

## 2021 Off Road Speedway General Rules

There will be a \$30 registration fee for 2021.

**All drivers MUST have a RACECEIVER** (Radio to hear scorers) and drivers will be responsible for getting one. Drivers will be re-aligned via the radio. Any driver who fails to move to the appropriate position or refuses to allow someone in who is ahead of them will be put to the rear and scored last.

All race cars must have numbers that have a professional appearance. (Light colors on dark cars and dark colors on light cars). The cars must be properly cleaned and washed before each night, and make sure the numbers are legible before each race. NO three digit numbers/letters.

Cars may not be re-numbered after registering for the evening's event. Points go to the driver for IMCA classes. Points go to the car number in the Late Models.

No driver, car owner, or crew member will have any claim for damages or expenses against the promoter, owner, or any track official by reason of disqualification, damages to the car, or injuries to the driver. All parties agree that the track and grounds are considered safe if they take part in the evening's activities.

Official rulings are final. On occasions when situations arise that are not covered by written rules, special rulings may be put into effect by track officials. The race promoter/director shall be empowered to permit reasonable and appropriate deviation from any of the specifications herein. The track promoter/director has the right to change the race program at any time for the improvement of racing.

The promoter and/or track officials reserve the right to reject any car and /or driver without recourse. All cars and drivers are subject to inspection at any time by the safety/tech inspectors and/or promoter or track official.

Management and the officials determine all finishing positions and their decisions will be final.

A race may be called by the track officials, if dangerous or unsafe conditions arise.

The driver assumes all responsibility for all actions of pit crew, sponsors, and themselves at all times and shall be the sole spokesperson for the car and crew in any and all matters pertaining to the race event. If the driver or crew member begins yelling and/or swearing, they have lost the argument whether they are right or wrong and may be fined, lose positions, be disqualified or suspended. Any fine will be needed to be paid prior to that car being allowed to race. The race director/promoter at their discretion may add further fines, disqualifications, suspensions, point

or position deductions, or any combination to any violation. Any obscene gestures towards any track personnel will also result in a penalty.

Any confrontation with Race Officials during or after the event can result in forfeiture of that events points and /or pay.

Any driver who gets out of their race car on the track during a caution will be disqualified for the evening. They will be scored last plus a fine. Exception to this rule would be for safety reasons to the driver.

**No driver or member of the race team is permitted to go to the flag stand or scorers booth.** Doing so will subject the team to a penalty or disqualification plus a \$100 fine paid before they are allowed back.

No driver or crew members are permitted to enter another person's pits in an aggressive manner, doing so will result in disqualification and/or \$100 fine.

Crew members who go onto the racing surface or any participant who threatens a track official or driver will be suspended. The time of suspension will be at the discretion of track management plus a fine paid before they are allowed back.

## **SCORING**

The leader crossing the line constitutes a lap. Any cars scored at the line will retain their position, for everyone else we revert to the previous lap or last lap scored. EXCEPTION will be on original starts and restarts.

Laps for A Features: Late Model-25, Sport Mod-20, Stock Car-15, Hobby Stock-15. These may change due to numbers in a class. Heats will be 6 laps if 6 cars or less in a heat. If 7-8 cars in a heat race, 8 laps will be run in that heat.

All classes will have a time limit. Time limits are Late Models: 30 minutes; Street Stocks: 20 minutes; Hobby Stocks: 20 minutes; Sport Mods: 25 minutes:  
The time is at the Race Director's discretion.

## **STARTS/RESTARTS/RACING**

Drivers need to use caution and watch speed in the pits. Speeding in the pits may result in a penalty, (fine and/or disqualification).

Anyone who pits during the heat race is prohibited from returning to the track during that race. Anyone who pits during the feature may return to the track but ONLY during cautions at the pit stewards direction. Anyone who tries to return under green conditions will be disqualified.

Cars must exit the track in turn one and re-enter in turn two.

Any car who fails to be in the lineup and the field is on the track, will tail the field. If a car drops out of the original lineup, the row simply moves forward, we DO NOT criss-cross. Cars will be side by side and ready to race when entering the track on corner two. You may get the green coming out of corner four. If a car is not in line and ready to race, they may be put in the tail.

The initial start and/or restart will take place at the designated start area that will be identified at the driver meeting.

Restarts in the Features will be Delaware restarts. After the 3rd yellow flag, then a single file restart will be used. Must stay nose to tail until the green flag drops, no pulling out of line before the green. If a driver has been ruled to jump the start, he/she will be put back one row after 1 warning.

It is the policy of Off Road Speedway to provide safe, clean, and competitive racing. Any driver who, in the opinion of the track officials, is rough driving can be penalized at the discretion of the promoter/director.

All drivers must obey signals, communications and/or any other official's communications that assist in the direction and facilitation of creating proper lineups and/or the process of completing the event.

## **FLAGS & PROCEDURES**

**GREEN**- the track is open for racing and signifies the start/restart of the race. On all starts and restarts, all drivers must maintain a reasonable/consistent speed and be in line until the green flag is thrown. Reasonable/consistent speed is at the discretion of the track officials. Once the green flag is thrown by the flagman, passing is permitted. Once the green flag is thrown, any car "causing" a caution will tail the field. This can include the first lap. If there is an incident on the first lap and any lap thereafter, and it can not be determined who caused the caution, (example unknown debris) all cars will line up according to the scorer's positions. Any driver(s) who jumps a start may be moved to the row behind their original starting position, or may be docked 2 positions for each car jumped at the next yellow/red flag or at the end of the race.

**YELLOW**- all cars must slow down and maintain a reasonable speed and there should not be any passing unless directed by a race official. Any excessive speed may result in a penalty. Penalty go towards the *driver or drivers* who CAUSE the caution. Everyone else gets their spot back. This will be a judgment call. Involvement in two yellows in a heat will result in going to the pits. Involvement in 2 yellows in feature will result in going to the pits. A Lone Ranger rule will be in effect for the heats. A lone driver being the cause of the caution will be sent to the pits. In the Feature races, the Lone Ranger rule will be up to the discretion of the Race Director.

**RED**- all drivers must stop in a controlled manner as soon as possible. Drivers will NOT drive through the accident scene, and if possible, will stop away from the accident scene. The track exit and entrance must not be blocked as the emergency personnel need to get to the accident

scene as quickly as possible. Unless there is a safety issue, drivers must remain in their cars. No work to the cars may be done during red flag conditions. Cars must remain on the track under red flag conditions (except towed vehicles) and may NOT go to the pits until the yellow flag comes out.

**BLACK-** driver must move in a safe manner to the top of the track and go to the pit area. This flag could be mechanical/punitive. Any car being lapped consistently by the field may also receive the black flag. If the officials feel a car's speed, smoke, loose parts, flat tires, etc are causing or may cause a safety problem, that car may be black flagged. A car receiving the black flag for punitive reasons will be given last place points unless action is severe (in the judgment of the track officials) in which case they will receive no points.

**BLUE-** indicates that cars are approaching to lap, maintain same consistent line in both straights and corners and do not interfere with lapping cars.

## **MISCELLANEOUS**

No alcoholic beverages are allowed in the pit area or may be consumed in the pits until the entire racing program is complete.

### **NO PROFANITY**

"Race Officials" is defined as anyone in the employ of the OffRoad Speedway but not limited to that status. "Confrontation" is defined as arguing in an angry or threatening manner.

Anyone needing to vent or clarification can call the Race Director. He is going to take calls on Sunday afternoon.

Social Media...Any competitor, participant or crew member that engages in negative conduct via the use of any social media, may be grounds for their driver to be suspended and/or fined. The offender can also be banned from any event at the OffRoad Speedway.

Any permanent or temporary punishment of banning a driver, crew member or someone affiliated with the car will be done by a committee of the OffRoad Speedway.

All weights are passed on the track scales. These are the only weights being considered official.

Any car registered that never appears on the track for heat or feature will NOT get appearance points.

Drivers may NOT change numbers during the season. Once you register the number that is where the points go in non IMCA classes. If a driver drives a car with a different number the points go to that number. They will not be combined.

If there are more than 18 cars, a consolation race will be run, check with pit stand to see how many will transfer. The number will depend on the number of cars in that class.