

# 2024

## Doe Run Raceway

### Rule Book



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#### **RULE BOOK DISCLAIMER**

The rules and/or regulations set forth herein is designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for such events. These rules shall govern the conditions of all events, and by participating in these events, all participants are deemed to have complied with these rules. No expressed or implied warranty of safety shall result from publications of or compliance with these rules and/or regulations. These 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 reasonable and appropriate deviation from any of the specifications herein or impose any further restrictions that in their opinion do not alter the minimum acceptable requirements. No expressed or implied warranty of safety shall

result from such alteration of specifications. Any interpretation or deviations from these rules are left to the discretion of the on track officials. **THEIR DECISION IS FINAL!!**

ABSOLUTELY NO ONE under the age of 18 (eighteen) years of age will be allowed in the pit area without the written consent of a parent/guardian and then they **MUST HAVE A PAID PIT PASS.**

Track Admission:

Grandstands -- ages 11 and up \$10.00 -- Kids 10 & Under are Free in the grandstands.  
Pit Pass -- ages 15 and up \$30.00 -- Kids ages 5 to 14 are \$15.00 -- Kids ages 0 to 4 Free  
Pit Pass armbands must be worn by kids and adults all night and must be on the person signed in. If you are caught without an armband you will be escorted to the pit gate to pay. Second time you are caught, you will not be allowed in the pit area again.

### **ABSOLUTELY NO REFUNDS WILL BE ISSUED.**

Doe Run Raceway warns everyone racing is dangerous. You could be injured or killed, even though we carry insurance -- Participate at your own risk!

Any Specifications not discussed in these rules whose legality is questionable will be considered illegal until approved by track officials.

## **REMEMBER, RACING IS FUN!!!!**

### **GENERAL TRACK RULES**

#### **WORKING RACE RECEIVERS (FREQ: 454.000) & TRANSPONDERS ARE REQUIRED IN ALL CLASSES**

**\*\*\*Attention Drivers: If you are racing double duty (two cars) you will have to**

**buy two pit passes or forfeit one of the payouts.**

- **There will be a DRIVERS MEETING every week at 6:30 pm in front of the Pit Concession Stand.**
- Initial **START** will begin at the white line/ cone coming out of turn 4. Cars must stay side by side until the pole setter has passed the starting line. **If either car on the front row starts before the starting line there will be a complete re-start. If the front row jumps a second me they will be moved back a row and one more attempt will be made to start the race. Any restarts will be single file.**
- **All cars must cross the Start/Finish line for that lap to be considered complete. When a caution occurs the cars will be lined back up according to the last completed lap.**
- **At the start of the race, and all re-starts you must maintain a CONSISTENT SPEED, with no brake checking/dragging the brake and be Nose-to-tail. Starts will take place within the designated area (cones and/or lines). Any car out of line, passing before**

designated area, or jumping ahead before the green is displayed, will be penalized one (1) spot for each spot gained . Assessed at the end of the race, or the next caution, whichever comes first. **STRICKLEY ENFORCED.**

- Once a race has completed one (1) full lap and a caution occurs, restart will be done by **single file re-starts with a cone on the back straight away**. All cars must stay single file, nose to tail until you pass the cone.
- Cars not taking green flag to start the race will not be allowed on the track.
- **We will not wait on anyone to get on track. If you come on track and don't attempt to line up in your position, officials will assume you want to start at the rear, if you haven't already let officials know before race.**
- **If we have to stop the race due to a car malfunction issue you will be charged with a caution and have to restart at the rear of the field.**
- Any car stopping on the track **or involved in a wreck** will be put in the rear and charged with a yellow. If you stop to avoid a spinning car or wreck and are not involved in the wreck you will get your spot back. **If you stop under caution at an official to argue about the line up, you will be put to the rear of the field. If you stop for a safety issue, you will be able to maintain your spot.**
- **If you are racing and cause another car to spin/stop on track, both cars will be charged the yellow and sent to the back. Black flags will be given for retaliation, rough driving, or un-sportsman like conduct.**
- **If driver will not get in position/stay in position under caution, that car may be sent to the rear at the OFFICIALS discretion.**
- When a caution occurs on track, all drivers will slow, remain in position.
- **Race is complete when the leader receives the "Checkered Flag" at the start/ finish line. If a wreck occurs on the last lap, any cars that haven't made it to the start/finish line before the yellow comes out will be scored how the crossed on the previous lap (excluding cars deemed involved in the caution).**
- **When a caution occurs all lap cars will be put to the back in all classes. A car going to the rear for causing a caution will be realigned ahead of cars a lap down and any other competitor track officials deem to not be up to pace.**

- **Cars judged by officials to have intentionally caused a yellow flag may be disqualified from that race. "Causing a caution because you got a bad start"**
- All red flag lineups will go to the last completed green flag lap.
- **There is a (30) minute time limit for the feature race in each class. Red Flag conditions will not count against time limit. After the time limit expires the next flag that comes out (checkered or yellow) will complete the race.**
- NO ONE IS ALLOWED ON THE TRACK EXCEPT TRACK OFFICIALS, OR WITHOUT THE PROPER TRACK CREDENTIALS. NO EXCEPTIONS!!!!  
Anyone caught on the track could result in removal from the pit area.
- Any driver leaving their car to argue with official on or off the track can be barred for (2) two race nights. Decision will be made by officials.
- Drivers are responsible for their pit crew.
- Any threatening from the driver, crew member or fan toward any other driver, track official or fan will be escorted from the premises immediately.
- Any physical contact from the driver, crew member or fan toward any other driver or track official will be suspended for 2 weeks or indefinitely.
- If you are involved in a wreck you must stay with your car to help. If you leave your car it will be taken to the infield and left until it is convenient to get car back to the pit area.
- All classes may go off the track on a yellow caution and change a flat re/make repairs in the designated location and may return on the track before the green flag is dropped. Car must return on track before green flag is dropped again, we will not wait on any driver.
- Anyone leaving the track for any reason and returning to the track in that race must go to the rear of the field.
- No working on cars on the track except on open red flag conditions. Wait for pit steward to give the okay to go on track. Any person caught on the track attempting to work on a car under a closed red flag will be removed along with the driver and car.
- No one is allowed on track surface. No one is allowed to touch or work on a car at any time, unless an open red occurs.

- All cars that change a flat tire on a Red must go to the designated work area to change a tire and they must go to rear of field. If a tire is changed on the track then the car is disqualified.
- Any car going to the work area will be given 3 minutes to return back to the track, only on the first lap of any race. After the completion of lap one, courtesy laps will only be given un l lineup is correct. You must change a flat tire at the designated work area.
- All cars will stage on the hill behind turn #4. All cars must be staged for heat races with in 3 minutes and staged for the feature with in 10 minutes, time will start when the green flag is displayed at the start of the preceding race. If you are not in your car and in staging by the end of the time limit, you will start at the rear of the field. Track exit is turn #2 on caution otherwise exit to infield.
- If a competitor makes the original call, pulls out on the track to attempt to start the feature and is unable to con nue before taking the green, they will be credited for attempting to start and will be paid points and money accordingly
- Courtesy Rule: Any car from another track with minor rule differences may at official's discretion, race on that night but will be notified of any modifications and will have to be legal on the next visit to the track.
- All Points go to the driver (Not the car). If you are driving for someone else, you **MUST** tell the officials at the pill draw window & the pit steward, if not you will not receive any money or points.
- Anyone changing cars or drivers from heat to feature race will start on the rear of the field. Both the car and driver must be qualified for that nights feature. If it is not a qualified car/driver then you must run the semi. Anyone changing must notify officials or they will be disqualified.
- **ALL RULES ARE ENFORCED BY TRACK OFFICIALS AND ARE FINAL AND WILL NOT BE CHANGED BY PROMOTER!!!!**
- Any incident or occurrences not covered in these rules will be ruled upon by the track officials after all races are finished.
- Doe Run Raceway assumes no responsibility for damage to or loss of your equipment, vehicles, or any parts whatsoever. No personal vehicles are allowed in the pit area, except what is hooked to a race trailer.
- The management reserves the right to change the race program or rules at any me to improve the racing program.
- Pill draw for all classes will be from 5:00pm to 6:30 pm. Persons drawing pill must sign by the pill draw number they get. If you are

not there by 6:30 pm to draw your pill you will be put on the back of the heat. If you draw 2 pills you will receive the highest number you draw out. If you are running late you can call the track and they will draw a pill for you. Track phone is (815) 793-5476.

- Drivers may pick up their winnings starting after the B-Mod Feature and until 15 minutes after the last race is completed.
- You **MUST** sign a receipt for points and money at pay window. If any driver or crew member argues or uses foul language with the ladies at the window your money and points will be held till track promoter talks with you.
- Drivers must be present 75% of the races to receive end of the year payouts/awards. 30 attendance points each race.
- **All checks must be picked up within 30 days or they will be voided.**
- **Any lost check that has to be written again will have \$35.00 withheld from the amount to cover stop payments.**
- **Any checks not cashed by December 1st will have a stop payment done on them.**
- **Driver form must be completed and have Tech Signature on it and turned in. Checks will be held until a completed driver form is turned in. (NO EXCEPTIONS)**
- Top 2 cars in each heat, semi and dashes must weigh after each race. Top 5 in feature must weigh after the feature race; go directly to scales after your race if you pass up scales you will lose points & money for that race.
- If you do not weigh after the feature, everyone after that spot will be moved up a position.
- First offense for aggressive driving you will be charged with a yellow and sent to the rear. Second offense for aggressive driving you will be charged with a black flag and you and the car are done for that race and the driver will lose all points and money.
- For over aggressive driving you will be black flagged and you and car are done for the night and will not receive any points or money. Call will be determined by track official on over aggressive driving.
- Any driver slamming into another car during a yellow flag or after the race will be disqualified for that race and will not receive any point or money for that race.
- Lineups will be posted. It is the driver's responsibility to be lined up in his proper position prior to the finish of the proceeding race.

- If the leader takes the checkered flag and wreck occurs, then the cars will be scored as they pass the finish line. If a wreck occurs before the leader takes the checkered flag, then it will go back to green, white, checkered.
- Points will be given for the heat, dash, and feature in each class.
- If we get rained out or any other uncontrollable occurrences happens (electric outage, fire, etc.) in the middle of the race program, and all dash races are ran, then it is considered a full night and features will be made up another night.
- Any points race ending in a tie will be determined by the most feature wins. If there is no feature wins then it be determined by the most seconds, then thirds and so on.
- If the last points night is rained out, it will not be re-scheduled
- If you have a problem or you think something is not right, you need to go to an official calmly and see what can be worked out to solve the problem. It takes the drivers, fans, pit crews, & family to make a great track work.
- If at any me your manners of dress, appearance or conduct are deemed by the track officials or promoter to be not in the best interest of racing, you may be ejected from the premises.
- If you get into a fight before, during or after the races you will be kicked out for 2 race nights. Second offense you will be out the rest of the year.
- **NO ONE IS ALLOWED ON THE TRACK AFTER THE RACE PROGRAM IS COMPLETE. NO EXCEPTIONS!**
- Only one vehicle per race car is allowed in the pit area. No personal vehicles without a permit.
- One ATV is accepted for each race car, anyone speeding through pit area will lose ATV privileges for the year. NO JOY RIDING IN THE PIT AREA ESPECIALLY KIDS! **All ATV's must have a permit. All ATV's must have an orange flag attached.**
- If any driver gets into a FIGHT at our Annual Race Banquet, He/She will not be allowed to race for the first two (2) races of the next season.

### **PROTEST RULES**

- Cars running in a restricted class should be fully prepared for inspection at any me by track officials.
- All cars **MUST** pass a technical inspection. You must be a participating driver or registered car owner of a car participating

in the race program **THAT** night to submit a protest. Any protest for legality **MUST** be made to your pit steward within 15 minutes after the respective feature race is completed. All protests **MUST** be specific and in writing as to what is to be checked. Cars protested will be checked at a cost designated by the protest man. The driver/owner must have the correct amount of cash in his possession. This cash money will be held by the protest man until the determination as to legality is made. If the car is found to be illegal, the money will be refunded. If the car is found to be legal the protested car owner will receive the money.

- Minimum of \$20.00 cost for a protest is required for a visual inspection, \$100.00 for inspection of engine.
- If you are protested & do not tear down, you will be considered illegal disqualified for that race event. Illegal cars will forfeit money won and will be assessed a fine as follows:

#### **Penalty**

- First violation : \$50.00 fine.
- Second violation \$100.00 fine.
- Third violation : may result in suspension from our track for the balance of the season

\*All fines will be carried over to the next season if not paid

Only cars which finish on the same lap of the feature race will be allowed to protest. The race team protesting will be allowed the driver and one member of its crew. The race team that is being protested will be allowed the driver, the owner and up to two crew members. Only those people and track officials will be allowed. All final results of protest will be announced that night and next night of racing. The protest car must be torn down on that race night.

#### **SAFETY RULES**

- **There will be no drinking of alcoholic beverages in the pit area before or during the race night.** Anyone deemed under the influence of alcohol and/or a controlled substance, or having either in their possession, will be immediately suspended. In the event of a violation of a controlled substance, the proper authorities will be notified.
- All drivers in all classes must wear a full fire suit and approved helmet (Full face helmets only!!!!!! No open face helmets) and an approved 3-inch restraint system, which must no older than 3



years from the date of manufacture. Fire retardant gloves, shoes, socks, underwear and neck braces are highly recommended.

- All cars must be equipped with approved fuel cells.
- A minimum size of 16-inch numbers must be on each side of the car.
- No two-way radios allowed in the pits or in cars.
- **ALL CARS MUST HAVE A WINDOW NET OR USE ARM RESTRAINTS and at least 3 vertical bars in front of the driver.**
- **WE STRONGLY URGE YOU TO WEAR NECK RESTRAINTS FOR YOUR SAFETY.**
- Cars may be inspected by track officials at any time.
- Speed limit anywhere in the pits is IDEL SPEED only, for RACE CARS and ATV's.
- No one is allowed to argue or discuss any item with track officials while a race is in progress. Abusive or improper language by anyone will not be tolerated. Any type of physical assault by anyone may result in arrest by a county deputy.
- All weight must be painted white, have a car number on them, and bolted with 2 (two) 1/2" bolts. Fine for added weight falling off is \$25.00.
- No rearview mirrors will be allowed.
- All cars must have a front and rear bumper at a reasonable height for pushing and must have a chain or steel loop device attached to the center of the chassis on the front and rear to provide wrecker hook-up.

### **FLAGS**

- Green flag and light means racing.
- Yellow flag means caution, slow down immediately and maintain position.
- Red flag means all cars must stop immediately. All cars go to the top of the track and stop. Anyone going to the pits during red flags will lose their position in the race.
- Black flag means unsafe conditions (flat, excessive smoking, loose car parts, etc.). Cars will be warned with a black flag in case of minor incidents. Rough driving will result in immediate removal from the track for the remainder of that race. Anyone refusing to

leave the track when there is a black flag will result in suspension of two nights.

- White flag means there is one lap remaining in the race. Any yellow or red flag will be thrown at Flagman's discretion from this point on.
- Checkered flag means end of race.