



General Rules and Procedures at Salina Speedway – Salina, Kansas

Posted on Thursday April 14, 2016 and will go into effect at the first points event of the season (April 15, 2016).

1. TRACK PROCEDURES

1.A. Check-in and/or draw closes at 7:15pm, unless otherwise stated for special shows. Any driver arriving after check-in/draw closes will start in the next available position in their class's heat race. Salina Speedway reserves the right to allow late arriving drivers to check in via phone and start in their respective spot.

1.A.1. Drivers meeting 7:00pm

1.A.2. Hot Laps 7:15pm

1.A.3. Racing to start following hot laps

1.B. ATVs, UTVs, and other utility vehicles will be allowed to be used or ridden in the pit area, between the pit area and pit road, and pit road only, during regular season events, unless authorized with permission by Salina Speedway officials. Aforementioned vehicles will not be permitted on the racing surface during race events. Any person operating such vehicles must be at least 14 years of age to operate them.

1.C. All cars must pack the track when requested or may be subject to penalties, fines, or disqualification.

1.D. Cars that want hot laps must run in their allotted class segment. Once hot laps are closed no more sessions will be offered unless approved by Salina Speedway officials.

1.E. Salina Speedway officials will administrate length, frequency, and all finishing positions of all events. **ALL DECISIONS ARE FINAL!**

1.F. Raceivers are mandatory in all classes. Anyone found to not have, or refusing to listen to, the raceceiver during a race event will be subject to penalties, fines, and/or disqualification.

Salina Speedway uses the default race channel of 454.000.



2. GENERAL AND SAFETY

- 2.A.** When in the pit area, make every effort to maintain a constant watch for your own protection and safety of others. Any car speeding through the pit area will be subject to penalties, fines, and/or disqualification.
- 2.B.** Salina Speedway officials have the right to not allow any car on the track.
- 2.C.** All cars must enter the track at turn four and only at the direction of Salina Speedway officials. All cars must exit the track at turn three.
- 2.D.** All cars are required to meet the specifications that are written for their division's rules.
- 2.E.** All disqualification and disciplinary actions will be posted in a timely manner by Salina Speedway according to the decision of Salina Speedway and/or sanctioning body rules.
- 2.F.** Each car in a division must have a unique and unduplicated number. All numbers must be clear with letters if necessary. Not having clear, easy to read numbers may result in scoring errors.

3. CONDUCT

- 3.A.** Anyone who brings opened alcohol or other controlled substances into the pit area during the event, or who is under the influence of such substances, will be disqualified and/or suspended from Salina Speedway. Anyone in the pit area will submit to any test that Salina Speedway officials deem necessary to determine the use of said substances. Refusal to do so will result in disqualification and removal from the pit area.
- 3.B.** No driver may get out of their car or stop their car on the racing surface to attack or argue with another driver or Salina Speedway official. Violation of this rule will result in disqualification and/or fines.
- 3.C.** No one may enter the pit area of another driver to argue over on-track situations. Concerns should be brought to race officials only. Fines and/or suspensions may be applied.
- 3.D.** Any fighting, usage of tools, or usage of a car as a weapon will subject the offender, and the car they are associated with, to disqualification, suspension, and/or fines. The driver/owner



of every car is responsible for their pit crew and their conduct.

3.E. No one is allowed in the scorer's booth, flag stand, or announcer's booth other than Salina Speedway officials, unless invited as a Salina Speedway guest. Violations of this rule may result in disqualification and/or fine.

3.F. If any car owner, driver, or crew member addresses any Salina Speedway Official in a non-professional manner, they shall subject the team or car they are affiliated with to suspension and/or fine, and loss of points or expulsion from Salina Speedway.

3.G. The Director of Competition, Promoter, or IMCA, at their discretion, may add additional fines, disqualifications, suspensions, point or position deductions, or any combination thereof for any violation.

3.H. Competitors must be in good standing financially with Salina Speedway. Salina Speedway reserves the right to use purse and/or point fund checks to compensate fines and/or other expenses related to payments owed to the track. Salina Speedway pays cash at the end of each event, and the winnings must be signed for. In the event that you are not able to collect your winnings, they will be available the following race week. **SALINA SPEEDWAY WILL NOT MAIL OUT CASH OR CHECK.**

4. RACE PROCEDURES

4.A. After a yellow flag, cars will be lined up according to the last completed lap.

4.B. A program will be considered complete if all qualifying heat races have been ran. A feature races will be made up on a scheduled night in the future, at the discretion of Salina Speedway officials.

4.C. If any single race would be canceled for any reason during the middle of the event, the race will be over if 50% or more laps are completed.

4.D. GREEN FLAG

4.D.1. The race leader or pole car sets the pace. The race will start when the cars are aligned and the green flag and/or green light is displayed.

4.E. YELLOW FLAG

4.E.1. When the yellow is displayed slow down and get into single file formation. There is no



racing back to the yellow.

4.E.2. Heat race restarts will be single file.

4.E.3. Features will use the "Delaware Double File" restarts, with the lead car out front and second choosing top or bottom, with all other cars lining up behind them accordingly.

4.E.4. Double file restarts will be used up to three (3) times throughout the race unless Salina Speedway officials deem track conditions not suitable. After the third try restarts will be single file.

4.E.5. Heat races will use the "Lone Ranger" rule. Any car causing a yellow flag, in a heat race, on its own, will be sent to the pits and scored as a DNF.

4.E.6. The "Two Yellow" rule will be used for the features. On their second single car yellow the offending driver will be sent to the pits and scored as a DNF. Car may also be sent to the pits if involved in two (2) yellows during the A feature and determined by Salina Speedway officials to be out of control.

4.E.7. If at any time track officials determine the track to be unsafe due to debris, the yellow will be displayed and the track will be cleaned up. The cars will be lined up according to their position prior to the yellow flag on the last completed lap. The yellow flag will be thrown for the debris, not the car that lost the debris, and said car will keep their spot in the lineup.

4.E.8. If Salina Speedway officials feel any car is unsafe to compete they will be sent to pit road for repair. During a yellow flag, officials may stop and inspect any car for safety concerns. If the car is declared safe to compete, or officials can easily return the car to a race condition, they will return to the race in their position prior to the yellow flag.

4.E.9. During feature events, cars spinning out or stopping on the track to bring out a yellow will go to the rear. EIRI

4.E.10. In the event that contact occurs between two or more cars:

4.E.10.A. If the contact is deemed accidental (i.e. driver making contact makes an attempt to avoid said contact) all cars making initial contact in question will be sent to the rear of the field.

4.E.10.B. If the contact is deemed incidental (i.e. driver making contact drives through the car he/she made contact with) the car making the contact will be black flagged and awarded points and pay for last place.

4.E.10.C. If the contact is deliberate and blatantly intentional (i.e. driver comes from the bottom



of the track to the top of the track to purposefully take out another driver) the driver making the contact will receive the black flag and will be awarded no points or pay for that race.

4.E.11. Two courtesy laps will be given to change a flat tire only. No laps will be given for working on any other parts of the race car and the race will start when the race lineup is set.

4.E.12. Time limits:

4.E.12.A. All races will have a time limit of one minute per lap.

4.E.12.B. If a yellow flag is thrown after the time limit has expired, the next restart will be a green, white, checkered finish. Consideration during yellow and red flags may be given for extreme circumstances

4.E.12.C. Time starts as soon as the first lap is completed and will stop only during red flag situations.

4.E.13. When lining up for a restart, all lapped cars will be moved to the rear behind the lead lap cars.

4.E.14. Any weight(s) found on the track will result in disqualification of the car losing the weight.

4.E.15. Car owners and pit crews may not enter the track surface or relay any object to the driver unless permitted by an official. Drivers may not get out of their car on the track unless instructed to by track officials. EIRI

4.E.16. If the caution flag is displayed with less than two laps remaining, a green-white checkered finish will take place. If the yellow flag is displayed, after the white flag has been displayed and taken by the leader, the race will be complete.

4.F. RED FLAG

4.F.1. All cars should stop immediately when the red flag or light is displayed, out of the way of emergency vehicles.

4.F.2. Cars should not block entrances into or out of the track.

4.F.3. Cars will not move until yellow flag is displayed, unless directed to do so by Salina Speedway officials.

4.F.4. No one may enter the track surface or relay any object to the driver. Drivers may not get out of their car on the track unless instructed to by track officials. EIRI

4.F.5. All red flag periods will be considered "closed" red flags. During the red flag pit road will be closed. No one may touch any of the cars unless they have permission from Salina



Speedway officials. Failure to comply will result in a penalty or disqualification.

4.G. BLACK FLAG

4.G.1. If a driver is black flagged, they will leave the racing surface immediately. Failure to do so will result in further disqualification, penalties, and/or fines.

4.H. BLUE AND YELLOW STRIPE

4.H.1. The blue flag with a yellow stripe a warning that faster cars are closing in. Keep racing your line and stay cautious of the cars lapping you.

4.I. CHECKERED FLAG

4.I.1. The race is over once the lead car has passed the start finish line and received the checkered flag unless otherwise deemed by Saina Speedway officials.

5. POINTS AND LINE UP PROCEDURES

5.A. Line up procedures are not final and may be altered if needed. All line ups and points are determined by IMCA points and line up procedures.

5.B. Opening Night & Special Events

5.B.1. The heat races will be lined up by draw.

5.B.2. All qualifying cars will be lined up in the A feature by draw-redraw. The remainder of cars entered will start heads up from their heat race finishing positions, filling out the A feature and/or B feature(s) if needed.

5.B.2.A. If there is one (1) heat race the top five (5) drivers will redraw for A feature starting positions.

5.B.2.B. If there are two (2) heat races, ten (10) drivers will redraw for A feature starting positions. The top five (5) drivers in each heat race will redraw.

5.B.2.C. If there are three (3) heat races, twelve (12) drivers will redraw for A feature starting positions. The top four (4) drivers in each heat race will redraw.

5.B.2.D. If there are four (4) heat races, twelve (12) drivers will redraw for A feature starting positions. The top three (3) drivers in each heat race will redraw.

5.B.2.E. If there are five (5) heat races, ten (10) drivers will redraw for A feature starting



positions. The top two (2) drivers in each heat race will redraw.

5.B.2.F. If there are six (6) heat races, twelve (12) drivers will redraw for A feature starting positions. The top two (2) drivers in each heat race will redraw.

5.C. All other regular season events

5.C.1. All heat races are lined up by season points average inverted (lowest point average to the front, highest point average to the rear).

5.C.2. New drivers carrying no point average will start at the rear of their heat race.

5.C.3. Two or more drivers having no point average or the same point average will be lined up at the discretion of Salina Speedway officials.

5.C.4. Point average is figured by driver's track points total divided by the total number of times they competed at the track in their respective division.

5.C.5. All qualifying cars will be lined up in the A feature by inverted points average. The remainder of cars entered will start heads up from their heat race finishing positions, fillout the A feature and/or B feature(s) if needed.

5.C.5.A. If there is one (1) heat race the top five (5) drivers will be inverted for A feature starting positions.

5.C.5.B. If there are two (2) heat races, ten (10) drivers will be inverted for A feature starting positions. The top five (5) drivers in each heat race will transfer to the inverted portion of the A feature lineup.

5.C.5.C. If there are three (3) heat races, twelve (12) drivers will be inverted for A feature starting positions. The top four (4) drivers in each heat race will transfer to the inverted portion of the A feature lineup.

5.C.5.D. If there are four (4) heat races, twelve (12) drivers will be inverted for A feature starting positions. The top three (3) drivers in each heat race will transfer to the inverted portion of the A feature lineup.

5.C.5.E. If there are five (5) heat races, ten (10) drivers will be inverted for A feature starting positions. The top two (2) drivers in each heat race will transfer to the inverted portion of the A feature lineup.

5.C.5.F. If there are six (6) heat races, twelve (12) drivers will be inverted for A feature starting positions. The top two (2) drivers in each heat race will transfer to the inverted portion of the A



feature lineup.

5.D. If officials determine that a driver is too inexperienced to start in the first three rows of an A feature event, they may move that driver to the rear for the safety and well-being of all involved.

5.E. If a driver is absent for two consecutive events (excluding rain-outs), they will be treated as a new driver for lineup procedures the first week they return.

5.F. All line up procedures are not absolute and may be altered as needed.

6. STARTING GRID

6.A. If 22 or less cars are entered for an event in a division all cars will run an A feature.

6.B. If more than 23 cars are entered for an event in a division there will be at least one (1) B feature ran to determine the remainder of the A feature lineup.

7. QUALIFIED DRIVER AND CAR

7.A. A qualified driver must sign and check in prior to the draw closing.

7.B. A qualified driver is a driver that has qualified for the A feature through heat races or B features.

7.C. In the event that there is not a full field of cars, a car and driver not attempting a heat race, or a car and driver arriving after the heat races will start at the back of the A feature.

7.C.1. This car cannot be started by another driver that already attempted qualifying for the A feature.

7.C.2. This cannot be done in the case of a makeup A Feature from a previous week's cancellation, unless there are less than 22 cars in said division.

7.D. For a driver to be eligible for points and/or prize money, they must attempt either one heat race or feature lap.

7.E. A driver may not drive the same car in two different divisions on the same night.

7.E.1. If a driver races two different cars in two different divisions they must pay an additional pit pass in order to enter the second division. The driver will receive full points and full pay for both



classes.

7.E.2. Two drivers cannot share the same car in two different divisions.

8. CHANGING CARS

8.A. In the heat race there are no back up cars allowed after starting the race.

8.B. A qualified driver may change cars by getting into a backup car for their qualified feature, but must start at the back of said feature.

8.C. The pit steward must be notified and approve the changing of cars, while also indicating which car they are changing to.

8.D. Any driver that starts the race in a backup car and complies with the above guidelines will receive points and payout for where they finish.

9. TECH INSPECTIONS

9.A. All cars are subject to tech inspection at any time during the race night.

9.B. After each race the top 4 finishing cars must report to the scale. Failing to scale will result in disqualification.

9.C. In an effort to run a quicker show, the feature winning driver is to go immediately to Victory Lane, and then proceed to the scale after their post-race interview and photos.

9.D. After feature events, the pre-determined number of cars must enter the tech area, unless otherwise directed by a Salina Speedway official.

9.E. Only the driver and two crew members are allowed to assist during the tech inspection. Failure to comply may result in fines and/or disqualification.

10. DISCLAIMER

10.A. EIRI (Except in rare instances) Decisions of officials are final and binding without exception. All rules are subject to change without notice from Salina Speedway. Any rule changes or clarifications during the course of the year will be published at



www.racesalinaspeedway.com and will be considered an official part of the rules.

10.B. Salina Speedway reserves the right to refuse admission to any person or party.

10.C. Salina Speedway reserves the right to alter or amend these rules in the interest of fair competition.

10.D. Failure to comply with these rules may result in penalties applied by Salina Speedway.

10.E. For rules that are double posted through division rules or any other place: the General Rules are the determining set of rules.

We are all human and from time to time we all will make mistakes. This may not benefit you but there will be times when the mistake will be in your favor. Please refrain from any verbal or physical actions towards any driver, car owner, pit crew member, race fan, and/or Salina Speedway official.

We are happy to have you racing with us here at Salina Speedway.

Thank you for coming!