

Deer Creek Speedway 2024 Track Rules

Pite Gate: At any time the pit gate is closed and/or locked it is for a reason. Any competitor that is found to have opened the gate and proceeded into the pit area with any motorized vehicle will be disqualified and not allowed to race.

Used Oil/Tires/Garbage/Fires: Teams are responsible for their pit area. Used Tires are the responsibility of the competitor, if a team leaves any tires and/or other parts they will be dealt with accordingly. Garbage cans are located throughout the pit area and additional bags are available at the pit gate entrance. There is a "Fluid" dump area located behind the PEPSI concession stand. Any team caught dumping fluid anywhere but the designated area, burning tires, dumping their sewer tanks, etc. will be fined and/or disqualified, and additional actions may be taken. Fires are allowed after the completion of the event but are to be elevated or placed on the gravel. Your efforts are appreciated.

Draw Cut Off: ½ HOUR BEFORE THE SCHEDULED START TIME – **NO EXCEPTIONS** – CAR OR DRIVER MUST BE PRESENT TO DRAW. *If car or driver is unable to meet the scheduled cut off they will be placed at the rear of a qualifying race of promoter's discretion.*

Hot Laps: Time and conditions permitting.

Practices & Track Rental: Practice sessions may be, but aren't guaranteed to be, schedule throughout the season. The speedway is available to rent, for more information call 1-877-DCS-Race (507-754-6107)

Running Order for weekly point races: Promoter reserves the right to changes the running order at anytime. B-Mods, and Midwest Modifieds will be on a weekly rotation. Example: If the B-Mods run first this week the Midwest Mods will run first next week.

USRA B-Modifieds: 8 Lap Heats - 18 Lap Feature

- If there is 40 or more cars there will be two A-Features

USRA Hobby Stocks: 8 Lap Heats – 18 Lap Features

WISSOTA Midwest Modifieds: 8 Lap Heats – 18 Lap Features

USRA Stock Cars: 8 Lap Heats – 20 Lap Features

USRA A-Modifieds: 8 Lap Heats – 25 Lap Features

Non-Qualifying races will base their laps off of the car count.

Raceivers: **Mandatory for all classes.** To purchase one visit the Mensink Racing Parts truck (batteries also). Competitors are responsible for making sure their Raceiver is functioning properly, promoter reserves the right to disqualify a driver for not having a working device. If you are caught without a Raceiver you will be disqualified, NO POINTS – NO PAY – NO EXCEPTIONS. **It is recommended that competitors have extra batteries on hand.** **NOTE:** Raceivers are for Race Official to Driver communication only. Any team caught communicating will lose all points and pay for that event and all track points up to that point, additional punishments may apply. If any other communication device is found in the car you will be disqualified, NO POINTS – NO PAY- NO EXCEPTIONS.

Transponders: **Mandatory for all classes.** MyLaps Transponders are available to rent (\$20 per night) at the driver check in building located in the center of the pit area. If you are caught without a transponder you will be disqualified, NO POINTS – NO PAY – NO EXCEPTIONS. Competitors are responsible for making sure their transponder is mounted and functioning properly, promoter reserves the right to disqualify a driver for not having a properly functioning one. Transponders are to be mounted on the mid plate or firewall per your class rules. Speedway officials reserve the right to make a competitor move their transponder at anytime for any reason. Drivers can check their lap times online at www.mylaps.com. Checks will be held on rental units until they are returned.

Line-up: **If not lined up by the time your race starts going onto the track you will start at the rear.** If you have to be push started in the staging area or pushed onto the track you will fall to the rear, **you must enter under your own power.** If you have to be push started once you're on the racetrack you will be allowed to keep your position. If not on the track by the start of the race, driver will not be allowed onto the track unless approved by the race director. If a car misses the call for their race for any reason the line-up will be adjusted by crisscrossing the field accordingly. Feature races are to pull onto track and stop in turn 4 in formation unless otherwise directed by the race director.

All cars will draw upon check in at the draw shack which will determine their heat line up position. Upon the completion of the heats the sanctioning body rules will be as follows. WISSOTA classes will use the point average system as stated in the WISSOTA rule book. USRA classes will use passing points with redraw as follows: 10 or less cars top 6 redraw, 11-19 cars top 8 redraw, 20-25 cars top 10 redraw and 26+ cars top 12 redraw. The car that you compete with in the heat race must be the car that you compete with for the entire event. No backup/substitute cars will be allowed after your heat race.

Starts/Restarts: The front two cars are to set a nice/even pace down the backstretch, everyone is to stay side by side and nose to tail. There are two cones with the first being placed in the Middle of 3 & 4 and the other towards the exit of 4, this is known as "**The Start Zone.**" The pole setter has the right to fire at anytime **while in the zone.** If the pole setter doesn't fire by the second cone the flagman will automatically start the race. Any car(s) that pulls out and passes before the pole setter fires will be docked 2 positions (on the next yellow or pay window, which ever comes first) from the position they were in on the restart they jumped or where they are currently running whichever is deeper in the field. Race director reserves the right to call for complete restart. If there is a jump called on the initial start of the race, the race director will go yellow and driver caught jumping will drop back 1 row (2 positions). Only one courtesy yellow will be thrown for a jump at the start of a race and after that the race will be allowed to continue and penalty will be enforced at end of race or next caution. (**Restarts**) When the yellow comes out drivers are to run single file up against the wall at a slow pace. Once race officials have the line up correct the leader will be motioned out front alone and the second place position will get his/her choice of inside or out, make decision clear, third place it to fall in opposite position. Fourth place will always be inside and the field should fall into place accordingly.

Scoring: If the leader takes the white flag in any qualifying race (Non A-Main Event), the race will be considered complete. ***Features, leader must finish under green flag conditions.*** **NOTE:** The AMB Transponder System is the official scoring method. Manual scores will be on hand but are only a back up for the AMB system. If your transponder fails during the race your position will be kept by the manual scorer but accuracy is not guaranteed and all scoring conflicts will revert back to the AMB system and the promoter for the final decision. Scoring example: If three drivers cross the start/finish line and yellow flag comes out, the three drivers that crossed will be scored and lap will count all other drivers will be scored from previous lap.

DO NOT PULL OFF THE RACE TRACK UNDER GREEN FLAG CONDITIONS: At no time shall a car try to leave the track under green flag conditions. NO POINTS – NO PAY – NO EXCEPTIONS In the event a car must retire from an event early they are to continue around the track (if possible) until an official motions to the infield area.

Cautions: If you stop at a track official on the race track, they will put a yellow flag on your dash. You are not to move your car until they have removed the flag. If driver leaves while flag is still on car will result in disqualification. NO POINTS – NO PAY – NO EXCEPTIONS. Drivers are allowed 1 caution per race; a second will result in a black flag and the driver(s) will be scored accordingly. **Any single car incident resulting in a yellow will result in the black (Qualifying Races Only which include Heats & B-Mains).** If car at fault initiates contact and is only car stopped/sitting on the track, that will be considered a single car incident. The car(s) at fault will be put to the rear or black flagged pending the race director's judgment. **All drivers are to remain in their cars while on the track unless granted permission by an official. During a red flag NO ONE in the current race is allowed to work on the car. (On or off the track)** Violators will not be allowed to continue. Promoter retains the right to disallow a competitor to continue if it is felt the caution was intentional. This includes, but is not limited to, rough driving, sitting in the corners, etc. Car(s) will retain their position for debris and safety yellows. USRA B-Mods if there is 2 A-Features ran then the 1 caution per race rule will be in effect for drivers in positions 15 on back.

Caution Rule: On the 5th yellow 2 laps will be deducted and on the 6th yellow 3 more laps will be deducted. On the 7th caution the race will always start single file and go green/white/checkered. Race director reserved the right at anytime to start/restart the race single file.

Flat Tires/Broken Suspension/Safety: A competitor may continue until a yellow comes out unless an official feels they are putting themselves or others in a dangerous or potentially dangerous position, they must be able to keep up with the field. (For safety reasons) Any material(s) in which an official feels can or may cause damage or injury will result in a black flag but driver will be scored and paid for the last running position on the track at the time the black flag is thrown. (Door panels or bumpers falling off, broken a-frames etc.)

Pitting: Pitting is allowed during any race and is to be done in the **designated** area (designated area is located off of turn 1 around to turn 2 within the fenced in area, DON NOT STOP ON THE HILL OFF OF TURN 1 AND MAKE SURE TO LEAVE A LANE OPEN). Once competitor is done in the pits they are to wait for the turn two official's permission at the entrance to enter back onto the track. **If a competitor goes anywhere else to pit he/she will not be allowed back onto the track. PITTING MAY BE DONE DURING ANY RACE.** If you are 2 or more laps down you will not be allowed to continue. If you are 1 lap down you can continue to race but if a yellow comes out you will go to the tail.

Scales: TOP 5 TO SCALE AFTER EVERY RACE - Violators will be disqualified - Deer Creek Speedway's scales are the official scales for the event unless otherwise specified at the pit meeting. All cars have the option to scale at anytime.

Pit Speed: Speeds in the pits should remain at a reasonable rate. Violations may result in a **minimum** of no points and/or pay.

Multiple Cars: If you race multiple cars and your races are back to back you are to park the car not being raced next to the scales and report it to an official. Once the checkered is out from the previous race the car is NOT to be touched. If you pull off early in the first race you must go directly to the other car and get ready. **DO NOT PULL ONTO TURN 1, MUST PULL ON IN TURN 2.**

Tear Downs/Silent Protests: Deer Creek reserves the right to tear down any competitor at anytime. If a competitor chooses to have another competitor tore down according the sanctioning body rule Deer Creek may in return tear down the one protesting. This is to diminish any grudge tear downs.

Helmets: Anytime a car is on the track the driver must have a helmet on. (Even when packing the track, the only exceptions are those taking the flags around for the national anthem) Passengers are **NOT** allowed.

Driver Care Center: Any driver involved in an accident is to report to the ambulance located in the infield for examination before he/she is allowed to leave the track. Once off the track if driver feels he needs assistance report to an official immediately.

ATV/Golf Carts: All Golf Carts/ATV's must be registered at the pit gate entrance or campground office. **No one under the age of 16** is allowed to operate a vehicle. All Golf Carts/ATV's must be parked ½ hour after the conclusion of the last race. Any violation of this or any high speed/horseplay will result in confiscation of the vehicle. No Golf Carts/ATV's are allowed passed the start of the bleachers on the backstretch.

Conduct: Anyone who is acting in a way in which is seen inappropriate by an official will be asked to leave and or dealt with properly. Drivers are responsible for their crew and their actions. Complaints/Confrontations are to be handled through an official. Examples of conduct would include but not limited to verbal, physical and social media.

Checks: Checks can be picked up in the Beer Garden under the South VIP Building for one hour after the last completed race. Checks will not be mailed due to the quantity, but arrangements can be made for travelers. Checks will be held until the end of the year or until picked up. **It is mandatory for feature winners to report to victory lane, failing to do so may result in loss or docking of pay.**

Wristbands: Everyone must sign in at the pit gate. Anyone caught without a wristband will be fined \$100 for the first offense and \$500 for the second, you will not be allowed back in until fine is paid in full. If you see someone without a wristband contact an official, if they are caught you will receive a cash reward and your name will remain confidential.

Rules will apply even if they are not addressed during the meeting.

Any announced information by the Race Director at the pit meeting will supersede any/all printed material. Not all items above will be addressed at every pit meeting. It is the competitor's obligation to know the track rules.

Thanks for racing with us, have fun and good luck!