



## MIDVALE SPEEDWAY GENERAL RULES

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### I. PREFACE

#### A. Purpose

It is the purpose of these rules to promote for the mutual interest of the speedway and its participants rules on matters pertaining to pit registration, qualifying, race line up, race procedures, safety regulations, flag rules, inspections, trophies, prize money, matters of conduct and responsibility, championship, and special race events.

#### B. Management

The operation of Midvale Speedway and the full direction of the participants is the function and responsibility of speedway management.

#### C. General

The rules set forth in this rule book are intended to promote fairness and equality in the sport of Stock Car Racing. Most of the rules are intended for all racing programs although there may be some special non-weekly programs that will have to be dealt with on an individual basis.

**Track management has the right to modify or delete any of the rules at any time if it is deemed necessary, but is obligated to notify participants of any changes by either:**

- 1. Having a driver's meeting.**
- 2. Posting a notice at the sign in booth.**
- 3. Posting a notice at the lineup board at the pit tower.**

If there is an element of doubt relative to the interpretation of any of the rules in this rule book, please contact any of the key officials for an official interpretation.



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### II. KEY TRACK OFFICIALS

In fairness to all, it must be recognized that it takes many people to put on a successful racing program. For the purpose of this publication, the five key track officials will be reviewed. The people assisting these five key officials contribute much to the success of the program. The five key track officials are the Owner/Promoter, The Race Director, The Flagman, The Pit Steward(s), and The Tech Inspector(s). Although their responsibilities overlap to a degree, generally, their duties are listed below:

#### A. Promoter

1. Has the final word on all matters relating to the total operation of the speedway and assists where needed during the Program.

#### B. Race Director

1. Oversees the timing of vehicles.
2. Schedules the racing program and the sequence of events.
3. Assists in the scoring of race.
4. Notifies the Pit Steward of the restart line up.
5. Determines the finish positions.
6. Makes the payoff sheets and sends them to the payout window.
7. Directs the administrative and clerical activities relating to the race program.

#### C. Flagman

1. Flag vehicles during qualifications and races.
2. Be sure the Speedway is clear and safe for racing.
3. Dispatches ambulance, wreckers, fire equipment, track crew, etc. as required.
4. Reprimands drivers when required.
5. Notifies scorers of the vehicle or vehicles causing race to be stopped.
6. Assist in restarts as required.
7. Use passing flag as required.
8. Ensures proper starts and restarts.

#### D. Pit Steward

1. Dispense vehicles onto track for qualifications.
2. Post racing agenda on blackboard.
3. Notifies the Race director of the changes in drivers, late arriving vehicles, scratches, etc.
4. Reprimands drivers when required.

#### E. Tech Inspector

1. Ensures that all vehicles safety specifications are met.
2. Checks dates and ratings of all helmets, driver suits, gloves, window nets, safety belts, etc. (Ultimately the responsibility lies with the wearer of these items).
3. Checks vehicles after accidents to determine fitness for future races that show.
4. Ensure that all vehicles conform to engine, body, suspension, weight, wheel, tire, etc. specifications.



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### **III. PIT ENTRY**

- A. A PIT PASS must be purchased at the sign-in booth by all persons entering the PIT area.
- B. Pit passes must be worn at ALL TIMES on speedway property. Failure to do so will lead to immediate removal and/or prosecution.
- C. The transfer of a pit pass from one person to another is strictly forbidden and will result in immediate suspension and/or prosecution of both parties.
- D. Track management reserves the right to reject anyone from entering the pit area.
- E. All pit applicants ARE REQUIRED sign a release form PRIOR to entering pit area.
- F. Underage pit applicants MUST have an ADULT sign them in at the pit gate. ELIGIBLE DRIVERS MUST BE 14 BY OCTOBER OF THE CURRENT SEASON TO RACE IN A DIVISION.
- G. There will be NO pit pass refunds FOR ANY REASON.
- H. Certain special races may require paying a car entry fee. This car entry fee must be paid at the time of entry into the pits, at which time you will receive a payoff card. This card must be presented at the time of payoff; failure to present this card will mean forfeit of all prize money.
- I. All pit applicants are required to abide by the rules set forth in the rule books and to conduct themselves in a responsible adult manner. If a pit pass holder violates any rules set forth in this rule book, the car that the pit pass holder is associated with may, at the track's discretion, be suspended along with the individual.
- J. There will be absolutely no consumption of alcoholic beverages or partaking of illegal drugs by any pit registrant in, near, or around the pit or track area. Anyone considered to be in a questionable condition will be suspended and/or face prosecution.
- K. Parking pads are available on a first come first serve basis.
  - 1. Those having pads last year have first choice of same pad.
  - 2. Pads must be paid in full before the completion of the first racing program or the pad will be forfeited.
  - 3. Parking pads are not transferrable. If you are not present, the pad is considered an open spot.
  - 4. The Fall Classic Event is a first come first serve event, meaning no spots are guaranteed.
  - 5. Management has final decision on who parks where for special events.
  - 6. There are NO refunds on parking spots.



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### **IV. FLAGS**

- A. **Green:** Go - Course is clear.
- B. **Yellow:** Slow down - proceed with caution.
- C. **Red:** Stop - do not proceed. NO working on cars.
- D. **White:** One more lap remains in the event.
- E. **Black:** Leave the race course in the quickest, safest possible manner.
- F. **Blue/Orange** stripe: You are being approached by the leaders, move over and allow them to pass.
- G. **Checkered:** The event has come to its conclusion.

**NOTE:** When the green flag is given by the FLAGMAN to start or restart a race, all cars must retain their position until they have crossed the starting line. Failure to do so will result in disqualification and/or suspension.

### **V. VEHICLE APPEARANCE, RULES & NUMBERS**

- A. All race vehicles are to have one, two or 3 digit numbers in contrasting colors to the base color. The numbers are to appear on each side of the vehicle and are to be at least 16 inches tall. \*No gray cars with silver numbers, black cars with dark numbers, etc. contrasting colors only\*.
- B. No obscenities or foul wording is to appear anywhere on the race vehicle.
- C. The division (A, M, S, C, etc.) must appear in the upper passenger side corner of the front windshield in white or yellow paint, approximately four inches high.
- D. It is recommended that the drivers name appear on the car roof above the driver and passenger door.
- E. Vehicle and race rules will be available in the office.
- F. A race vehicle is ONLY allowed to participate in 1 division per night. If a driver has more than 1 race vehicle, they will pay an entry fee for each vehicle.
- G. There will be no changing of #'s unless okayed by race director.



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### **VI. PROGRAM LINE-UP**

- A. The racing program can be lined up using qualifications, the point system, or any other previously announced method. Qualification will be used as a matter routine.
- B. Generally, there will only be a short intermission. This will take place between the preliminary events and the features for promotional purposes. During that pause the first feature will be lined up. Track management reserves the right to run the features early in the program if deemed necessary.
- C. The handicap system (fast vehicles to the rear) will be used in all preliminary races. A dice roll will take place for the feature race line up.
- D. Vehicles that fail to qualify will be placed in scratch position in a heat race and the consi. track officials reserve the right to place the unqualified vehicle in any heat unless the said vehicle has made a habit of not qualifying, in such case track management reserves the right to place the vehicle in the consi only.
- E. The number of qualified vehicles will determine:
  - 1. The number of heat races.
  - 2. The consi/feature procedure.
- F. If a vehicle fails to compete in their perspective heat race, you will start at the tail end of the feature. The ONLY exception is if you have a mechanical issue that is confirmed by an official and it is reported PRIOR to the event.
- G. It is important that all vehicles attempt to qualify to make this procedure work effectively.  
NOTE: The entire racing program will be based on the number of vehicles that qualify, nothing else.
- H. The PIT STEWARD will post the racing agenda on the lineup board at the pit tower. He will have the pit announcer call for the vehicles to line up each event ahead of schedule. If you are not ready by the time a given race goes onto the speedway, you will be required to take scratch position.  
NOTE: The PIT STEWARD has complete jurisdiction in this matter.  
NOTE: After the lead car reaches the third turn on the parade lap no vehicles will be allowed to enter the track for that event. Any vehicles entering the track prior to the third turn, start in scratch position.

### **VII. QUALIFICATIONS**

- A. For all regular events, qualifications will normally start when practice starts and terminate at approximately 4:30 p.m. Under extraordinary conditions track management may alter or extend these times.
- B. Normally, each vehicle will be permitted two qualifying sessions. More sessions may be awarded, but those will be strictly for practice. It will be up to the Official's discretion to alter this. If you are running poorly, return to the pits, make the necessary repairs, then come out for the next session.
- C. The best time in the first two qualifying sessions will be the official time and will be used for race line up purposes.



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- D. Only one vehicle per division may be qualified by a single driver, unless permission is secured from the PIT STEWARD.
- E. All vehicles must start on their own power, before they will be permitted to qualify.
- F. Late arrivals without a qualifying time will be placed in events at management's discretion.
- G. In the event the fastest time for two vehicles are the same, the vehicle that qualified first is credited with the quicker time for point and lineup purposes.
- H. Any vehicle found to be illegal after the qualifying lap will have time disqualified and will not be allowed to requalify.

### **VIII. CLOCKING - BLACK FLAGGING**

- A. All vehicles and/or race events are subject to clocking and being black flagged. Clocking will not take place in the following events.
  - 1. Dash races, whip races, consi's, pursuits, and last chance races.
  - 2. Unique races such as Grudge races, Hotdog races, Match races, etc.
  - 3. Any race events lined up using the Track Point System
  - 4. Any race events lined straight up (fastest qualifiers up front)
  - 5. The fastest four qualifying cars in each division.
- B. The following guidelines will apply to the clocking of cars:
  - 1. The leader will be clocked.
  - 2. Any vehicle moving up through the pack in a rapid fashion will be clocked.
  - 3. Vehicles that have qualified radically slower than in previous weeks.
  - 4. Random clocking of any vehicle running in any position may occur.
- C. Any vehicle running fifteen-hundredths (15/100) of a second or better than its qualifying time on any two laps in a race will be black flagged.
- D. When black flagged:
  - 1. The vehicle must leave the speedway as soon as possible in the safest possible manner.
  - 2. The vehicle will no longer be scored on the lap sheets.

NOTE: The number of laps completed before being black flagged will determine the finish position and money paid if applicable.
- E. If you qualified poorly, made significant improvement in the vehicles performance and fear you will be black flagged, the following applies to Feature and Consolation races only:
  - 1. Elect to take scratch position by notifying the PIT STEWARD prior to the start of the race.
  - 2. Have PIT STEWARD notify the RACE DIRECTOR.
  - 3. You will not be black flagged for running faster than your qualifying time. (See below).



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- F. Conditions such as throwing oil or water on the track, unsafe vehicle, breaking alignment before starting line is reached, gouging of track by rim or dragging metal, etc. may also cause you to be black flagged.
- G. Excessive smoking of a vehicle, causing poor visibility will cause black flagging (at FLAGMAN'S discretion).
- H. If you are black flagged and do not understand why, ask the PIT STEWARD. He will get you an answer as soon as time permits.
- I. The four fastest qualified vehicles will not be clocked in any races.
- J. If black flagged for running under your time:
  - 1. Heat races – you are disqualified, leave the speedway and the race continues.
  - 2. Features – the race stopped, you are put to rear and the race is restarted.
- K. If you are caught running under your time in a heat race you will be timed off of the new time in the feature minus 15 hundredths of a second. You will not be advanced a starting position in the feature, but may be moved back, depending on your new time.
- L. If you are charged with TWO cautions in any one race, regardless of division, you will be disqualified from that race.

### **IX. EVENTS**

- A. Dashes
  - 1. Four fastest qualifiers.
  - 2. Four laps.
  - 3. No driver changes.
  - 4. Alternates permitted.
  - 5. No pit stops.
- B. Heats
  - 1. Eight laps.
  - 2. If a heat race is stopped with only one lap to go, it will be declared an official race. All running cars must cross the line on that lap and receive the white flag to end the race.
  - 3. No pit stops.
- C. Pursuits
  - 1. Ten fastest vehicles.
  - 2. Maximum ten laps.
  - 3. No driver changes.
  - 4. Alternates to the pole.
  - 5. Once you are passed, you are out.
  - 6. No eliminations on last lap.
  - 7. No pit stops.
- D. Whips
  - 1. Ten fastest vehicles.
  - 2. Maximum ten laps.
  - 3. No driver changes.
  - 4. Alternates to the pole.



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5. The last vehicle past the start-finish line is out on each lap, after the first lap.
  6. One vehicle is eliminated per lap.
  7. No pit stops.
- E. Consi's
1. Made up of vehicles that did not get a starting position in the feature through qualifications.
  2. Eight laps minimum; 15 laps maximum; 1 lap per vehicle where applicable
  3. Depending on the vehicle count, the first so many finishing vehicles will advance to the feature (will be announced prior to race) remaining cars become alternates.
  4. Consi races will normally be lined straight up.
  5. Pit stops are permitted.
- F. Features
1. The main event of show.
  2. Laps to be announced.
  3. The invert will be either 10, 12, 14 or 16 and will be determined by a random blind draw.
  4. There will be open pits for all divisions, provided the vehicle stays on inside side of pit barrier. Going any place else, eliminates you from further competition in that event. A Vehicle must re-enter speedway under yellow flag, caution conditions. The race will not be held up for a vehicle during caution.
  5. All feature events will be timed. The time frame is ten minutes plus the number of laps. After the timer times out, one more restart will be permitted. If the race is stopped after that, it will be declared officially over with the finish being determined by the restart lineup that would have been used. A red flag condition will stop the timing process.

### **X. RESTARTS**

- A. The race is stopped with no laps in. If the race is stopped and the entire field has not completed a lap, it will be a complete restart, with all vehicles starting in their original position, UNLESS someone is charged with bringing out the caution condition. The only other exception is for the pursuit race, noted below.
- B. The race is stopped with laps completed. When the race is stopped, THE OFFICIAL'S will tell the RACE DIRECTOR the vehicle or vehicles that caused the reason for the race to stop. The RACE DIRECTOR will use the replay system and the OFFICIAL'S around the track to determine fault. The HEAD SCORER will revert back to the last lap that the entire running field completed, using that as the restart agenda. The at fault vehicle or vehicles will be sent to the rear.  
NOTE: The Officials will make the call on all racing incidents. A driver may still admit fault to give other driver his spot back. If for some reason the track enacts the spinner-spinnee rule for a night, it will apply when two cars collide, regardless of who caused the mix-up. Both cars go to rear on restart, unless one driver stops at PIT STEWARD and admits fault, then other driver retains position. The PIT STEWARD will not solicit opinions and must be done voluntarily by the drivers. Deliberate rough driving will not be tolerated and will be dealt with accordingly.  
NOTE: There is absolutely no debating of incident and attempts to do so will not be tolerated.
- C. When a pursuit race is stopped, any vehicle eliminated prior to the stopping of the race will not be permitted to restart, regardless of the number of laps completed. The number of laps completed





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prior to the stopping of the race will determine the number of laps remaining. There is no reverting back to the previous lap in a pursuit race, if they are eliminated prior to yellow flag they will not restart.

- D. The ONLY person permitted to work on a race vehicle, on the track, at any time during a yellow flag situation, is the PIT STEWARD. The PIT STEWARD WILL be able to replace a gas cap PRIOR to the initial start of the race ONLY. After the initial start, if the vehicle is determined to be leaking fuel, they will have to enter the pit area. The PIT STEWARD IS ALLOWED to pull a fender away from a tire or do what they reasonably can. WORKING ON A VEHICLE ANYWHERE DURING A RED FLAG CONDITION IS NOT ALLOWED.
- E. If a vehicle is not ready to be lined up when called for by the PIT STEWARD, it loses its starting position. If it is ready to go at a later time, it must take scratch.
- F. Dash and heat races will be restarted in a side by side fashion.
- G. Pursuits will be restarted single file.
- H. Feature races will start the leader out front by themselves. The lap prior to the restart, vehicles from second on back will choose the inside or outside lane at the painted "V" on the front straightaway. The vehicles that choose the inside lane, stay on the inside lane. The vehicles that choose the outside lane, stay in the outside lane. Each lane restarts double file behind the leader. There can be more cars in one lane, depending on the choose. Those cars are NOT allowed to switch lanes to make it double file, they have to stay in the lane they chose.
- I. All restarts will go as the vehicles were running according to the HEAD SCORER, with the exception of the vehicles that go to the rear for causing an incident or being serviced in the pit area.
- J. If you do not fall into your given restart position after the tower attempts to tell you over the radio, you will be sent to the rear. If you do not go to the rear, you will not be scored or given credit for any further laps run.
- K. No heat race will be restarted if stopped with only one lap to go.

### **XI. DRIVER CHANGES**

A driver change will be defined as any person driving a race vehicle, other than the person who qualified it, or earned its points if the point system is used for line up purposes.

- A. Heat Races: The car will have to take scratch position.
- B. Dash, Pursuit and Whip Races: The car will not be permitted to participate.
- C. Feature and Consolation Races:
  - 1. If there are NOT sufficient enough vehicles to call for a Consi, the change of driver car will be permitted to run the feature, but will have to start in scratch position.



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2. If there IS sufficient vehicles to run a Consi, the change of driver car will have to take scratch in the Consi and attempt to earn his way into the feature. Because of this rule the PIT STEWARD and the RACE DIRECTOR MUST be made aware of the change of driver before the Consi is run, or the car cannot run the feature.
- D. Only one vehicle per division may be qualified by a driver unless permission is secured from the PIT STEWARD and/or RACE DIRECTOR.
- E. Any eligible driver may drive any eligible vehicle in the same division he or she drives in. They must first report to the PIT STEWARD and then take scratch position as outlined in A, B, and C above. Failure to report this change to the PIT STEWARD will result in loss of position, points, trophies, prize money and/or suspension.

### **XII. RAINOUTS**

- A. A Complete Rainout Definition: A RAINOUT that constitutes the honoring of a rain check.
1. Two "tow" points may be awarded if the rainout occurs after the pit gates are opened.
  2. Any events may be canceled forever more.
  3. Pit passes and grandstand tickets will be honored for one of the following 2 weeks. This does NOT include special priced events. Rain checks for special priced events may only be used for that event.
- B. A Partial Rainout Definition: A RAINOUT that renders the rain checks void is one that takes place after all the preliminary races plus 1 feature are complete. This means that the only races yet to run are the balance of the night's features.
1. All events run up to that point will be paid.
  2. Points will be awarded for the races completed.
  3. At the time of rainout, the promoter will announce plans for lost races, points, and monies.

**NOTE:** If a race is in progress and rain forces it to be stopped the following guidelines will prevail:

1. For all preliminary events if half the number of laps or more are completed it will be declared a completed event with the finish being determined and paid for based on the way the cars were running on the last lap the entire running field completed. If less than half the number of laps were completed the event will be canceled and no payoff made. The only way the preliminary event will pay is if the event is completed. If the event is cancelled before any features are run, no preliminary races will be paid.
2. In feature races, if the event is stopped with half of the laps complete, the event will be official.



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### **XIII. TOWING OF A VEHICLE**

- A. Whenever a vehicle must be towed, every effort will be made to do as little damage, while untangling and/or towing, as possible but the clearing of the Speedway in a timely manner is of the essence.
- B. Under certain conditions it may be decided by track management to leave the vehicle or vehicles where they are and proceed with the racing program. During a break or after the races the vehicle or vehicles will be retrieved.
- C. Speedway management and/or employees are not responsible for any damage done while being towed or dislodged from an accident.

### **XIV. MID-SEASON AND SEASON CHAMPIONSHIPS**

- A. The method of line up for these Championship Races will be announced ahead of time.
- B. One event run prior to be eligible for Mid-Season, and two events run prior for Season Championship.

NOTE: Track management has the right to allow any car not previously competing at track to start in scratch position. (Driver changes and new drivers are now allowed).

### **XV. SUSPENSION**

- A. Track management reserves the right to suspend any driver, crew member, official, fan or any person or vehicle on the property, from the premises or competition for any of the following offenses:
  - 1. Intoxication.
  - 2. Under the influence of drugs.
  - 3. The striking of any track official, spectator, driver, owner, etc.
  - 4. Repeated use of profane language or gestures.
  - 5. Conducting one's self in an unsportsmanlike manner.
  - 6. Willful destruction or theft of track property, spectator property or competitors property.
  - 7. Refusal to submit to medical examination or treatment.
  - 8. The deliberate blocking of the Speedway, its entrance or exit ramps, pit passages or parking lot resulting in the delay or cancellation of the racing program.
  - 9. Issuing threats or damaging statements about the Speedway, its officials, fans, participants, etc.
  - 10. Harassment of track officials over decisions that were not resolved in the complainant's favor.
  - 11. Unsafe mechanical condition of vehicle.
  - 12. Driving into or through the pits in an unsafe manner.
  - 13. Failure to leave the Speedway when black flagged or eliminated from a Whip or Pursuit race.
  - 14. Repeated failure to abide by the rules set forth in the rule books.
  - 15. Deliberate waiting on a vehicle in competition to cause an accident or damage to that vehicle.



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16. Any driver showing sign of exhaustion will be suspended.
  17. Any suspension or penalty can be discussed within one week after penalty, but not before 24 hours have passed.
- B. Any of the suspensions and/or fines listed below can be imposed for any violations listed above and is solely controlled by track management.
1. Removal from PITS or Speedway property.
  2. Suspension for one race.
  3. Suspension for the remainder of the program.
  4. Suspension for one to four future programs.
  5. Suspension for the season.
  6. Suspension forever more.
  7. Forfeit of points accumulated for the race, night or year.
  8. Forfeit of any monies won thus far during that program.
  9. Under certain conditions a fine can be imposed. If this happens the participant cannot compete until the fine is paid.
  10. Fines ranging from ten to five hundred dollars.
- C. The driver and/or owner is responsible for the conduct of his crew and will be penalized if a crew member violates items 1 through 10 in section A.

### **XVI. PAYOFF**

- A. The payoff will be made after the completion of the nights racing activities.  
NOTE: No payoff will be made unless driver/owner registration form is filled out completely.
- D. If there is concern that the payoff may not be correct proceed as outlined below:
1. Do not sign for your money.
  2. Tell pay person you wish to have it checked.
  3. Step aside so the bulk of those remaining can be paid.
  4. When called by pay person step up to window and discuss the situation.
- E. If you cannot pick up your winnings on a given night:
1. You can pick it up within the next two weeks.
  2. You can make arrangements ahead of time to have another person pick up your winnings within the allotted two week time frame.
  3. You have two weeks from the winning night to claim payout money. If payout is not claimed within two weeks from event, all payout is forfeited to the track. Money **MUST** be picked up at the payout window; meaning no money will be mailed to you if not claimed at the payout window within two weeks of the event in which it was earned.
- F. Certain special races may require paying a car entry fee, at which time you will receive a "payoff" card. This card must be presented at time of payoff; failure to do so will mean forfeit of all prize money.
- G. Payout **WILL NOT** be ready until **TWO RACES AFTER** your feature. **DO NOT** go to the pay window before then or your payout will be delayed more.
- H. **DO NOT BLOCK THE DRIVEWAY** during entry to the pit area at the beginning of the day, at any point in time during the course of the event or during payout. Pull your tow vehicles in the grass



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and out of the way, THIS IS A SAFETY ISSUE and will not be tolerated. The payout window will be closed and all payouts will stop if the driveway is blocked. NO EXCEPTIONS to this rule.

### **XVII. POINTS**

Points will be awarded each night of racing unless otherwise noted. Points are awarded as follows:

QUAL.	FAST HEAT	OTHER HEAT	PURSUITS	FEAT 1	FEAT #2
1 - 100	1 - 40	1 - 35	1 - 10	1 - 200	1 - 130
2 - 95	2 - 35	2 - 30	2 - 8	2 - 190	2 - 120
3 - 90	3 - 30	3 - 25	3 - 7	3 - 180	3 - 110
4 - 85	4 - 25	4 - 20	4 - 6	4 - 170	4 - 100
5 - 80	5 - 20	5 - 15	5 - 5	5 - 168	5 - 98
6 - 75	Rest - 15	Rest - 10	Rest - 5	6 - 166	6 - 96
7 - 70				7 - 164	7 - 94
8 - 65				8 - 162	8 - 92
9 - 60				9 - 160	9 - 90
10 - 55				10 - 158	10 - 88
11 - 50				11 - 156	11 - 86
12 - 45				12 - 154	12 - 84
13 - 40				13 - 152	13 - 82
14 - 35				14 - 150	14 - 80
15 - 30				15 - 148	15 - 78
16 - 25				16 - 146	16 - 76
17 - 20				17 - 144	17 - 74
18 - 15				18 - 142	18 - 72
19 - 15				19 - 140	19 - 70
Rest - 15				20 - 138	20 - 68
				21 - 136	21 - 66
				22 - 134	22 - 64
				23 - 132	23 - 62
				24 - 130	

**NOTE:** Points go with the number not the car or driver. If a car changes divisions, all points earned in the former division are forfeited. **However, a combination of two of three of the following must be met. Driver - Car - # is a 3 of 3 combination.** For RACER B to collect points for RACER A, RACER B must be driving RACER A's car and #. RACER A may collect points for himself driving anyone's car, as long as he changes the # and makes it easily readable. All # changes, driver changes, etc. must be okayed by the RACE DIRECTOR.

Points may be used for program line up purposes, in place of qualifications.



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### **XVIII. MISCELLANEOUS**

- A. If a vehicle pulls into the infield during a race the driver must stay buckled up, with his helmet on, in the vehicle. The only exception will be in the event of fire or you are directed by an official to get out.
- B. Any car throwing oil, water or fuel must get off the Speedway and into the infield and remain in infield.
- C. No car is permitted to cut through the infield to make up for lost ground.
- D. Car owners, pit crews, and/or any person entering the pit area shall have no claims against or causes of action, legal or otherwise, for damages, expenses or otherwise against Promoters, officials, or Track employees by disqualifications, suspension, or damage to car, driver or personal property brought onto the Speedway property.
- E. There is to be no solicitation for money, or signatures on a petition to take place on Speedway property unless authorized in writing by the PROMOTER.
- F. Cars are permitted a reasonable push start. This push start will not exceed one lap. The car must be pushed to the pit area if attempting to qualify. If the car is attempting to get started for race line up purposes, track officials have the right to have the car pushed to the infield or pits after the one lap push. Failure to leave the Speedway after the one lap push will result in disqualification for that race only.
- G. THE ONLY person(s) permitted on the Speedway or infield during a racing event are track personnel. Under a yellow flag condition for an accident involving a child under the age of 18, a PARENT MUST GO TO AN OFFICIAL AND AWAIT FURTHER INSTRUCTIONS.
- H. All items brought on Speedway property are your responsibility to secure. Midvale Speedway cannot be held responsible for lost, stolen or damaged property.
- I. Anyone injured on Speedway property must report to the PROMOTER to be considered for insurance claims.
- J. All vehicles in all races must have a functional scanner and earpiece. Scanners must be securely anchored to car.
- K. All drivers, car owners, pit people, or their agents agree to permit Midvale Speedway to use their names, photos, and pertinent information for advertising and publicity purposes and relinquish all rights for sale or compensation.
- L. ALL PERSONS that ARE NOT track officials or track personnel, MUST stay behind the line in the pit area AT ALL TIMES. If a person crosses this line for ANY reason, you are subject to removal, suspension, fines and prosecution. NO EXCEPTIONS to this rule.
- M. If ANY unauthorized personnel approach or enter the restricted areas, you will be asked to leave and you may be subject to fines and/or prosecution.



## **MIDVALE SPEEDWAY GENERAL RULES**

- N. Golf carts, 4 wheelers, side by side and 2 wheeled vehicles MUST be used with complete caution at ALL times. Remember, race cars belong in the pits & have the right away at all times. You MUST be 16 years or older to operate these vehicles. The ONLY exception is if you are a registered race vehicle driver. If you are caught speeding or doing something inappropriate, track officials have the digression to fine you and make sure the vehicle is loaded up or removed from the pit area.

**NOTE:** Racing is a dangerous sport that could result in injury or death. Please exercise good judgment at all times both on and off the track.

### **XIX. SCANNERS**

- A. Each vehicle (driver) must have a working scanner set up to receive frequency 454.0000.
- B. It is each driver's responsibility to ensure that the scanners are functional during each race event.
- C. If a driver does not respond to radio commands after THREE attempts by track officials, he/she will be passed over in line up attempt and sent to the rear.
- D. Any driver that continuously does not respond to radio commands may be disqualified from said event or entire evening's program (at track's discretion).

### **XX. INSPECTIONS/TEARDOWNS**

- A. All vehicles participating in the racing program are subject to inspections and/or teardowns as deemed necessary by track officials.
  - 1. Inspections may be related to legality of components or safety issues.
  - 2. Teardowns have to do with the vehicle and engine rules.
- B. Any vehicle involved in an accident may be required to pass a safety inspection. If said vehicle does not pass the safety inspection, it will not be permitted to compete in future events until said safety concerns are corrected and the vehicle is inspected again, passing this inspection.
- C. If it is previously announced that the first so many (3-5-Etc.) finishing vehicles in an event are to go to the tech area after a race, not their pit area, and they fail to do so, all monies and points for the night are forfeited.
- D. Any vehicle failing a teardown/tech inspection will forfeit all monies and points for the evening and will not be permitted to compete until all infractions are corrected.
- E. Any car refusing teardown/tech inspection will forfeit all monies for the night and all points for the year. The vehicle will not be permitted to race again until it can pass inspection.
- F. For purposes of definition, failure to pass teardown/tech inspection means the vehicle, chassis, motor, suspension, etc. does not pass the specification rules.
- G. For purposes of definition, failure to pass a safety inspection means the vehicle has some condition that puts the driver, other competitors, fans, etc. in harms way.



## MIDVALE SPEEDWAY GENERAL RULES

I, \_\_\_\_\_ hereby acknowledge that I have read the general rules and understand them. I agree to contact an official with any questions to help clarify anything that arises.

Signature: \_\_\_\_\_ Date: \_\_\_\_\_

Division: \_\_\_\_\_ Car #: \_\_\_\_\_