

2017 GENERAL PIT AND TRACK RULES

THE RULES AND/OR REGULATIONS SET FORTH HEREIN ARE DESIGNED TO PROVIDE FOR THE ORDERLY CONDUCT OF RACING EVENTS AND TO ESTABLISH MINIMUM ACCEPTABLE REQUIREMENTS FOR SUCH EVENTS. THESE RULES SHALL GOVERN THE CONDITION OF ALL EVENTS, AND BY PARTICIPATING IN THESE EVENTS, ALL PARTICIPANTS ARE DEEMED TO HAVE COMPLIED WITH THESE RULES. NO EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATIONS OF OR COMPLIANCE WITH THESE RULES AND/OR REGULATIONS. THEY ARE INTENDED AS A GUIDE FOR THE CONDUCT OF THE SPORT AND ARE IN NO WAY A GUARANTEE AGAINST INJURY OR DEATH TO A PARTICIPANT, SPECTATOR OR OFFICIAL. THE CHIEF STEWARD SHALL BE EMPOWERED TO PERMIT DEVIATIONS FROM ANY OF THE SPECIFICATIONS HEREIN OR IMPOSE ANY FURTHER RESTRICTIONS THAT IN HIS OPINION DO NOT ALTER THE 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. THEIR DECISION IS FINAL.

It is management's contention that auto racing is entertainment - a show - designed to provide the paying customer a program of racing to which he is entitled. Consequently, it is imperative that we present sharp, clean, well painted race cars, attended to and driven by properly dressed, well behaved people. It is that simple. Anything less is not acceptable.

Raceceiver One way Communication Radios, mandatory for ALL divisions racing on 1/3 mile oval.

LICENSE TO COMPETE

Through your license and registration, you have been given the authority and the right to be on Speedway property in conjunction with racing activities. However, the management of the Speedway reserves the right to revoke and cancel this authority at any time it is felt that your presence or conduct is not in the best interests of the sport of auto racing, your fellow competitors, the fans, management and employees of the Speedway.

RULES POLICY

It should be understood a rule cannot be written for every eventuality or circumstance and that continuous developments in racing may necessitate changes. Therefore, conditions not specifically covered may necessitate updating, modifying, adding to or deleting rules. Also, exceptions to the rules may be made, on a temporary basis, at the discretion of officials.

ANY DISAGREEMENT OVER THE RULES WILL BE RESOLVED BY THE RACING OFFICIALS AND MANAGEMENT. WHEN THEIR DECISION IS RENDERED, SUCH DECISION IS FINAL AND BINDING!

CONDUCT

- 1) Fighting will NOT be tolerated ON or OFF track. If any driver is involved in a fight He or She will receive a MINIMUM 2 race suspension and \$500 fine to be paid before they can race again at SMS. All money received from penalties will be awarded to the champion of that division. Any crew member involved in a fight can be suspended for ONE FULL calendar year.
- 2) All cars pitted in the pits of Santa Maria Speedway must have a minimum 5lbs ABC fire extinguisher visible and available at all times

3) No children under the age of 14 will be allowed in the HOT PIT area during all heats and mains.

There is no insurance coverage for injuries incurred from fighting. Unsportsmanlike conduct will be cause for disciplinary action. No driver may stop his car on the track or infield to argue or discuss the race with the starter or officials. If this rule is violated, the driver may be penalized at the discretion of the officials. A driver may stop to discuss safety concerns on the track. Each driver is responsible for the conduct of his pit crew. There will be no drinking of alcoholic beverages during the racing program. SMS reserves the right to test breath and/or blood alcoholic levels per State of California limits. Every racer will be expected to participate in every event that it is possible for him to run. All drivers must run a heat race to be eligible for the main event, unless the car is mechanically unable to run, in which case the driver will start at the rear of the main event. When a racer refuses to participate because of his disagreement with the length, type or style of a race, he is subject to suspension for a period determined by the Speedway officials.

PENALTIES

Penalties for violations of rules are determined by the GRAVITY of the violation and its effects on the safety and good reputation of racing. Such penalties may include, but are not limited to, disqualification, suspension of membership or license privileges, fines and/or loss of points.

PROTESTS

1. A protest must be made while car being protested is still on tech pad. \$200 must be presented at that exact time. If car protested is found to be legal, protested car will receive \$150, and track fund will receive \$50. If protested car is found to be illegal, the racer that protested will receive entire \$200 back and protested car will be disqualified. PROTEST MUST BE DONE BY A RACER IN THAT DIVISION THAT WAS IN THAT

UNDERSTAND THE "WAIVER AND RELEASE"

It is important you understand the "Waiver and Release" form which you sign at the pit booth each race day. "The signing of the Waiver and Release is a precondition to participating in the event, and the signer acknowledges the potential hazards present, and by signing, waives certain legal rights." If you do not understand what you are signing you should ask for an explanation.

INSURANCE

Call us to discuss any aspect of the insurance at any time. You and your crew members are covered with broad insurance benefits. If any question or problem comes up about insurance, contact the Speedway management. Report all accidents of any nature, immediately, to management, as late reports may not be considered by the insurance carrier.

Our liability insurance covers the race track, the car owner, driver and sponsors. For example, if a wheel comes off your car and injures a spectator and he files suit against you, the car owner, or the sponsors with their name on your race car or the track, etc., you will be covered by our liability insurance.

Every driver must inspect the racing surface and race track to learn of any defects, obstructions, or anything which in his opinion is unsafe and he shall report that condition

to the Chief Steward. Any driver entering any racing event is considered to have inspected the track and all conditions are satisfactory to him or her if not, HE or SHE SHOULD NOT RACE! This further indicates that he is aware that auto racing involves risks and he assumes these risks with full awareness and knowledge. The Speedway assumes no responsibility for damage to, or loss of, your equipment or vehicles by any means whatsoever. Speedway will not pay for any ambulance

transportation off Speedway premises.

FLAG RULES

Any driver who does not obey the flag rules will be subject to disqualification. Flag signals are designated as official. Signal lights are for safety only. All flag and light signals are at the discretion of the starter

GREEN FLAG - Start to race.

RED & YELLOW FLAG - Complete restart.

YELLOW FLAG - Caution, go slow, single file, hold your position, no passing.

RED FLAG - Danger, race stops immediately.

BLACK FLAG - Pull off track for consultation.

BLUE & YELLOW FLAG - Move over flag.

WHITE FLAG - One lap to go.

CHECKERED FLAG - End of race.

GREEN FLAG

1. At the beginning of the race, when the green flag is given by the starter, cars must maintain position as designated by officials and not pull out of line or pass until they have crossed the starting line. On restarts, cars must be single file, nose to tail.
2. Initial start is by the flagman. Flagman is to start initial start of race. Pole sitter is to set a reasonable pace. Anyone jumping before the Green flag is waved on initial start may be penalized 1 row for 1st offense and to the tail of the field for 2nd offense.
3. All restarts will be started with a duel cone system. 2 cones will be set in turn 4 approx. 60 ft. apart. The leader is responsible for starting all restarts. If leader alters his pace (jack rabbit start, break checking) he may be put to tail of field. If ANYONE jumps before first cone they may be penalized 1 row for 1st offense and tail of field for 2nd

offense. If pole sitter/leader does not start by the 2nd cone, the race is on.

4. Penalties may be put in place on next yellow or at finish of race. Penalty for jumping start is 2 positions for every one position jumped.

RESTART FLAG

1. In the event of a caution flag on the initial start/ 1 lap of a race the following rules apply. a) If it is a multiple car caution, all cars will get their original starting position back. If it is a single car caution, that car will be sent to the rear of the field and the cars in that line (inside or outside) will move forward one row.

YELLOW FLAG

1. The yellow flag signifies caution because of an accident or hazardous condition on the track. Cars will slow on the yellow with the "Split Yellow" concept being used to set the lineup for the restart. Cars which have crossed the start/finish line when the yellow is displayed will remain in that position. Cars which have not crossed the start/finish line will be placed in the position they held when they crossed the start/finish line on the previous green flag lap. The yellow flag lap will be considered complete.

2. When starter signals cars to roll, it is the leader's responsibility to hold down pace so cars can stay nose to tail for the green.

3. While the yellow flag is being displayed, no member of pit crews will be allowed to cross the pit border line onto the track to contact car or driver. Violation will mean loss of one lap.

4. Cars returning to the track from the pits while the yellow flag is out must wait for rear end of the field.

5. Leader is responsible for speed of the field when under the yellow flag and failure to slow down will result in leader being placed in rear of field. Laps under yellow flag will not be counted in short races (50 laps or less).

6. No pit crews may service or repair any wrecked or damaged car until the car has

been moved to pit area.

7. On the initial start of the race, if there is a multiple car caution, all cars get there spot back for a complete restart. If it is a 1 car caution, that car goes to the back. On all other cautions, cause and collect rule applies.

8. It is the responsibility of each driver to hold his position under the yellow flag. Drivers gaining positions under yellow flag will be penalized after the conclusion of the race.

9. Unsportsmanlike driving under yellow flag will result in disqualification or penalty.

10. Cars spinning out by themselves will go to the rear. Cars involved in a yellow flag incident will restart at the back of the pack.

11. Any car causing a yellow flag situation once (1) in a heat race and twice (2) in a main event, will be sent to the pits for the remainder of that event.

12. In the event of a yellow flag you will be told your position on your MANDATORY Raceceiver one way Radio by an official. If you are not in position when the green flag is thrown, you will be penalized the number of positions gained on the restart, at the conclusion of the race.

13. Starting or re-starting: If a car drops out, the cars directly behind will move up. No crisscrossing.

14. New Yellow flag procedures for 2011- A) If you stop under yellow for ANY reason, you will be sent to the tail of the field. The only exception being for safety. Example to point out a piece of debris on the track. That debris better be there! B) If you have 2 unassisted yellows in any event, you will be black flagged from that event.

RED FLAG

1. The red flag may be used if, in the opinion of the starter, there is a serious incident on the race track. Cars must stop as quickly as is reasonably possible. Cars may then proceed, only at the direction of an official. No tire changes or fuel added to car.

2. Drivers involved in an accident on the track must report to the ambulance, for observation, if requested to do so by a member of the safety Crew.
3. In the event of a red flag on the opening lap, a complete restart will be used. In the event of a red flag after a lap has been completed, cars are scored and restarted using the "Split Yellow" concept, with cars involved in the accident starting at the rear of the field. If red flag is thrown after yellow flag is thrown, the race will still be restarted using the "Split Yellow" concept. In the event that enough laps have been covered (51% or more) for the race to be called a complete event, or the count down clock expires, drivers will be scored and paid on the position they would have held on the restart. Race may be called complete at the Chief Steward's discretion.

Closed Red= No crew members on the track

Open Red= Any crew members will be allowed to work on the car on the track. Hood may not come up and tires may not come off of the ground. If either of these occurs, that car will be sent to the rear of the field on the restart.

The occasion may occur when under closed red condition, the Race Director may elect let one crew member per car, add tear offs to the drivers helmet and clear mud from the Windshield screen.

BLACK FLAG

1. Driver shall not continue in the race after getting black flagged. He must slow down and keep clear of all other cars in the race and pull into the pits or the infield at the first opportunity for consultation.
2. Black flag may be used for cars losing oil, gas or water - excessive smoking, dragging or loose body, parts flying loose, sparks, etc. Decision of starter is final.
3. If you do not concede to the black flag and the flag man feels that you had no problem seeing it, after 2 consecutive laps, you will be disqualified of points and money for that event.

MOVE OVER FLAG

1. The move over flag shall be used on slower cars that, at the discretion of the starter, are impeding the progress of the front runners. When a driver is given the move over flag, he must hold his line all the way around track, to allow the faster cars behind him a clear opportunity to overtake and pass him. Remember if the leader laps you, 2nd, 3rd, etc., aren't far behind and probably running the same line the leader is.

WHITE FLAG

1. When the white flag is displayed, it signifies the start of the last lap.
2. No car may receive any assistance after it has received the white flag.
3. The only flag that follows the white flag is the Checkered flag, except under extreme safety conditions!

CHECKERED FLAG

1. All races will officially end with the checkered flag REGARDLESS OF THE NUMBER OF LAPS COMPLETED. Scoring will continue until the checkered flag is dropped. Final disposition of any flag dispute will be decided by SMS Chief Steward.
2. When the checkered flag is given the leader, the balance of the field receives the checkered flag on the same lap. Finishing positions will be paid off according to distance traveled, regardless of whether the car is still running or not.

RACE PROCEDURES AND GENERAL TRACK RULES

1. Once the field is lined up the starter will signal the drivers one to go. The green flag will be displayed on the next lap, at the starter's discretion. Disposition of the cars not in position shall be at the discretion of the officials after the finish of the race (i.e. if you are ahead of your assigned starting, or restarting position, you will be penalized those

positions gained).

2. When a race meet is halted due to rain or fog, and the promoter issues rain checks, prize money shall be paid only to winning drivers in those events completed. Race meet is considered complete when over 50% of the scheduled laps have been completed.

3. Video tapes and SMS video replays may be used at SMS officials discretion to make proper final decision on scoring.

4. Any and all rough driving tactics, intentional damage or injury to another participant, intentional flipping and/or ramming a car into the infield or crash wall, will be subject to penalty, at the Chief Steward's discretion.

5. No cars will be permitted to hot lap between events or during intermissions, without Chief Steward's permission. No engines may be running while any feature event is being announced, or when pit meeting is being conducted or National Anthem is being played.

6. Cars needing push starts will receive their position back if the reason the car stopped is the track's fault. If a car stops for its own reasons and needs to be push started, that car will be sent to the back of the field.

7. At all races, drivers and officials will be the only persons allowed at the starting line. No smoking at starting line.

8. Car owners with numbers will have first choice of those numbers the following year.

9. No loading of race cars, in the infield pits, while races are in progress, without permission of Chief Steward.

10. All cars will be subject to periodic inspections, throughout the season, at the discretion of the Chief Steward. Illegal parts may be confiscated.

A) The method and type of car inspection and number of cars to be inspected at any race meet or event will be established and what constitutes a legal car. If an official determines, before or after a race, that a competitor has a deficiency so insubstantial as

to not provide the competitor with a significant advantage over other competitors, the official, in the exercise of his or her sole discretion, may allow the competitor to compete and may or may not impose a penalty. The competitor will correct the deficiencies in the allotted time prescribed by the officials or will not be allowed to compete. determined by the official in charge. Officials reserve the right to judge, decide

B) No equipment shall be considered legal because it went through technical inspection unobserved or because a rule has not been written against it. Anything not covered in this rule book is still subject to approval. 11. Driver/owner shall be sole spokesman for his car, others, including pit men, will not

be heard. In the event of a dispute between drivers, stay in your own pit area.

Participants causing a disturbance in another car's pit area will be considered at fault.

12. The only people allowed on the race track are racing officials. Everyone else must stay away from wrecks at all times, unless requested to assist by officials. When involved in a wreck, DO NOT get out of your car.

13. Any competing vehicle whose speed has been reduced to a point where it causes a safety problem, or retards the track activity, will be removed from the racing surface immediately, at the discretion of the officials, and will not be scored.

14. All driver changes must be approved and be reported to the pit manager at the pit board. If there is a driver change, and an official is not notified, NO points will be awarded for the night. You must also start at the rear of the pack. Points and prize money will be awarded to the starting driver. Any driver or car competing in an event, and deemed ineligible, shall forfeit all prize money and points won.

15. Cars must enter the racing surface on the front chute ONLY, to be scored.

16. No radio transmitters or scanners allowed in pits or in cars. No alcohol allowed in the restricted areas during the racing program. No rear view mirrors.

17. Please keep pit lights aimed away from grandstands.

18. If you are involved in a wreck and are asked by an official or Fireman, to go to the ambulance, it is MANDATORY that you do so. If you do not you will be disqualified from that event.

WRECKERS AND PUSH TRUCKS

1. All cars must be equipped with nerfs or bumpers, front and rear, strong enough so that a wrecker can use its hook for removal of cars from track.
2. It should be noted that all wreckers and push trucks are at the track to assist you, on an unpaid and voluntary basis. Therefore, it is a requirement that you show them the courtesy they deserve. The Speedway will not tolerate abuse of these people!!!

CHAMPIONSHIP POINTS

Covers Local SMS Divisions: Late Models, Hobby Stocks, Mini Stocks, Mini Dwarfs, and American Stocks. (IMCA Modifieds and IMCA SportMods will use IMCA Point System and Rules)

Championship points will be awarded at each qualified point race in the following manner:

Main Events

Finish Points

1st	45
2 nd	42
3 rd	41
4th	40
5th	39
6th	38
7th	37
8th	36
9th	35
10th	34
11th	33

12th	32
13th	31
14th	30
15th	29
16th	28
17th	27
18th	26
19th	25
20th	24
21st	23
22nd	22
23rd	21
24th	20

Heat Races

1 st	3 points
2 nd	2 points
3 rd	1 point

2. Any racecar that completes one full competitive lap in a heat race or qualifying but does not start the main event will receive 15 qualifier points.
3. Any Top-3 Heat finishers that qualify for main event but DNS in main event will receive heat race points and the 15 qualifier points.
4. Any Driver change after qualifying or heat race must start at back of main event. If there is a driver change that has not been reported to race officials then NO POINTS will be awarded for that race night. You must report driver change to track officials.
5. Any racecar or driver DQ'd for any reason will receive NO POINTS!
6. In the event there is a tie for championship points at the end of the season, the driver with the most wins will be declared the Champion. For ties in number of wins, we will look at most seconds. If still tied, most thirds and so on until a champion is declared.

WHEEL PACKING - HOT LAPS

1. Any car which does not wheel pack will start at the rear of the field.
2. Every driver MUST attend pit meetings.
3. Any car may be driven in any race, by any eligible driver. A driver may get out of one car and drive another. But, after driving the second car, he may not return to the first.
4. All alternate cars shall be taken from the lineup and shall start in appropriate position.
5. No driver change allowed, in any race event, after initial green flag.

PAY-OFF PROCEDURES

1. All payments will be made to the starting driver. It is assumed prior arrangements

have been made between driver and car owner. All events are processed and your check will be mailed to you upon verification of results. However, it is your responsibility to furnish the Speedway office with your information that is clearly written with correct mailing address and Social Security number. A check can not be issued and you will not be paid until information is on file.

SPEEDWAY POLICY REGARDING USE OF OR POSSESSION OF ILLEGAL DRUGS OR SUBSTANCES

1. **ILLEGAL DRUGS, DEFINITION:** Illegal drugs are those substances defined and prohibited by state and/or federal laws.
2. **GENERAL PROHIBITION:** Possession or use of illegal drugs or drug substances, as defined above, is prohibited in any form, by any participant at SMS, either on the Speedway grounds, or in any area considered to be used in the operation of the Speedway, such as parking lots or leased properties.
3. **PARTICIPANT, DEFINITION:** A participant is any person taking part in any event at SMS in any form, including, but not restricted to drivers, car owners, mechanics, crew members, sponsors, track officials or pit area observers. All such persons shall be considered public figures who have by their own choice become involved in auto racing events at SMS, with the full understanding that he or she must abide by the rules and regulations established and published or announced by SMS. All participants are considered to be responsible for their personal conduct.
4. **VIOLATIONS AND PENALTIES:** Any person found to be in possession of or under the influence of an illegal drug or drug substance on the Speedway property, as defined above, OR any person who is arrested by duly-constituted authorities and charged with possession and/or use of illegal drugs or drug substances, OR any person who is formally charged by a court of law with illegal drug violations, SHALL BE SUBJECT TO THE FOLLOWING PENALTIES BY THE SPEEDWAY:

A) Suspension from competition and eviction from the Speedway property, and denial of further entry to the Speedway, for a period to be determined by Speedway officials.

B) Any participant who is formally charged by a court of law with an illegal drug violation, upon notification to SMS management by that agency, shall be suspended from all forms of participation at SMS until such time as the charges are fully adjudicated through the legal process. Any participant convicted of a formal drug charge by such process of law will be prohibited from taking part in any SMS events for a minimum period of one year from the date of conviction.

5. APPEAL AND HEARING: Any participant suspended for violation of these rules may be granted an appeal hearing by a board of officials designated by SMS, provided the suspended participant requests such a hearing, in writing, within 14 calendar days of the date of suspension. It is the responsibility of the suspended party to make such a request if a hearing is desired.

6. REINSTATEMENT: A participant suspended for violation of these rules, EXCEPT IN THE CASE OF PERSONS CHARGED WITH SELLING DRUGS, may, as the result of a decision reached through the hearing process detailed above, be reinstated, if it is mutually agreed that the participant -- at his or her own expense -- will produce documentation from a physician licensed within the state, certifying that he or she is drug independent, as a result of random and periodical examinations and urinalysis testing, made at the request of SMS management.

7. PRESCRIBED DRUGS: If a participant is using prescription drugs on the advice of a physician, such use must be reported to the Chief Pit Steward or Racing Director prior to the participant's entry into any Speedway activities. Failure to so notify will subject participant to penalties as prescribed above.

SAFETY AND NOISE MISC. 1) If you lose a piece of lead off of your Racecar at anytime of the night including hot

laps, you will be disqualified for the entire night. (If you can't mount it well enough in your shop, then there is no way you can mount it well enough at the racetrack)

2) If you lose a muffler from your Racecar during any event, you are black flagged from that event. (Heat race, Main, etc.)

SANTA MARIA SPEEDWAY OFFICIALS RESERVE THE RIGHT TO CHANGE AND OR ALTER RULES AND PROCEDURES IN THE INTEREST OF FAIR COMPETITION. (No rule or situation is perfect)