

I-30 Speedway Procedural Rules

IGNORANCE OF RULES IS NO DEFENSE!! IF IT DOESN'T SAY YOU CAN ~ THEN YOU CAN'T!!

WORKING RECEIVERS ARE MANDATORY IN ALL CLASSES – INCLUDING POWDER PUFF!

1. FLAGMAN HAS COMPLETE AUTHORITY DURING THE RACE!

2. After 5 yellows in a heat/"B" feature/"A" feature – we will go green/white/checkered.

3. FIRESUITS ARE MANDATORY IN ALL CLASSES. No driver is allowed to race/hot lap in shorts, t-shirts, jeans etc.... Racing helmets are MANDATORY in all classes and should have a "SNELL" rating of at least 95. Neck braces and window nets (or arm restraints) are MANDATORY in all classes. Fire resistant gloves and shoes are HIGHLY RECOMMENDED. These safety precautions benefit YOU!!

4. Only towing vehicle, trailer and racecar are allowed in pits. Any exception, the vehicle must buy a pit pass. Track insurance does not cover any damage done to any vehicle in the pit area. INSURANCE DOES NOT ALLOW ANYONE UNDER THE AGE OF 16 TO DRIVE A 4-WHEELER, RAZR, GOLF CART, ETC....MUST HAVE SOMEONE 18 OR OLDER WITH THEM.

5. Cars should be painted in a professional manner with the number painted in a contrasting color on BOTH sides and TOP of car, large enough for scorer to distinguish from the press box. THE TRACK ASSIGNS NUMBERS. WHOLE NUMBERS ONLY. If you do not register a number, or you run a number assigned to somebody else, you lose your right to protest the scoring of a race. Having your own number benefits YOU, not the track!

6. If needed, cars must pack the track. Track packing starts at 6:30. If you do not pack with your class, you will not receive packing points and you will run tailback in your heat. Cars that do not pack will not receive passing points if applicable. You have 3 minutes to get on the track once your class is called. You must stay on the track until motioned off in order to receive your 50 packing points. If you are having trouble with your car, please tell the tech person in order for you to retain your starting spot in the heat. You will not receive packing points. If you are late, NO points but you will retain your starting spot in heat.

7. Track officials are not allowed to draw for any reason. Line-ups will be made after the draw has closed. Car must be at track in order to draw. If you have not drawn, you will run tailback (no passing points). If you wish to run tailback, please tell the officials at the draw. IF one car does not make the line-up, all cars behind that car will move straight forward, except where point averages/passing points apply (the line-up will crisscross). If 2 or more cars in the same line do not make the line-up (or crash on the first lap), the cars will be crisscrossed.

8. POINTS GO TO THE DRIVER. Points are earned by packing the track, paying positions in the heats and by taking the green in the "B" feature and "A" feature. If you miss 3 consecutive point nights, you lose all your accumulated points. Every night is a track point night unless otherwise noted.

9. All cars MUST qualify through heats (or "B" features) for the "A" feature. The first heat determines the inside row and the second heat determines the outside row, except where passing points/point averages apply. "B" feature race transfers line up at the back of the "A". If you break in hot laps and able to get car fixed by the "A", you will be allowed to run AS LONG AS there are less than 20 cars in the "A".

10. Race line-ups will be posted at the crowd's nest (by the scales) and at the pit concession stand. It is the driver's responsibility to know their position. All races will be aligned in the pit area. Drivers will be called to line up in the designated area.

Cars are to be in the correct line up and ready to start the race before entering the track. If you miss the line up, you will run tailback. If you pass the pace vehicle, you will go tailback. No hot laps between races.

11. When the front row of cars reach the orange cone (in turn 4), the start will be official upon the flagman signaling with the green flag. The pole car will set the pace, which shall be consistent with track conditions and as required to keep the field in NOSE TO TAIL FORMATION. If you are out of line, the yellow flag will wave and you will be put on the rear. The race is officially over when the checkered flag is thrown.

The only flag to follow the white is the checkered, unless the track is completely blocked and/or in case of fire. In this case, the race will be paid from the last completed lap. If the leader has taken the white flag and has a clear path to the checkered, the checkered will be thrown. If not, a yellow will be thrown and cars lined up (minus the cars in the yellow) and we will go green/white/checkered. If a yellow has to be thrown during this restart, the race will be over and paid from the last completed lap (minus the cars in the yellow/red).

12. The pole car should start the race at a reasonable speed. Do not keep the pace so slow that the cars behind are "bogged" down. Flagman may signal car to pick up speed. If this signal is ignored, flagman may put that car on the rear. This includes single file restarts. It is up to the front row to set an even pace so that the race is started evenly. If this cannot be done in 2 attempts, one or both cars will go to the rear.

13. On a restart, all cars return to their original starting position EXCEPT the cars that the yellow/red was thrown for. Those cars GO TO THE REAR. On the first lap, all cars must come through the green in order for the lap to be complete, except for those cars for which the yellow/red was thrown. After that, when the first 2 cars come through the green and a yellow/red is thrown, the lap is complete. The rest of the lap will be filled in from the last completed lap, with exception to the cars involved in the yellow/red. WE DO NOT RACE TO THE YELLOW OR RED FLAG. The scorers count laps from the press box, using the pole at the flag stand as the finish line.

A RED FLAG MEANS STOP ~ THERE IS A DANGEROUS SITUATION ON THE TRACK. DO NOT DRIVE AROUND TO BE CLOSE TO YOUR PIT CREW. IF YOU IGNORE THE RED FLAG, YOU WILL BE DISQUALIFIED. A green and red light on at the same time means it is an "open" red ~ your pit crew is allowed on the track. If only the red is on, it is a "closed" red and NO ONE is allowed on the track. IN THE PIT AREA...IF THE RED LIGHT IS ON, YOU ARE NOT ALLOWED ON TO THE TRACK. YOU ARE ONLY ALLOWED ON THE TRACK IF THE GREEN LIGHT IS ON.

A yellow and red light on together is the signal for a complete restart in double file order. On single file restarts, a cone will be used on the front straight. Stay to the right of the cone. If you run over the cord or cone, you will be put to the rear. The race will be started when the leader reaches the cone (you may pick up speed coming out of turn 2). Cars need to be in nose to tail formation and if you pass cars before

you reach the cone, a yellow will be thrown and you will go to the rear or you will be penalized at the end of the race for “jumping” cars. A cone is placed on the front straight for cars to get single file. If you do not get in single file formation and/or go under the cone, you will be put to the rear of the field. Lapped cars will be put to the rear of the field. Cars on the lead lap that cause a yellow/red will be aligned in front of lapped cars. A lapped car is defined as a car that is not on the same lap as the lead cars. Scoring is based on how many laps you have completed. If 2 cars are down the same amount of laps, but 1 car takes the checkered and the other doesn't, the car that took the checkered will be paid ahead of the car that didn't.

14. If you are charged with a yellow/red, you will go to the rear of the field, regardless whether you made contact or stopped on the track (refer to rule #1). Arguing will get you sent off the track. If you are charged with 2 UNASSISTED yellows, you will be sent off the track. If a yellow is thrown for debris and it is yours, you will be charged with an unassisted yellow. Sprint cars ~ if you require a 2nd push to be started ~ you will be charged with a yellow.

15. You have 2 laps to get into correct spot after being shown by officials. If you cannot do that, you will be black flagged.

16. Intentional yellows will get you sent off the track (examples including but not limited to: flats, sitting in infield then pulling out on track and stopping, stopping on track then after yellow being thrown driving to pit area).

17. Any car leaving the track under yellow/red will go to rear of restart. Cars will be aligned according to the way they come back to the track. Minor adjustments can be made to a car under red. No pit crews allowed on track under yellow. Driver must stay in car unless told otherwise. If driver gets out of car, his/her race is over.

18. BLACK FLAG APPLIES TO ALL CLASSES. Not seeing flag is no excuse. The black flag will be given to any car causing 2 yellows, not at “racing’ speed, dragging loose parts, flats on right side, excessive smoking or rough driving. (Again, refer to rule #1). If you ignore the black flag, we will ignore you at the pay window and when doing points.

19. Protests must go through pit steward. Protest must be done within 5 minutes of end of race. Only driver is allowed to protest.

DRIVER IS RESPONSIBLE FOR FAMILY AND CREW MEMBERS! This includes emails and phone calls and social media. Any unauthorized person (this includes wives, kids, sponsors, girlfriends, boyfriends, pit crews, etc...) entering the press box or flag stand, will get their driver suspended for a minimum of 2 weeks. Any unsportsmanlike conduct will get the driver at least a 2 week suspension in all classes you participate in. This includes “facebook live”. Any foul language used referring to the track and it's officials, the videographer will get a 2 week suspension.

The police officers will enforce the rules and regulations of I-30 Speedway in addition to the County, State and Federal laws. Flipping off the flagman/crowd is an automatic 3 week suspension ~ this will be strictly enforced. Excessive speeding or other inappropriate displays in the pit area will cause the driver to be suspended. This includes racecars and 4-wheelers.

FIGHTING: If you go to another driver's pit/car to argue/fight, you are the one who is considered wrong and you will be subject to penalties. If you are suspended or disqualified twice in one season, you will lose all accumulated points. If you are suspended or disqualified in the last 4 weeks of racing, you will lose all accumulated points. If you are suspended, you will not be able to race on the next point nights for your class. Rainouts do not count toward your suspension. If you are disqualified for any reason during the last 2 weeks of points racing, you will lose all accumulated points.

20. **COURTESY RULE:** Any car from another track with MINOR rule infractions will be allowed to race one night. However, you will be notified of any necessary changes and will have to be legal to I-30 Speedway rules on your next visit. The courtesy rules DOES NOT apply to mufflers, engine size, tires, or weight.

21. If a car cuts through the infield "wide open", it will be counted as one lap down. Stirring up dust is considered "wide open".

22. NO alcoholic beverages of any kind are allowed in pit area.

23. Unless you have received a handwritten (signed by management), notarized invitation to watch the races from the infield, STAY OUT!!

24. A drivers meeting will be called when deemed necessary. When one is called, any driver not attending forfeits any protest or discussion rights for the night.

25. Any driver changes that occur after the line-up is posted must start on the rear of the heat race. Any driver changes after the heat race, driver must start on the rear of the "B" or "A". A driver who had qualified for the "A" feature may change cars, but a driver who is not qualified for the "A" feature cannot race a car that is qualified for the feature. For any changes, you must notify track officials. If you fail to do so, you forfeit money and points earned for the night. NO driver changes after the green has been given in a race.

27. ALL PERSONS WHO ENTER THE PIT AREA MUST SIGN THE "RELEASE AND WAIVER OF LIABILITY AND INDEMNITY" AGREEMENT. If you have not signed this form and are injured, you are not covered by track insurance. It is your responsibility to read the form. Any personal property taken into the pit area is at the owners' risk and is NOT covered by track insurance.

28. Anyone sustaining injury must report the injury to the front ticket office by the end of the race night. Reporting the injury at a later date may void benefits. The track does not pay for ambulance rides. Do not assume that police officers or track officials will report the injury for you. Injuries sustained from fighting are NOT covered by track insurance.

29. Anyone under 18 years of age must have a parent or legal guardian sign a "MINOR RELEASE FORM" in order to enter the pit area.

30. I-30 SPEEDWAY RESERVES THE RIGHT TO REFUSE ENTRANCE TO ANYONE WHO REFUSES TO ABIDE BY THE RULES AND THE USUAL POLICY OF CONDUCTING AUTO RACES. THIS IS PRIVATE PROPERTY OPEN TO THE PUBLIC. WE DO NOT HAVE TO LET ANYONE WE SEE AS UNFIT ENTER THE PREMISES.

31. All cars in which weight, cubic inches, tires, carburetor or inspection rules apply, plus any car questioned and the driver notified, must go straight to the inspection and weigh station without stopping at their pit or elsewhere. Failure to do so will result in disqualification and loss of points and

money. Upon inspection, if the car is declared illegal, all points and monies earned for the night will be forfeited PLUS A 4 WEEK SUSPENSION. IF YOU ARE REQUIRED TO TEAR DOWN AND REFUSE, ALL MONEY AND ACCUMULATED POINTS WILL BE FORFEITED PLUS A 4 WEEK SUSPENSION. I-30 Speedway reserves the right to inspect any car at any time! Courtesy rule does not apply. If you weigh and are light, you will be DQ'D (no matter where you finished).

ALL CLASSES: TOP 5 IN HEATS ~ TRANSFER SPOTS IN "B" AND TOP 5 IN "A" MUST WEIGH!!

32. Harassment of any track official will not be tolerated. Such action will result in suspension. When a car is being teched, no one from another car is allowed in tech area.

33. Special events may be governed by different rules. If so, amendments will be given on flyers and/or at the drivers meeting. You must run at least 90% of our races to be eligible for points fund money.

34. The management of I-30 Speedway reserves the right to change the race program or rules at any time to improve the racing program. Any point or rule not covered herein shall be decided by management at the necessary time and shall be final.

35. No more saving spots in the pit area ~ first come, first serve. Car count determines how many heats will be run.

Up to 12 cars – 1 heat 13 – 20 cars – 2 heats 21 – 30 cars – 3 heats

31 – 40 cars – 4 heats 20 cars start the "A" feature. The pay window is at the front gate. It is your responsibility to collect your pay. We do not mail your pay to you (we pay cash). It is your responsibility to fill out a driver information sheet. You will not be paid until you do.

The mailing address for the track is: 2900 Old Jacksonville Highway ~ North Little Rock, AR 72117

600 rules