SKAGIT SPEEDWAY
Sprint Car Rule Book

Skagit Speedway | Funtime Promotions | P.O. Box 911 | Burlington WA 98233
Steve Beitler Owner / Promoter | Office: 360-724-3567 Cell: 360-661-3917 Fax: 360-724-7223
Web Site: www.skagitspeedway.com E Mail: skagitspeedway7@hotmail.com

DISCLAIMER
The rules and regulations set forth 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 participation in these events, all participants are deemed to have complied with these rules.
The minimum requirements set forth may change at the discretion of the management of Skagit Speedway.
No expressed or implied warranty of safety shall result from publication of or compliance with these rules and/or regulations.
They are intended as a guide for the conduct of the sport and in no way guarantee against injury or death to a participant, or any other individuals that enter the property.
RACING IS A DANGEROUS SPORT. PARTICIPANTS AND ALL OTHERS THAT ENTER SKAGIT SPEEDWAY PROPERTY CAN BE SUBJECTED TO INJURY OR DEATH. YOU ASSUME YOUR OWN RISK AND RESPONSIBILITY WHILE ON SKAGIT SPEEDWAY PROPERTY.
SKAGIT SPEEDWAY RULES

COMMON SENSE AND THE SPIRIT OF INTENT WILL PREVAIL ON THE INTERPRETATION OF ALL RULES.

IT IS THE CAR OWNERS RESPONSIBILITY TO READ AND UNDERSTAND ALL RULES AND REGULATIONS. IF YOU DON'T UNDERSTAND ASK THE RACE DIRECTOR OR RACE MANAGER.

1. Entry – Participation
The management of Skagit Speedway reserves the right to refuse entry to anyone at anytime for any reason.

2. General Rules
2.1 All participants and individuals shall abide by and obey all rules and regulations.

2.2 All participants and individuals are responsible for their own personal conduct. The car owner(s) are responsible for their driver's, crew members and anyone associated with said cars conduct at all times.
2.3 Drivers must exercise care to avoid injury to track workers, officials, spectators and other individuals when operating a race car.
2.4 All fines must be paid prior to the individual(s) returning to Skagit Speedway. **Fines may be deducted from team earnings in which the violator is associated with.**
2.5 No switching of numbers or qualified cars after race program has started.
2.6 If a spare car is to be used once the program has started, it must not have been qualified previously that night and will start in the rear of the qualified field.
2.7 Cars must be neat in appearance. No graphic, obscene or offensive images allowed.
2.8 Numbers for scoring should be 16" tall and if a letter is added it should be 6" tall.
2.9 Car owners or drivers that refuse an inspection on any item will be considered illegal.
2.10 Cars that are illegal will be disqualified for events participated in that night.
2.11 Illegal engines will result in a fine of up to **$1,000.00** and loss of all points to date.
2.12 Engines that pump big will have the option to tear down for cubic inch verification.
2.13 Management reserves the right to check any cars for rule compliance at anytime.
2.14 In order to protest a competitor's motor, protestor's car must have finished in the same race as the protested car. Protester must put in writing, before pay off what area is being protested and accompany it with $300.00 cash. If protested car is illegal, $250.00 will be returned to protester. If protested car is legal, $250.00 will be awarded to said car for reassembly inconvenience. The balance will pay the technicians.
2.15 All other protests must be in writing by affected car owner from same event.
2.16 Skagit Speedway management reserves the right to add, delete or modify any and all rules at any time to ensure a fair and competitive venue for all competitors.

3. Participants

Participants are individuals who are admitted to the restricted area.

4. Areas of Skagit Speedway to which rules apply

4.1 Restricted area: All of the facility which is within the fences that surround the actual racing surface, pit areas and trailer parking lot.

4.2 Pit area: All of the facility which is within the fences that surround the actual racing surface, within which the race vehicles are held and maintained while not on the racing surface.

4.3 Grandstand area/general parking area: Grandstands and the concession area as well as area used for spectator and employee parking.
4.4 Overnight parking area: Those areas reserved for campers and R/V's and other overnight use.

5. Age Restriction

All drivers should be at least **sixteen (16)** years of age. **Drivers under age 16 with prior experience may request a variance.** All others admitted to the restricted area must be at least **fourteen (14)** years of age. **Individuals under the age of eighteen (18)** must have a **signed**, notarized consent form from **both parents** or legal guardian on a form supplied by Skagit Speedway.

6. Alcohol/Marijuana

Possession and or consumption of alcoholic beverages and/or marijuana prior to or during an event are strictly prohibited. Persons under the influence of alcoholic beverages and/or **marijuana** in the restricted areas may be fined up to $500.00 and denied access to the restricted area.

7. Illegal Drugs

The use, possession, sale or transfer of illegal drugs on Skagit Speedway property is strictly prohibited. Violators will be fined and denied access to the entire Skagit Speedway property. Violators will be reported to the sheriff's office.

8. Prescription Drugs

Any participant using over the counter medication or medication prescribed to them by a physician that may restrict or impair their ability to perform a task should not attempt to perform the task.

9. Unsportsmanlike conduct

9.1 Any physical, verbal or written misconduct which the track management deems detrimental or that distracts from the orderly and peaceful conduct of the racing at Skagit Speedway is strictly prohibited. Violators may be fined a minimum $250.00 and may be denied access to the restricted area for a minimum of two weeks.
9.2 If the misconduct is directed toward Skagit Speedway management, officials, track workers, employees or volunteers, the person(s) involved with the violation may be immediately removed and denied access to the property of Skagit Speedway. A minimum fine of $500.00 and suspension may be imposed.

9.3 No individuals shall use loud and/or abusive language in addressing track management or officials. Violators may be fined a minimum of $100.00 and possible suspension.
9.4 All fines levied against an individual or team may be withheld from car earnings.

10. Unspecified Violations

The track management and officials may impose such penalties as they find appropriate for the situation. The decision of the management and officials shall be final.

11. Packing the Track

11.1 All persons packing the track must sign in at the pit gate as a driver.
11.2 All persons packing the track must follow packing directions from track workers. **Anytime a car is on the track the driver must maintain a minimum 3' (36 inches) between the car and any track worker or official.**

12. Racing Rules

12.1 Pit speed limit is 10 miles per hour.
12.2 All cars returning to the pit area under power must use designated pit entrance.
12.3 In the event a race is cancelled after 50% completion, it will be scored completed.
12.4 All cars receive one push off per event. If a second push off is needed, the car must start at the rear of the lineup. Red flag and safety stops excluded. **All safety stops should be on the front chute at the flag stand or at a track official**.
12.5 Any qualified car that did not start at the original start of the event and was not replaced by an alternate car may join the event at the rear on the next race stoppage.
12.6 Drivers causing two stoppages in a single event will be disqualified for event.

13. Flags

13.1 Green Flag
13.1.1 The green flag will indicate the start or restart of an event. After the cars are lined up in the correct order, the (yellow) traffic lights will be turned off; this indicates the race will start on the next exit out of turn four. In the event of a false or poor start, the yellow caution light will come on as the leaders reach the backstretch. The start will then be reattempted.
13.1.2 If one or both front row starters jump the second start, they will be moved back a row for the next start. **If a driver has a blatant excessive jump on the original start he/she may be put back a row.**

13.1.3 Any car(s) advancing positions before the start or before the cone on a restart will be penalized two positions for each position gained. Penalty will be assessed at the next race stoppage or end of the event.
13.1.4 Any driver that hits the cone on a restart will be put to the back immediately unless the driver is avoiding a collision. A second infraction will result in disqualification. **If a driver is alongside the car in front of him at the cone he must let the car back in front of him before the exit of turn 2 or be penalized for jumping.**
13.1.5 Restarts after one lap is completed will be single file. No gaping or passing before you pass the cone.
13.2 White Flag
13.2.1 The white flag indicates one lap remaining in the event.
13.2.2 Should the race be stopped on the last lap, the restart will consist of two laps at green, white and then checkered.
13.3 Black and White Checkered flag
13.3.1 A checkered flag will indicate the end of an event.
13.3.2 If the leader receives the checkered flag and the race is stopped before all cars cross the finish line, the race will be scored complete. The cars crossing the finish line before the stoppage will be scored accordingly, the remaining cars will be scored as they had completed the previous lap. Cars involved in the stoppage will be scored last on their respective lap.
13.4 Yellow Flag
13.4.1 A yellow flag condition is considered a race stoppage. Cars will slow to a pre-race speed and maintain a single file line. Cars out of position will be advised by track officials **and / or over the Raceceiver frequency** where to line up.
13.4.2 If a pace truck is on the track, no cars are allowed to pass it without permission. Violators will be sent to the rear of the field or disqualified.
13.4.3 Cars entering the work area during a yellow flag condition, that complete the work before the race is ready to resume will be allowed to restart at the rear of the lineup. Lineup will be in the order they return to the track.
13.4.4 Cars involved in the race stoppage that go to the work area will be given the time it takes the pace truck to complete two laps past the flagman to make repairs. The laps begin when the last car arrives in the work area. Lineup will be in the order they return to the track.
13.4.5 Cars not involved in the race stoppage that go to the work area will not get a two laps work period. The race will resume when the lineup is correct.
13.5 Red Flag
13.5.1 A red flag condition is considered a race stoppage. Cars that blatantly drive past the crash scene will be penalized **two (2) positions** or disqualified.
13.5.2 Cars stopping must stay off the inner apron and not block openings where emergency personnel or support vehicles respond from.
13.5.3 Cars entering the work area during a red flag condition that complete the work before the race is ready to resume will be allowed to restart at the rear of the lineup. Lineup will be in the order they return to the track.

13.5.4 Under red flag conditions: On a **"Closed Red",** two (2) crewmen can attend to the driver, scrape mud off car and back down engines. **NO other work may be performed on the car. Violation will result in a disqualification.**
13.5.5 On an **"Open Red"**, The crew may work on the car on the track. If a tire is changed, the car must restart at the rear of the line up in front of any cars that went to the work area.
13.5.6 If fuel is added, the crew must have a **manned fire extinguisher** at the car and use an **anti-slosh funnel**. Violation of this will result in disqualification.
13.5.7 If a car is involved in an accident, only emergency personnel and **two** crewman are allowed at the car until the driver has vacated.
13.5.8 Persons not directly involved with the car(s) involved in the accident must stay back. Violation of this will result in a fine.
13.5.9 When the "Clear the Track" command is given, all personnel must leave the track in a timely manner. Violation of this will result in the car being penalized to the rear of the line up or disqualification.

13.6 Black Flag

13.6.1 If a driver receives a black flag during an event, driver must enter work area for explanation. If driver does not go to work area, he will not be scored past that point.
13.6.2 Drivers that are black flagged for mechanical or safety reasons may return to the event once repairs are made and the track is open.
13.6.3 If a driver is black flagged and stops to create an intentional yellow, driver is subject to a penalty or fine.
13.6.4 A furled black flag will be a warning against on-track violations.

13.7 Re Entry

No cars are allowed to enter the racing area after the track and / or pace truck caution lights are turned off.

14. Safety Rules – It is the car owners' responsibility to ensure his/her car is safe and properly maintained for racing.

14.1 No modifications of any manufactured safety products allowed.
14.2 The following must be worn during any event other than wheel packing. All applicable items must be nomex and SFI rated.
14.2.1 **Snell SA 2005** or newer full face helmet required**.**
14.2.2 Arm Restraints
14.2.3 Fire suit, minimum two layers. Underwear, Head sock, foot socks.
14.2.4 Neck collar or Hans style restraint recommended.
14.2.5 Nomex fire retardant gloves and racing shoes.
14.3 When wheel packing, drivers suit, gloves and helmet mandatory.
14.4 Right side head net, **or approved head restraint seat.**
14.5 Current five point seat belt harness. Mounted per manufacturer's instructions.
14.6 Approved roll bar padding on roll bars within range of drivers head.

14.7 High-back approved racing seat. Minimum three 5/16" mounting bolts.
14.8 Padded knee guards.
14.9 Driveline hoop. Minimum 1" O.D. x .065 4130 chrome alloy material.
14.10 Sealed firewall between the driver and engine.
14.11 Hood must cover radiator cap and engine.
14.12 Floor pan must be securely fastened and extend to each frame rail and from the motor plate to the seat. Not allowed under the engine or fuel tank.
14.13 Throttle pedal must have toe strap. Not recommended to mount to floor pan.

14.14 Main fuel line must have ¼ turn shut off if fuel pump is mounted in front of motor.
14.15 Fuel lines must be reinforced pressure hose. No plastic lines.
14.16 Approved fuel tanks with bladders only. Flush mount caps and non-spill vents.
14.17 On/off or push/pull ignition switches only. No keys.
14.18 No mirrors or communication devices **except Receiver**. **Only track official may talk to drivers, violators will be disqualified & fined $250.**
14.19 Driveline must be enclosed in driver's compartment.
14.20 No external coolers.
14.21 No **clip on** wheel weights.
14.22 Wheel wing nuts not to extend past rim.
14.23 All wheels must be approved for racing.
14.24 All hubs must be approved for racing.
14.25 Wheel covers must be securely attached by minimum three fasteners.
14.26 Foot operated hydraulic brakes that work required.
14.27 All cars must have top wing at all times.
14.28 Roll cage must be 2" above drivers Helmet.

15. Chassis Rules All Sprint Classes

15.1 Space frame design only. Roll bars must be 4130 chrome alloy. Minimum size of roll cage will be 1 ¼" X .120 WALL OR 1 3/8" X .095. Cage bracing must be minimum 1' x .065. Must be of modern and normal design.
15.2 Front, rear and side nerfs required at the start of the race. All nerfs and bumpers must be attached with a minimum 3/16" steel fastener. No pop rivets.
15.3 Side nerfs not to extend past tires. Front nerf minimum 12" wide and rear nerf minimum 6" vertical contact area. All nerfs and bumpers must be steel. Minimum 1" O.D. No air deflectors on nerfs or bumpers.
15.4 Wheel base minimum of 82". Tread width minimum of 48" center to center.
15.5 No traction control devices. Violators will be fined and suspended.
15.6 Coil, power boxes and all electrical components must be on engine side of firewall.
15.7 No electrical disconnects in cockpit.
15.8 Body style and design must look like a standard and normal sprint car. **No unusual shaped or added panels to deflect or catch air.**

15.9 All tires must be "Hoosier". RR **105/18-15 HTW** or 105/16.0-15 Medium compound,**105/16-15 H20 not allowed after May 1. Sportsman can use 105/16-15 H20 until June 1 2016.** LR 15.0/90, 92, 94, 96-15 H12 Compound, D10 and RD 12 compound also allowed. Front 85/8.0-15 D10, D12.
15.10 No cockpit adjustable shocks.
15.11 Brake rotor material optional for 410 & 360 class.

15.12 <u>Sportsman Sprint Division</u>
15.12.1 **No shocks that retail over (MSRP) $190.00, except LR it may be adjustable.**
15.12.2 No titanium rotors. Inboard must be steel.
15.12.3 **No Titanium rotating parts**.
15.12.4 Must have left front and inboard Brake; RR brake optional.
15.12.5 Steel or aluminum wheels allowed. Right rear must have bead lock.
15.12.6 Battery ignition or magneto optional. **No MSD (or similar) ignitions allowed. If you're not sure, ask first.**
15.12.7 Battery must be securely fastened and covered to prevent spilling.

16. Wings All Classes

16.1 Top wing surface area not to exceed 25 square feet.
16.2 Nose wing top surface shall be maximum 6 square feet.
16.3 Top wing side panels maximum vertical height is 30".
16.4 No dual stage wings.
16.5 No offset or angled shape to the body or side panel design.
16.6 Side panels mounted at 90 degrees to the main body.
16.7 Side panel length not to exceed 12" total past the front or rear of main body.
16.8 1" Wicker bill allowed on nose wings.
16.9 <u>410 & 360 specifications:</u>
16.9.1 Curved top wings may not exceed 2 1/2" of total dip in the top surface measured from front to back. No wickers bills allowed.
16.9.2 Top wing may be of 'Flat Top' design. Main body thickness not to exceed 9". 1" wicker bill allowed.

16.10 <u>Sportsman Specifications:</u>
16.10.1 Top surface **over 16 square feet** to remain flat in all directions. **No wicker bills**
16.10.2 Top wing can be adjustable from the cockpit.

17. Weight Rule

17.1 All classes are minimum weights at the conclusion of an event and include the driver. **No allowance for parts lost during the event.**
17.1.1 **410 class 1375 lbs.**
17.1.2 **360 class 1475 lbs.**
17.1.3 **Sportsman class 1575 lbs.**
17.2 Cars found underweight will be **disqualified** and forfeit money and points for said event.
17.3 Added weight must be between frame rails and axles, securely fastened.

17.4 All cars weighing will have a crew to push car on & off scales.
17.5 Top three cars from each heat and main must weigh before returning to pit stall. Cars that do not stop and weigh may be disqualified. **If in doubt, STOP at the scales.**

18 Engine Rules All Classes

18.1 Methanol fuels only. No performance enhancing additives.
18.2 Normally aspirated, piston driven engines only.
18.3 Injectors must be individual stack per cylinder design with single round butterfly.

18.4 <u>410 Sprint Class</u>
18.4.1 Maximum cubic inch 410
18.4.2 No titanium cranks.
18.5 <u>360 Sprint Class</u>
18.5.1 Maximum cubic inch 360
18.5.2 No titanium cranks or rods.
18.5.3 Steel blocks only.
18.5.4 Cylinder heads must be legal ASCS heads. If non-legal ASCS heads are used a 2" restrictor must be installed in each injector stack.
18.5.5 Injector nozzles not permitted in the cylinder head.
18.5.6 **Oil pan must have a 1" inspection plug on the side**.
18.6 <u>Sportsman Sprint Class</u>
18.6.1 Chevrolet engines only. Maximum cubic inch 360.
18.6.2 **Stock production style crankshaft, 3.480 stroke only.** For balancing purpose, cross drilling of the rod journal permitted. **No altering of the throws or counter weights.**
18.6.3 Steel connecting rods only.
18.6.4 Stock production straight plug steel heads or **Dart head #10120010** only. No angle milling or milling off the intake side of the heads.
18.6.5 No porting, polishing or port matching of heads allowed.
18.6.6 **Injector stacks O.D. must match injector size. Maximum stack thickness .150.** Injector stacks maximum 1 ½" I.D. If larger stacks are used, they must be reduced to 1 ½" I.D. Restrictor opening shall be a maximum of 1 ½ "I.D. round, and centered and in the stacks. Maximum thickness is .250 (1/4") flat design. Maximum radius or chamfer is .050. No blending above restrictors. Maximum blending below restrictors is ¾". No alterations to the restrictors or stacks to enhance air flow. It is recommended the restrictors be moved up the stacks far enough to allow three 1/8" pop rivets to be inserted directly below restrictors equally spaced before blending to prevent slippage.
18.6.7 No electric fuel pumps.
18.6.8 Roller rockers allowed. Stud mount only, no pedestal or shaft mount.
18.6.9 Flat tappet or solid cams only. No mushroom or roller cams. **No Stellate, nitride or specialty hardening of the camshaft allowed. Stock style lifters only, no hardened or lightweight lifters allowed.**
18.6.10 **Solid core steel or stainless steel valves only.**

18.6.11 Flat top pistons only. No pistons above the deck. Domed pistons allowed in engines that are 292 c.i.d. or smaller.
18.6.12 No injectors in the heads. **Maximum injector tip length is 1".**
18.6.13 No dry sump oil systems.
18.6.14 **Oil pan must have a 1" inspection plug on the side.**
18.6.15 **NO MSD (or similar) magnetos allowed. If you're not sure, Ask.**
18.6.16 Crank driven water pumps only. Direct or belt driven.
18.6.17 Sportsman engine rules are intended to control costs and create a level and fair playing field for all competitors. If you are not sure about an upgrade or modification, ask the Speedway management first.

19. Mufflers

Unaltered, functional mufflers intact at all times. Large oval Flow Master **(#5354510)**, Large Spin Tech box mufflers **(#1555) or Schoenfeld (#14272735). Max dba 95 @ 100'.**

19.1 MAX 23 DEGREE TURN DOWNS.

20. Race Format

20.1 Qualifying

20.1.1 **360 & 410 cars will draw a pill for qualifying order.**
20.1.2 If a car is unavailable and misses its qualifying spot by more than two cars, said car will take one lap at the end. **The best the car can start is behind the inversion of the heat race.**
20.1.3 Cars that are too loud are disqualified and may change mufflers and take one lap at the end. **The best the car can start is behind the inversion of the heat race.** Cars that don't meet the dba requirement will not race.
20.1.4 Cars that take one lap at the end may not start the 'A' main any further up than the back of the inversion or fifth, whichever is greater.
20.1.5 If an event is delayed and qualifying is cancelled, heat races will be lined up according to car owner points. #1 on the pole of heat one, #2 on the pole of heat two, #3 on the pole of heat three, etc.
20.1.6 **Sportsman cars** will draw a pill for their heat race lineup.
20.1.7 Sportsman cars that start the heat race will be considered 'Qualified'.
20.1.8 If a car in any class has not drawn a pill before 6:00pm, it will retain the next highest number available for said class.

20.2 Heat Races: All Classes

20.2.1 Sprint cars will line straight up by their qualifying time with the top 4 inverted.
20.2.2 If a pill draw is used said cars will line straight up by pill draw with the top 4 inverted.
20.2.4 Classes with 27 or less cars will have two or three heats. The top five cars will retain their time and transfer to the 'A' main.
20.2.5 Classes with 28 or more cars will have four heats. The top four cars will retain their time and transfer to the 'A' main.
20.2.6 Sprint heat race transfer cars will line straight up by their original qualifying time with the inversion for the 'A' main start.

20.2.7 Classes with 19 or more cars will have a 'B' Main.

20.3 "B" Main Event: All Classes

20.3.1 The 'B' main will line straight up by original qualifying time or pill draw. Transfer cars to the 'A' main will start at the rear of the 'A' main according to 'B' main finish.

20.3.2 If a 'B' main is cancelled, cars that did not transfer directly into the 'A' main from their heat race will be lined up as if they transferred out of the 'B' main.

20.3.3 'A' main cars that scratch after their heat race will be replaced by additional 'B' main transfers.

20.4 "A" Main Event: All Classes

20.4.1 The car(s) with the fastest qualifying time and/or lowest pill draw will roll the dice to determine the 'A' main inversion of '0', '4', '6' or '8'.

20.4.2 'A' main will be up to 18 cars. It is the Promoter's option to add additional cars.

20.5 New or inexperienced drivers will start at the rear of all races for at least two weeks or until officials notify driver he can start in qualified spot.

20.6 Cars that enter the work area with less than 5 laps remaining in the race will not be given the 2 lap wait period for repairs. When the lineup is correct the race will resume.

20.7 Lapped cars will be put in running order behind the lead lap cars when less than 5 laps remain.

21. Point System

21.1 Equal points will be awarded to the driver and the owner for each event.

21.2 On Mid-season and Championship night the top 8 in car owner points will be locked into the 'A' main. The remaining cars will qualify and start straight up by time behind top eight.

21.3 The top eight, lined straight up by points in each division, will race a six lap scramble race. The finish determines the starting lineup for each main.

21.4 Switching car number and driver not permitted.

21.5 Points

Qualifying	Heat Race	Main Event		
				Optional
1 = 15	**1 = 10**	**1 = 100**	**10 = 76**	**19 = 58**
2 = 11	**2 = 9**	**2 = 95**	**11 = 74**	**20 = 56**
3 = 8	**3 = 8**	**3 = 90**	**12 = 72**	**21 = 54**
4 = 7	**4 = 7**	**4 = 88**	**13 = 70**	
5 = 6	**5 = 6**	**5 = 86**	**14 = 68**	
6+ 5	**6 = 5**	**6 = 84**	**15 = 66**	
	7 = 4	**7 = 82**	**16 = 64**	
	8 = 3	**8 = 80**	**17 = 62**	
	9 = 2	**9 = 78**	**18 = 60**	
	10 = 1			

21.6 All cars not starting the 'A' main will receive **50** show up points.

21.7 To be eligible for show up points, said car must be able and attempt to compete or no points will be allowed.

22. Point Fund

22.1 To receive a trophy and/or a point fund check, 3 criterions must be met:

22.2 Car owner(s) competing under the same number must compete in a minimum 80% of the point's races.

22.3 Car owner must be in good standing with Skagit Speedway.

22.4 Car owner and/or driver must attend the banquet.