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www.tri-statespeedway.com

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General Rules & Information for 2010

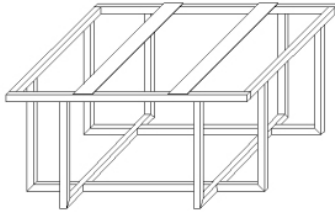
(Last updated 11/06/09)

Outlaw Motor Speedway reserves the right to change or amend any rule at any time in the spirit of competition.

1. Receivers will be **STRONGLY RECOMMENDED** in 2010. You can purchase them from Race Ready at 1-888-658-8481 (www.getraceready.com) or RH2 at 1-877-357-RACE (www.RH2way.com).
2. **Three Wins** - Any driver that wins three races within one racing season will go through an extensive technical inspection, which could included but is not limited to bumper to bumper inspection. (In layman's terms, if you are cheating we will find it).
3. **Driver's sign-in** booth is located inside the pits. All drivers must be signed-in 30 minutes before posted race time or start at the rear of the heat race. Heat race line-ups are determined by point average unless noted or for special races. B-Feature line-ups will be heads up finish from heat finishes. Cars qualified for the A-Feature from the heats will be line lined-up by point average (lowest point average on the pole) **unless noted** or for special races. Cars qualified for the A-Feature from the B-Feature will be heads up from the B-Feature finish **unless noted**.
4. **Car Numbers** on cars must be legible by the scorers (visible from the press box), this includes reflective numbers, hard to decipher numbers and numbers matching the paint scheme. Numbers must be on both sides and on top of car, must be at least **18" x 5"** on the sides, numbers should be at least **24" x 5"** on the roof, and numbers must be a contrast color to car. If multiple cars in the same division are identical they must have a noticeable difference in the number. If you are unsure about your number please contact the nearest official or the pit office. **NOTE: if your number cannot be read you will not be scored you will not be paid!** If you have been warned about your number you **will not** be scored the following week if the number is not corrected and you will not be warned again.
5. **No Speeding In the Pits** – This includes 4-wheelers and all types of pit vehicles. (Operators on pit vehicles must be at least 16 years old) Any driver caught speeding in the pits can / will be disqualified from that race. Anyone under the age of 16 operating any motorized / recreational vehicle in the pits will result in the ban from the pits.
6. **Hot lap** sessions are normally 30-45 minutes prior to the race time. The hot lap session time along with the hot lap order will be posted on the lineup board at the pit office. Each driver is responsible for being ready to hot lap. TSS is not responsible for any missed hot lap sessions. If you are unsure of your hot lap session order please ask an official. **No hot laps after the races start, unless approved by Track Steward.** Normally Hot Laps will follow packing the track. If you do not participate in packing the track you will not be allowed to Hot Lap.
7. **Order of events** will be posted on the North wall of the Pit Office. Pay attention to the races & know when you race. Be in the staging area one race prior to your race, or go to the rear of that race, **no exceptions.** Drivers are expected to be ready to race when they come on the track (window net up, gloves on, helmet on, etc...). If you are late as your race is exiting the staging area, you will go to the rear of that race.
8. **Race is official** – A race is considered official once the green flag is dropped by the flagman. Whether a complete lap is recorded or not, once the green flag is shown the race is official.

9. The flagman will start all races coming out of turn four. There will be a cone in place at the bottom of turn four and a line marked on the wall. Stay nose to tail when you see the green flag or green light come on you are racing. Pay attention to the lights, if the lights are out you will be getting the green.
10. **Flags :**
 - a. Green – Starts the race.
 - b. **Yellow** –Use extreme caution. We **DO** race back to the yellow.
 - c. Red – **STOP!** There is a blockage on the track or a condition that requires emergency attention.
 - d. White – One lap remaining in the race
 - e. Checkered – End of the race
 - f. Blue / Yellow – Move over for passing cars OR hold you line for faster traffic
 - g. Black (rolled) – Warning to field or driver
 - h. Black (open) – You have been disqualified from that race; exit directly to the pits or to the infield.
11. We **DO** race back to the yellow at TSS. Use extreme caution while racing back to the flag stand, after you have taken the Yellow flag, all cars must get single file. There will be an official in the straightaway to get you in order. If you are out of order we will correct it before the green. **NOTE:** If you refuse to stay in single file after an official has directed you to get in line, you may be docked positions in the finishing order without notice, consider this your warning.
12. Yellow flag restarts will be double file with the leader being the only car on the front row. When the cars are in the correct order the officials will point the leader out front by themselves and split the rest of the field to inside and outside. The 2nd place car has the option to take the inside row or outside row behind the leader. The rest of the field will fall in order.
13. A Red Flag means **STOP** as soon as you can! **NO** exceptions period. If a driver fails to stop (other than avoiding a wreck) he/she will be sent to the rear of the restart and/or docked positions in the finishing order.
 - a. Any driver that continues around the track will be disqualified from that race.
14. Cars should enter the track in turn three and exit the track in turn one. There will be an official at turn three to control the cars going onto the track. (This includes cars re-entering during green flag conditions). **Do not** enter the track until directed to. If your car has problems, pull to the infield during a green flag. **DO NOT** cross traffic during a race under any circumstances. Wait until a caution comes out to exit safely, however **DO NOT** exit until a track official instructs you to exit.
15. If you go to the pits for any reason (Yellow or Red) you will go to the rear on restart, regardless of lap.
16. Line-ups after a Red flag will be according to the last lap completed that was a scored lap. Restarts after a Yellow flag caution will be as scored crossing the finish line. The cars involved in the Yellow or Red flag will line up on the rear. After three yellow flags, the lineup will be single file. **In Heat Races, all restarts will be single file.**
17. Yellow or Red Flag before 1st lap is scored, everyone gets their spot back, unless you go to the pits, then you go to the rear. **If you are involved in the caution before the 1st lap is scored, you will go to rear of the field.**
18. If you go the pits on the 1st lap Yellow or Red of an A-Feature or B-Feature, you will get 3 pace laps to return to the track at the rear. This is the only situation where a race will be held up to wait on a driver.
 - a. On special races it is officials' discretion whether to give a driver pace laps during a heat race.
 - b. Multiple exits by the same driver will be official's discretion as to the amount of laps given.
19. **NO** pit personnel on the track during the race, whether there is a caution or stoppage in the race or you will go to the rear or your car may be disqualified from the race. This is your warning.
20. Lapped cars will maintain their position in the line-up on restarts unless they elect or are instructed to go to the rear.
21. **There will be no time limit on the A-Feature races at this time. See rule #51 for reference.**
22. Competing in multiple classes: If a driver is scheduled to run in back to back races he/she should notify an official as soon as the line-ups are posted. This will ensure that the driver is given adequate time to switch cars and join the line-up. Have your car ready in the staging area with a crew member.
23. **A driver will not be allowed to change cars once a race has started or become an official race. A driver must finish in the same car that he/she qualifies with. (Can not change cars after heat races).**

24. The number of cars going to tech after each race will be posted on the line-up for that race. If a driver goes to his/her pit before going to tech he/she will be disqualified from that race. If a driver is not sure where they finished, go to tech anyway. **NOTE:** For more accuracy, it is recommended to weigh your car before the races begin on the track scales.
25. **Fighting** - Can result in a minimum of two weeks suspension, loss of points and loss of pay for that night. If a driver or any crew member goes to another drivers pit and a fight starts that driver will be the one penalized. A second incident will result in a one year suspension from the track and a \$100 fine. Please refrain from instigating, badgering, harassing or anything to promote an altercation or you will be escorted from the property and could be suspended from the track indefinitely.
- Assaulting any track official will result in a possible one year suspension and possible criminal charges filed for assault. Assaulting may include pushing, punching, poking, kicking, attempting to run over, etc...
 - Any driver, crew member or any person associated with any driver that is heard conspiring against another driver will be suspended indefinitely; championship points will be removed and they will not be allowed to return until further notice.
 - On the track incidents can translate to championship point penalties, fines and suspensions at management's discretion. This includes any driver that exits their car with the intention of starting an altercation, any driver that intentionally wrecks another driver or hits another driver under caution.**
26. **Two spin rule** – If a car causes two Yellow flags by themselves, they will be Blacked Flag and sent to the pits.
27. Any driver or crewmember that gives any obscene gesture to any TSS official will be fined a minimum of \$50 per incident. Fines are subject to change. Fine must be paid that night or that driver will not be allowed to race until fine is paid. The money will go into the point fund.
28. Age of Drivers – Driver must be at least 14 years of age by that race night. Parent / Legal Guardian must sign a Minor release permission form if the driver is under 18 years of age. If driver has not filled out a release form, they will not be allowed to participate in any event. Including practice sessions.
29. **Pit Admission** - Any person(s) caught sneaking into the pit area or anyone caught with a bogus pit pass will be banned from TSS indefinitely. The driver they are associated with will have a 100 championship points deducted and that individual will be charged with **TRESPASSING!** Drivers caught sneaking in the pit area, (or their crew members sneaking in the pit area) will have all championship points removed, will be fined \$100 and will be suspended from the track indefinitely.
- Driver must have pit pass on when going through the tech area or they may be disqualified.
 - NO one shall enter the pits at any time without a pit pass and / or signature on the sign in sheet.
 - Anyone caught passing of a pit pass to allow another person to enter the pits will be suspended for one year.
30. **Safety Equipment – Please Note:** We take safety very serious. If you are unsure of your safety equipment please contact the track for clarification before you come to the track to race. If you are unsure where to purchase your safety equipment contact the track for information. **NOTE:** All cars subject to inspection at any time and must be free of mechanical defects and be in safe racing condition or they may not be allowed on the track. If you as a driver do not meet the safety requirements will not be allowed to race, and will not be given a refund for any expenses occurred.
- Fire Suits are Mandatory! Two layer suits are strongly recommended. If you do not have a two layer suit you must have the racing underwear. Minimum:Single layer firesuits w/ Nomex underwear MANDATORY! (Single layer suits will not give you the protection you need)
 - Racing shoes are highly recommended.
 - Neck collars are highly recommended.
 - Racing gloves are Mandatory. NO mechanics gloves!
 - Window nets or arm restraints are Mandatory.
 - A quick release on a metal coupling on steering wheel is mandatory. No plastic couplings allowed!
 - It is recommended that each car have a built in fire extinguishing equipment. However it cannot be the dry powder type, it must be Halon 1211, Cold Fire or an equivalent.
 - Straps, Seatbelts and Restraints are recommended to be changed a minimum of every three years. Belts must have stamp on them to prove when they were made. Quick release belts are strongly suggested and recommended.
 - Helmets are Mandatory - Snell SA or DOT 2000 or newer. Full face helmets only **NO motorcycle** or open face helmets allowed. No "M" rating or open faced helmets. If wearing a helmet that is NOT Nomex lined, driver MUST wear a Nomex head sock. For more info on helmets, refer to the Feb 2005 issue if Circle Track Magazine.
 - Fuel cell mount: Fuel cell cage shall be made of 1"x16 gauge or 3/4"x 14 gauge steel square tubing. Must be welded thoroughly. Must wrap around entire cell. Must be bolted at 4 sides with no less than 3/8" grade 8 bolts. 2 bars per side (all 4 sides) & 2 straps on top min. 1/8"x 2". *See drawing below.* You can also call you local race car shops for help or approved cell mounts, Boyd Performance, F/X Race Cars, Slader Race Cars & Syclone Race Cars.



31. No Traction Control Devices are allowed in ANY class.
 - a. A \$500.00 claim for complete MSD system – box, coil & distributor. **Note:** Claiming or protesting party must have cash money in hand and a written protest when the protest is presented. Protest must be handed to tech official before the A-Feature begins.
 - b. E-Mod and IMCA Modified class only
 - c. Top 3 cars can be claimed
 - d. The driver claiming must start & finish the race. Any driver not willing to sell will be disqualified.

32. Top three (3) cars will go to Tech unless noted.
 - a. After heats and Feature races each class will go through tech unless noted.
 - b. Only 1 pit crew member or each car in tech is allowed in the tech area. No exceptions! One warning will be given to crew member and driver, after that the driver may be disqualified from that race.
 - c. No member from any other team is allowed in the tech area or their car may be disqualified.
 - d. **TSS reserves the right to call more cars to tech and / or any position at any time.**

33. **Protest:** Drivers wanting to protest a car must start and finish the same race. **Note:** Claiming or protesting party must have cash money in hand when written protest is presented. Protest must be handed to head tech official or track steward before the A-Feature begins.
 - a. After the race you must go directly to the tech area and remain there if you are being protested.
 - b. As the protesting car / driver, you will also be teched and must be found legal for the same thing.
 - c. Protest must be in writing and specify exactly what they want to be checked before protest can be accepted.
 - d. If something other than the protest item is found to be illegal the driver will be DQ'd and all protest monies goes to the points fund for that class.
 - e. Protest of the car is \$150.00. If car is found legal \$100 of the money goes to the protested car, \$50 into the point's fund. If the car is found illegal, the driver loses points and money earned for that night. The protester gets the \$100 back. \$50 going into the point's fund.

34. Engine tech on cam and cubic inch.
 - a. Engine will be puffed for cubic inch. If engine does not pass puff test, the driver can opt for engine teardown at their own expense. If found illegal they lose points and money earned for that night.
 - b. Cam lift will be checked after race, no adjustments are allowed!
 - c. Must be max .480 @ valve with max .030 lash. No other team will be allowed to verify cam.
 - d. Cam will be checked with dial-indicator
 - e. Will check intake or exhaust or both.
 - f. Outlaw Motor Speedway Tech reserves the right to check additional valves for proper lift at any time.
 - g. If questioned on legal spec of lift, Tech will recheck same valve 1 additional time.

35. Any driver disqualified during any race may lose points and money earned for that night. Any post race disqualification will be official's discretion on whether the driver will receive points or pay. Any mechanical disqualification during a race, (ie: flat tire, leaking oil, etc..) the driver will be receive points and pay for that night. A rough driving or technical inspection disqualification will result in loss of points and pay for that race night.

36. Track Officials decisions and rulings are final and not subject to argument or debate.

31. Questions with a ruling or decision on the track must be taken to the Tech area with the question. If complaining party is unwilling to have a civil discussion, the issue will not be discussed at that time. However, every issue will be heard when the discussion can be social. Remember, there will be contact in racing and there will be judgment calls. Track officials will be as consistent as possible in the rulings. (Race someone like you would liked to be raced.)

- 32 **Tri-State Speedway reserves the right to amend or add any rule at any time.**

33. **Tri-State Speedway reserves the right to refuse service to anyone.** The track may bar anyone for any reason. In the event you are barred or suspended from another race track, TSS will honor the suspension.
34. Tri-State Speedway pays all drivers cash (unless noted) and TSS asks that everyone pay cash in at the pit gate. Checks are only allowed if pre-approved by management. Money Orders are accepted for entry fees. Drivers paying pit pass in check will be returned to them if possible in exchange for driver pay, or pay may be held until check has cleared. Returned checks are subject to a \$25 returned check fee and driver will not be allowed to compete until check is paid.
35. **Driver Pay** – Tri-State Speedway pays all drivers cash at the end of the night at the pit office. The pit office will stay open for 30 minutes after the last race is over, unless cars are still being inspected. Unclaimed pay will be held for 2 (two) weeks after that race. If it is not claimed it will be added into the point's fund. (You will not be notified of past pay).
- Each driver must fill out a Driver Information form, with address, contact information and 1099 information filled out or you will not be paid. Your pay will be held for two weeks or until you completely fill form.
 - Be prepared to show identification if asked when picking up your pay.
 - Once a driver leaves the pay window and has signed the pay sheet, showing receipt of pay, there shall be no argument made for insufficient pay.
36. **Driver Division Changes** - Any driver that has won two or more point championships in one division at Tri-State Speedway or any other track will be **strongly** requested by TSS for that driver to move up to the next division in the best interest in competition. Tri-State Speedway also reserves the right to ask any driver to move to the next division if he/she is "dominating" that division or hurting the participation in that division. This rule is intended to keep a level of competition where as one driver cannot dominate to such a degree as to discourage other drivers from competing in that division.
37. **ALL CLASSES:** Drivers must take a green flag to be considered officially present at a race night.
38. **Points / Pay / Completing Laps** – A driver must attempt to make a green flag lap in any race for him/her to receive points and pay. If a driver breaks on the opening lap of any feature race he/she **will receive** points for where he/she is placed on the night. If a driver automatically makes the A-Feature but does not attempt to make a lap he/she **will not** receive any points or pay for that race. This rule is not intended to punish a driver for attempting to race in the feature and having mechanical issues but intended for those who pull on and off the track while not attempting to race or do not show for the feature race.
- If a driver qualifies for the Feature race through their Heat race but fails to race in the A or B-Feature due to mechanical reasons, that driver will be awarded 25 show up points.
 - The attempt must be made to race or no pay and points will be awarded. A driver must take one green flag lap in either a heat race or feature race to be counted as a recorded start. If a driver signs in and does not make a green flag lap they will not receive a start or points. This ruling is subject to an official's judgment.
 - If you feel you were not given sufficient points for a race night, the driver (not crew, family, fans) must contact the track 48 hours before the next race date with the dispute.
39. **Championship Points & Pay** – A driver must compete in a minimum of 80% of point races to qualify for championship points pay at the end of the season. All drivers that finish the season in the top 10 will receive a jacket or trophy indicating a top 10 finish in their division with name and car number. (Please contact the track within two weeks after the end of the season if you would rather have a trophy than a jacket). Car owner or driver must be present at the championship points banquet to receive their pay or pay will be forfeited. **NO EXCEPTIONS.** If car owner is picking up pay, he/she must be listed on the driver's profile as the owner of the car.
40. There will be even starts in turn 4, No starts on the back straightaway. You must pass the cone before you can pass a car or you will be docked spots for passing before the cone either on the next flag or at the end of the race, whichever is first.
- First offense, - Warning
 - Second offense - Lose one spot
 - Third offense – Go tailback
41. No driver, car owner, or mechanic shall have claim for damages, expenses or otherwise against Track Owner, any Track Officials or Track Employee's, by reason of disqualification or damage to either the car, driver or both. Car Owner, Driver and Mechanics agree that the track is in good condition if they take part in the racing activities.
42. All Drivers, Car Owners and Mechanics assume full responsibility for any and all injuries sustained including death and property damages at anytime they are on the racing premises en route there to and there from.

43. TSS is not responsible for any damage to any vehicle in the pits at any time. NOTE: Vehicles in the pits are NOT covered by insurance and is the owner's discretion by parking in the pits. Personal vehicles are not allowed in the "pit lane" during the races!! Please use the East end behind the pit area to navigate around the pits.
44. Using a racecar in a threatening manner toward another person anywhere on the premises of TSS at anytime shall be cause for immediate disqualification for the entire evening of racing and lose all points and money generated from that night.
45. **REFUNDS** - If you break in hot laps or your heat race, or do not have proper safety equipment or you are not legal for that class there will be no refunds for your pit pass or entry fee. You just paid to watch the races. NO refunds on entry fee will be given on specials unless that race is cancelled without a make up race.
46. **WEATHER** - If it rains out before your Heat race is run, it will be declared a NO RACE and no one is paid. If it rains out AFTER your Heat race is run, the Features will be run the following race date before that weeks scheduled racing program. No refunds will be paid. Keep armband or ticket stub to be used for makeup races. An announcement will be made as to what the make up procedures will be ASAP.
47. **Passing points** – Passing points will normally be in effect for all "special" races, unless noted. If you are in question regarding the use of passing points or when they will be in effect ask the track steward or the pit office.
48. **Car Registration** – We ask every driver fill out a driver's registration form yearly. Numbers are first come first serve, however if you had a number the previous year, you will have first opportunity to retain your number until January 31st of that race season. TSS will not be responsible for any inaccurate or incomplete information on the driver information form.
49. **Keep the Show Going** – Be ready to go when your race is called. Fans came to see a show, not delays.
 - a. If you are the first race after intermission, you have 10 minutes after intermission begins to get in the staging area. Once intermission is over, that race will begin.
 - b. After a caution flag is flown, get in line, allow the officials to put you in order and get the show back on track.
 - c. Pack the track when asked... or we will race on a sloppy surface.
52. **Trailer / Vehicle Inspection** – Tri-State Speedway reserves the right to search and / or inspect any vehicle or trailer that enters the pit area for people trying to sneak in. *Please see rule #26 regarding trespassing in the pits.*
50. **Line-up** - Weekly line up will be posted normally 30 minutes before the posted race time. Points races will be lined up according to point average in the A-Feature race. A driver must race a minimum of two races to have a point average. If you have questions about the line up or how we line up, contact the track steward.
51. **Pit Admission** – By entering the pit area each person has the responsibility to have read and understood the "Release and Waiver of Liability and Indemnity Agreement" that they have signed to enter the restricted area (pit area). Upon request a copy will be made for an individual's record at no charge. Tri-State Speedway is not responsible for any person(s) that did not read the "Release and Waiver of Liability and Indemnity Agreement". All children (16-under) must be with an adult at all times within the restricted area or will be asked to leave..

2010 Tri-State Speedway Weekly Points System

A-Feature Points

- 1) 100
- 2) 95
- 3) 91
- 4) 87
- 5) 84
- 6) 81
- 7) 78
- 8) 76
- 9) 74
- 10) 72
- 11) 70
- 12) 68
- 13) 66
- 14) 64
- 15) 62
- 16) 60
- 17) 58
- 18) 56
- 19) 55
- 20) 54
- 21) 53
- 22) 52
- 23) 51
- 24) 50
- 25) 49
- 26) 48

B-Feature Points

All non-transfers from the B-Feature will receive 40 points.

Driver must attempt to make a green flag lap to receive points. Please see General Rules, rule #38 for clarification of this ruling.

Just signing in will not affect your point average. Driver must take one green flag lap to record a start.

Heat Points

- 1) 5
- 2) 4
- 3) 3
- 4) 2
- 5) 1