



RULES

RULE BOOK DISCLAIMER

The rules and/or regulations set forth herein are designed to provide for the orderly conduct of racing events and to establish minimum acceptance 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 race director shall be empowered to permit minor deviation from any of the specifications herein or impose any further restrictions, that in his opinion, does not alter the minimum acceptance requirements. **NO EXPRESSED OR IMPLIED WARRANTY OR SAFETY SHALL RESULT FROM SUCH ALTERATION OF SPECIFICATIONS.** Any interpretation of deviation of these rules is left to the discretion of the officials. Their decision is final.

~~~THE MANAGEMENT OF THE POTOMAC SPEEDWAY

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### GENERAL RULES AND REGULATIONS

**Super Late Models, Limited Late Models, Street Stocks, Hobbystocks, Crate Late Models, U-Cars, Roadsters and Strictly Stocks**

Only cars suitable for competition will be approved. The promoter and/or officials reserve the right to reject any car or driver without cause or recourse.

Every person or group of persons who enter into the pit and racing area, or participates in competitions sanctioned or promoted by the Potomac Speedway does acknowledge, represent, and warrants that he/she has read, understands and agrees to abide by the rules and regulations in their entirety as set down by the promoter and/or officials in charge of the racing programs under these rules, and that his permission to participate or enter the grounds shall constitute his acceptance of the same.

The officials interpretation of these rules shall be accepted as binding.

**Speedway management reserves the right to add, amend, or change the rules and regulations during the current season.**

## **DRIVERS**

**All drivers will have 30 minutes after the last feature event to pick their payoff up. Any driver not picking payoff up that night will receive next week. Any money not picked up throughout the season will be added to the drivers points fund. It is the drivers responsibility to pick there money up.**

All drivers must be at least 16 years of age to participate in events at the Potomac Speedway, unless specified by a particular series or class approved by the promoter. **UCar division can be 14 years of age.**

No Driver can operate a race car under the influence of drugs or alcohol. All drivers may be subject to breathalyzer or urinalysis testing at each Potomac Speedway event. Any driver, crew, fan, or official that is found to be under the influence of alcohol, or drugs will be escorted off the property immediately.

Drivers may qualify more than one car. However, when a driver takes the green flag to qualify a second car, the first car that he qualified is automatically disqualified. Drivers changing cars will go to the rear of the field.

In the event of rain and the feature is postponed to another date after qualifying has been completed, no new cars or drivers will be allowed to enter the "make-up" feature, as the field is already set.

If you have earned a "guaranteed starting position" in an event, **you must be present and attempt to qualify.**

NOTE: Participants- i.e. owners, drivers, mechanics, pitmen, agents, etc., when entering into an event, are independent contractors, and as such shall assume and take all the responsibility for all charges, premiums, and taxes, if any, payable on any funds or prize money they may receive as a result of their participation in any speedway event.

**Due to insurance purposes there will be no riding on the side of car or in car by any patron at any time. Anyone caught riding on the side of the car anywhere on the speedway premises will be dis-qualified for the nights events with no points**

and or money. The only person to be on a car at anytime will be the driver sitting in the drivers seat. No exceptions

## **INSURANCE**

At each racing program, a pit insurance fee will be charged. Payment of this fee, plus the affixing of each participants personal signature, on the pit register and release; release the Association, Corporations, Promoters, and Officials from any and all liability, and makes the insurance carrier liable.

Failure to remit the required fee, and personally signing the pit register and release shall nullify any and all claims against the Association, Corporations, Promoters, Officials, and the Insurance carrier, for death or injury incurred prior to, during, or after the racing program. All participants, including but not limited to owners, drivers, mechanics, pitmen, equipment operators, officials, and agents of such, recognizing that automobile racing is a hazardous undertaking, assumes all of the risk by reason of his participation in , or association with automobile racing, and does for himself and/or herself, his and or her, executors and administrators, successors and assigns from any and all liability for personal injuries that may be received, and from all claims and damages for injury to persons or property, growing out of, or resulting from race, races or any other competition of any track or tracks, equipment, cars or other devices used therefore, whatsoever.

Any age person signing a waiver and paying pit insurance will be permitted into the pit area after completing a parent or guardian form. This form must be notarized: this is our insurance company's requirement.

**Any person operating a ATV or Golf Cart must be 16 years of age to operate. All ATV'S and Golf Carts must have a valid 2025 approved sticker to enter the premises. Stickers may be purchased at the front office.**

Any injury occurring during racing program **MUST BE** reported to the track office/promoter before leaving the speedway by the injured person, his or her car owner, or a member of the crew.

Due to Insurance Regulations, no one (drivers, crew members, spectators) in the inside pit are will be allowed to stand on top of vans or race car trailers. No observation decks allowed on top of trailers, vans or pickup trucks. This action is necessary because track officials must have an unobstructed view of the race track at all times.

## **TRANSPONDERS**

1. Westhold (Yellow) transponders mounted on right rear axle tube (Ucars right rear lower control arm) **DO NOT MOUNT ON INTERIOR OF CAR. They will not accurately read through metal. Track will not be responsible for incorrectly mounted transponders**

## **RACECIEVERS**

2. Racecivers are to be used and in good working condition every time your race car is on the race track, no exceptions. If found to not be utilizing a raceciever while on the race track you will be disqualified from that event. (Default channel 454.000)

## **QUALIFYING**

1. Qualifying will be by heat and/or consolation events. Heats will be Slm 10 laps Lm 8 laps, Street, Hobby Stocks 8 lap, Crate Late Models 8 lap heats. All heat events have a 15 minute time limit. The same car cannot be driven in 2 different divisions. Strictly Stocks and Ucars will run hot lap qualifying to determine feature line-up. In the event, that any division should have 9 cars or less signed in NO HEATS will be run for that division. (hot lap qualifying will determine the feature line-up) Consy events, may vary due to number of entrants, changes will be posted. If lack of entries makes a full consi unnecessary, the event may be scrubbed entirely or ended on the parade lap. If checkered, (a yellow consi), only those who answered the call will qualify (in that order) to run the feature.
2. Heat line-ups will be according to pill draw. Drivers who arrive after 6 pm, will be assigned to the rear of a heat. Drivers not in the staging area when field or pace vehicle pulls away, will report to the rear. The number of heats determines the number of qualifiers for that heat. Also, any car involved in two yellow flags in a heat event will be sent to the pit area.
3. Feature draw: The top six qualifiers will draw for starting positions: If there are 2 heats the top 3 from each heat will draw for starting positions. If there are 3 heats the top 2 from each heat will draw for starting positions. All six drivers must be present before the pill draw will take place.
4. A driver can only drop back one class. Example; Limited Late Model driver can only drop back to Crate Late Model and so forth unless making a permanent change of class.
5. Relief drivers, substitutes, or driver changes are permitted, but:
  - A. Officials must be notified **BEFORE** the event starts, preferably at time of pill draw.
  - B. If the change is after the pill draw is closed, but, before qualification, the car will be placed in it's drawn heat event, but will be forced to start at the rear.

- C. If the change occurs after the qualifying events, and both car and driver are qualified, the car will start at the rear of the feature event.
- D. All points go with the driver that takes the initial green in an event.
- 6. No crate late models may run with super late models

## **GREEN FLAG RACING**

- 1. The flagman has complete control of the race.
- 2. Drivers remain in formation, with no racing or passing until:
  - A. The field passes the designated "break point" on the track.
  - B. The leader will "make the break" when the flagman drops the green flag when leader is in designated start zone.
- 3. **"Jump Starts" will not be tolerated!!!** Cars which lag behind and do not accelerate properly will not be considered to have been jumped at the discretion of the starter. Car determined to have "jumped the start" will go back 1 row.
- 4. All single file starts come off the start zone.
- 5. Cars not running at competitive speed must heed the blue flag (blue with yellow stripe) in racing conditions and maintain their race groove . Any car not maintaining racing speed may be black flagged.
- 6. The feature event is considered started at the expected throw of the initial green and the field is closed to any alternate or add on starters.
- 7. On the initial start of each race, if one green flag lap is not completed, there will be a complete two abreast restart.
- 8. We will use the Forward Roll Method during all double file restarts, this means if a car does not make the call, or is involved in a first lap caution, the cars behind him will all roll forward into their new position. Anytime three or more consecutive cars fall out of a specific row, then we will begin with the "cross over" method.
- 9. Entrance to the speedway surface from the pit area must be made onto the frontstretch from turn 4. Exit for the pit area will be from the infield across to the turn 3 exit. Do not exit to the pit area from the backstretch. Turn is the only area to enter the speedway from the hot pit area exit the racing anywhere to the infield.
- 10. Distances for regular feature events will be (all green laps): Late Model 20, Street Stocks 20, Hobby stock 15 laps, Crates 20, Strictly stocks 15, U cars 15.
  - A. If in the event the MIDNIGHT (12:00am) curfew hits and a race is half over, a one lap to go will be given at the first yellow after curfew. If the race is NOT half over it will be red flagged and resumed at another time.
  - B. Weather / Equipment / Electric Failure: The half way lap is an official race.
  - C. In order for a night's race to be official, all qualifying events including consolation events, must be complete for all classes. If the races are cancelled before the last qualifying event of the night, all race results

for heats and qualifying events will be scrubbed totally. If the races are cancelled after the final qualifying event, any races not run, will be added to future race events at the promoter's discretion.

D. There will be a 30-minute time limit on all regular features for the following classes: Limited Late Model, Street Stocks, Hobby stocks, Crates, Strictly stocks, U cars and Roadsters. Time limits will increase for these classes during extra-distance races.

## **YELLOW FLAG RACING**

1. The field must slow down behind the leader or pace car immediately. Cars will not race back to the yellow flag at the flag stand.
2. In the event that the field has not made one complete lap (at the discretion of the scorers), there will be a complete restart. **All other restarts will be true double file style. The leader will pick inside or outside, and the rest of the field will follow suit. If (3) consecutive tries fail with no laps completed the field will go single file for remainder of the race. This will occur 5 laps to go during features and half way in the heats.**
3. Lapped cars will go to the tail of the field if a caution flag is displayed in the same running order as scored.
4. Anyone who cause the yellow flag to be displayed will be sent to the rear of the field. Anyone who cause the yellow flag to be displayed will be sent to the rear of the field unless caution is thrown for a safety aspect and/or other such matter will be at the flagman's decision.
5. The restart order will be derived this way:
  - A. Any lap the leader plus one completes is a counted lap.
  - B. The leader and anyone else crosses under green who has completed the lap are frozen in the position held when they crossed the line.
  - C. Anyone crossing the start/finish line after the yellow flag is displayed will get credit for completing the lap, but will be reverted back to the position they held on the last green flag lap they passed the start/finish line. This means that passes made anywhere on the track are not official until recorded by the scorers under green flag conditions at the start/finish line.
  - D. Any car involved in a racing incident and comes to a four wheel stop, or going pit side forfeits his or her restart spot and goes to the rear.
  - E. The Officials have the right to call any aggressive or rough driving that results in a yellow flag condition. The penalty for this kind of erratic driving is that the driver will be sent to the rear, or if it is a severe case, will be sent to the pit area and disqualified.
6. Any competitor involved in three (3) yellow flag incidents during a feature event will be disqualified from that event. This includes but is not limited to, spin-outs, accidents, and stopping on the track causing the yellow flag to be displayed. (2) incidents during heat races

- 7. No work by the crew or driver may be performed on any car at any time on the track surface.**
8. No crew members are allowed on the track except as requested by track officials. Failure to comply will result in immediate disqualification.
9. In the interest of safety, during caution periods, officials may assist all competitors with minor repairs such as dangling or rubbing sheet metal. The official will decide whether the car needs to be sent to the pits for repairs.

## **RED FLAG RACING**

1. All racing halts and the field must stop as soon as safely possible.
2. On an unplanned (crash) red, no one but the driver is allowed onto the track.
3. On an unplanned (crash) red, **NO WORK** is to be performed (I.e. no tools) or the car will be penalized to the rear.
4. On a planned (fuel stop) red, tire gauges, air tanks, tear-offs, and fuel are the only "equipment" permitted on the track during this red flag period. **During this period only two (2) crew members plus the driver per car are allowed onto the speedway.**
5. Scoring will revert back to the last lap, with the exception of those cars involved in the incident which brought out the red flag conditions.
6. The pits are closed. Any car going to the pit's forfeits its restart spot and goes to the rear.
7. Cars leaving the crash scene or the pits fall in at the rear of the non-penalized field in sequence Cars that elect to go to the pit area, will be positioned behind those that were in the accident but elected not to go to the pits.

## **BLACK FLAG APPLICATIONS**

1. The black flag is used at the discretion of the starter.
2. The recipient of the black flag must leave the track surface immediately.
3. Disobedience of the black flag will result in the offending car not being scored for the duration of the event and subsequent penalties.

## **OTHER APPLICATIONS**

1. There will be a **5-MPH speed limit in the Pit areas at all times. Any violation will be considered serious and will not be tolerated.**
2. No in car radios may be used by competitors at Potomac Speedway, in regular season point races.
3. In the event of a tie in the final points, the driver that is determined to have the most feature wins, or best feature finishes will be deemed the higher point driver.
4. **Drivers who are pitting in the outer pit section of the speedway can bring there tires and tools to the infield area needed in case they need to pit during their event. Cars that leave the racing surface and return to the outer pits will not be allowed to re-enter the speedway in**

**turn three from the outer pits for any reason. Once you leave the racing surface to go to the outer pits you will not be allowed back onto the racing surface.**

## **SPORTSMANSHIP**

1. Any protest must be made in an orderly and dignified manner to the proper official.
- 2 **Erratic driving (rough riding) Will Not Be Tolerated !!!!** The management reserves the right to impose disqualifications, fines, instant load- ups, and/or suspensions.
3. Unsportsmanlike conduct (arguing, fighting, misrepresentation, theft, and vandalism, etc.) on the grounds may result in disqualification, fines, instant load-ups or suspensions.
4. Any use of one's car as a weapon, or using it to retaliate against another driver, car, or an official during any part of the event, under green, yellow, red, or black flag conditions or after the event has completed will be disqualified from the event, served an automatic load-up and subject to suspension and fines.
5. **Any one physically assaulting a speedway employee will be subject to disqualification, \$1,000.00 fine and suspension.**
6. Driver are not permitted to exit the car at any time while on the race surface. If you are involved in an incident and stopped on the track lower your window net to indicate, you are ok. If no window net is permitted in your class tap on the roof of the car when the yellow has been displayed and cars have acknowledged such.
7. Any driver who exits his or her car on the racing surface to prolong an argument with an official, another driver on the track, refuses to move his or her car when requested, or otherwise creates a nuisance, will receive time off for his or her misbehavior.
8. The car owner and or driver is responsible for the behavior of the entire crew and his affiliates, and could bear the brunt of any disciplinary action that they earn.
9. No Driver or Crew Person may enter another driver's pit area in any hostile manner (meaning: hostile words and/or jesters or physical altercations). If this happens and a physical altercation brakes out, a fine and suspension is imminent.
10. No person can touch another driver's crew or equipment ON or OFF the track! This rule applies to crew personnel also!
11. Any threats made via social media or concrete form of evidence to harm another driver on the track will be an automatic 4 race suspension

## **Protest and teardowns**

1. Limited to winner and only by the second place finisher

2. All tear downs must be in writing by driver protesting with money within 15 minutes after the checkered flag
3. If the winner refuses teardown, they will be dis-qualified for that night with no points and no money
4. \$500 for top half and \$800 for complete motor
5. Track maintains \$100.00 no matter what decision is made

## **MANAGEMENT INTERPRETATION AND ENFORCEMENT OF THESE GROUND RULES WILL BE FINAL !!!**

### **POINTS SYSTEM**

Points are earned on finishing position in heat and feature. Refer to the chart below for the number of points associated with each finishing position.

Any driver who cannot make the feature race will receive 50 points for a no start

In a double points race only the feature is double points

Any driver disqualified from an event will receive no points or money

| <b><u>Heat Points All Classes</u></b> | <b><u>Feature Points</u></b> | <b><u>All Classes</u></b> |
|---------------------------------------|------------------------------|---------------------------|
| <b>1 - 5</b>                          | <b>1 - 175</b>               | <b>7 - 146</b>            |
| <b>2 - 3</b>                          | <b>2 - 170</b>               | <b>8 - 142</b>            |
| <b>3 - 1</b>                          | <b>3 - 165</b>               | <b>9 - 138</b>            |
| <b>4 - 160</b>                        | <b>10 - 134</b>              | <b>16 - 115</b>           |
| <b>5 - 155</b>                        | <b>11 - 130</b>              | <b>17 - 112</b>           |
| <b>109</b>                            | <b>24 - 91</b>               |                           |
|                                       |                              | <b>13 - 124</b>           |
|                                       |                              | <b>19 - 106</b>           |
|                                       |                              | <b>14 - 121</b>           |
|                                       |                              | <b>20 - 103</b>           |
|                                       |                              | <b>15 - 118</b>           |
|                                       |                              | <b>21 - 100</b>           |
|                                       |                              | <b>22 - 97</b>            |
|                                       |                              | <b>23 - 94</b>            |
|                                       |                              | <b>6 - 150</b>            |
|                                       |                              | <b>12 - 127</b>           |
|                                       |                              | <b>18 -</b>               |

Anytime provisional starters are added, (promoter's discretion) the points will be as follows 25th - 88, 26th - 85, 27th - 82, 28th -

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79, 29<sup>th</sup> - 76, 30<sup>th</sup> - 73 points.