

2010 General Rules

1. All cars will be inspected for safety by the safety team.
2. One tow vehicle per entry allowed
3. No bicycles allowed in pits
4. An adult must accompany anyone under the age of 10 in the pit area at all times.
5. **Absolutely NO ALCOHOL before or during all races. If track officials suspect you or your crew has been drinking, you can be disqualified.**
6. All micro and mod-lite classes must run an AMB transponder.
7. All micro and mod-lite classes must run a raceceiver radio.
8. All drivers must have an approved racing suits, shoes, gloves, helmets (snell2000 or newer), neck braces and or head and neck restraint system.
9. A race may be stopped at any time if the flagman or a track official considers it dangerous or unsafe to continue racing.
10. All cars must run in the heat race to which they are assigned.
11. All cars must have a front and rear bumper, and sprints must have a top wing to take the initial green flag in all events.
12. Any car failing to take the initial green flag in their assigned event may NOT join the field after the initial green has been given. You must take the initial green in your feature event in order to get paid and receive points for that event.
13. Any driver change made automatically puts the driver and car in the rear position. Driver changes that are not reported to the pit shack will result in disqualification.
14. All race officials' decision are final. Personal video footage will not be accepted.
15. Any car exiting the track surface during an event will not be permitted to re-enter the track for that event.
16. Any car jumping positions on the initial start or any re-start will be put back 2 positions.
17. All starts are off turn 4 (wing cars will start in turn 3); All re-starts are off turn 4. (Wing cars will use a cone entering turn 3). Any one passing or jumping before the cone will be set back 2 spots.
18. All cars must keep pit road speed at a minimum at all times. FIRST OFFENSE –WARNING: SECOND OFFENSE –DISQUALIFCATION. REMEMBER THERE MAY BE CHILDREN IN THE PITS.
19. Any car involved in or causing a red or yellow flag (making contact with another car) will be placed to the rear of the field. Flagman and race officials will determine cars involved.
20. If you wreck another car to gain position, you will go to the rear of the field.
21. If you stop on the track for any reason, you will go to the rear of the field. Unless for a safety issue ,or stopped by a race official

22. In the event of a yellow on the last lap of the race, those cars that have taken the checkered flag will be scored as completing the race: all others will be scored by the completed white flag lap, except those cars involved in the accident.
23. Mechanical, safety defects or rough driving could be cause for the flagman to throw the black flag.
24. The flagman will give you 2 laps to get in line. After the third time around, you will be sent to the rear of the field.
25. Pay attention to the flagman and track officials at all times.
26. During the line up procedure, push vehicles will be on the track, enter the track with caution. Anyone driving recklessly or at a high rate of speed will be black flagged from the event. If this happens twice in one you will be disqualified for the remainder of the night.
27. Some possible causes for disqualification
 - A. Unnecessary rough or reckless driving
 - B. Stopping on the track to discuss decision made by the flagman or race officials.
 - C. Driver or crew performing repair work on the track
 - D. Any car instructed to weigh and failing to do so immediately.
 - E. Failing to go to the pits immediately when given the black flag.
 - F. Speeding in the pits.
 - G. Not going to the tech area immediately from the track.

28. The speedway has the right to tear down any engine to check its legality at any time. Any car refusing a tear down will be considered illegal and will be disqualified. Any car found to be illegal will lose all points, up to and including, that event.

33. Failure to make weigh or measurement requirements will result in a loss of earnings and points for that event.

34. RED FLAG in the event of a red flag, all cars must stop on the track. Do not proceed through red area. Stop where you are.

35. **No one is allowed to enter the track at any time.**

36. **Fighting: persons involved will be fined \$100.00, disqualified, removed from the premises and or prosecuted. After the 2nd offense, the car/driver will be banned from the speedway.**

37. Unsportsmanlike conduct will not be tolerated and may result in suspension.

38. The tower is for speedway personnel only! No one is permitted in the tower other than staff.

39. Middleford speedway reserves the right to discontinue any class with an insufficient car count.

40. The use of profanity, vulgar language and disrespect toward track officials may be cause for suspension.

41. Cars that are self starting must start on their own for the initial green of their race or they will start last.

42. All heat races will be 8 laps.

43. All feature races will be 20 laps. (Or 25 minutes which ever come first).

44. All heat races will be lined up according to a pill draw.

45. All feature races will use an invert; either 0-4-6-8 pill will be drawn (with the exception of smaller classes, Race director will use his discretion). Winner of the first heat for that class must report to the pit shack to pull invert pill.

46. The **driver** is responsible, and held accountable for his or her crew at all times.

47. Blocking, chopping and running cars into the infield or wall will result in you being sent to the rear. 2nd offence for the night will result in disqualification.

48. Rain outs: If all qualifying events are completed than it will be a complete show, Features will be made up at the earliest convenience.

49. All rules are subject to change, and or refinement at the discretion of Middleford Speedway.