racing Programs and Special Show Events

- A. There may be special event shows during the year that do not follow the standard Volusia Speedway Park racing formats. When such events occur, all teams will be informed of specific program and/or procedural changes for that particular event. All racing programs are subject to change and any such changes will be explained to all competitors prior to the race
- B. From time-to-time mandatory appearances, interviews and or/autograph sessions will be scheduled. Drivers will be notified of attendance and location at selected events. If any driver fails to report to any autograph session a written penalty may be issued, which could result in loss of points, starting positions earned and/or fine(s)

XI. Points Breakdown

Place	Points	Place	Points	Place	Points	Place	Points	Place	Points
1 st	75	8 th	46	15 th	36	22 nd	29	29 th	22
2 nd	70	9 th	44	16 th	35	23 rd	28	30 th	21
3 rd	65	10 th	42	17 th	34	24 th	27	31 st	20
4 th	60	11 th	40	18 th	33	25 th	26	32 nd	20
5 th	55	12 th	39	19 th	32	26 th	25	33 rd	20
6 th	50	13 th	38	20 th	31	27 th	24	34 th	20
7 th	48	14 th	37	21 st	30	28 th	23	35 th	20

Drivers not in A main feature, where a B Feature is run, will receive Finish Points starting with first non-transfer with one point drop per position to a minimum of 20 Points.

- A. A driver must take the green flag for their highest feature in order to receive any points for that event
 - i. Drivers receiving a DNF will receive points or pay
 - ii. Drivers receiving a DNS or DQ will not receive points or pay
- B. Any car the transfers from any Lower Main or LCS, the driver will only receive nightly points for their highest finish that night. For example, a driver will NOT receive points for a LCS and Feature finish
- C. Drivers who do not race the Feature Race, or LCS will NOT receive points
- D. In the event of a tie that occurs during the season, the driver that placed highest in the most recently completed event will be listed ahead in the overall Championship Point Standings. The order is created by wins, top 5s, top 10s, last completed event
- E. In the event that a tie should occur in the final Championship Point Standings at the end of the season, the tie will be broken using the following tiebreakers in order; Most feature wins, most second place finishes, most third place finishes, etc. until the tie is broken. In the event that the tie remains unbroken by finishes the tiebreaker will result to qualifying results in the same manner

- XII.** Volusia Speedway Park Officials may change, modify, cancel, and adjust procedures or events due to weather, track conditions or conditions as necessary
- XIII.** Volusia Speedway Park Officials may suspend and/or reprimand any driver, team member, or crew member for violations of competition per the DIRTcar General Rules and Specifications

**ALL RULES AND PROCEDURES STATED WITHIN THIS RULEBOOK ARE
SUBJECT TO CHANGE AT ANY TIME WITHOUT NOTICE!!!**

TRANSPONDER MOUNTING DIAGRAMS

DIAGRAM 1 – LATE MODELS

DIAGRAM 1A – RED AMB



DIAGRAM 1B – YELLOW AMB



DIAGRAM 2 – SPRINT CARS & MIDGETS

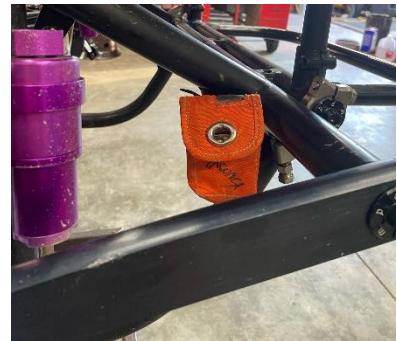


DIAGRAM 3 – ALL OTHER DIVISIONS



How Transponders Are To Go In Orange Pouch

DIAGRAM 4
DIAGRAM 4A



DIAGRAM 4B



DIAGRAM 4C



DIAGRAM 4D



Approved Transponders at Volusia Speedway Park

DIAGRAM 5

