

CMS 2018 Track Rules

1. Everyone will exit track at turn 2 only. Enter track at turn 4. No one goes on the track without permission from track official at any time.
2. Rescue and wrecker will be parked at entrance at turn 4.
3. Time limits will be strictly enforced for each division. The only thing that will stop a race is a red flag at the flagman's discretion or the weather or lights going out.
4. Track management reserves the right to refuse entry to any car, driver or crew- member to the pit area or the grandstand.
5. Anyone entering the pit area must read and sign a release form absolving track owners and officials of any safety liability. Must wear wrist band visible to officials.
6. Minors must be accompanied by a parent or guardian to enter the pit area. Parents must sign a release form for children under the age of 16 that enter the pit area.
7. Track approval personnel are only ones allowed in infield.

Rules Of Conduct

1. Disorderly conduct, profanity, and fighting will not be tolerated at the speedway at any time. Fines may occur.
2. Alcoholic beverages and illegal drugs are strictly prohibited in the pit area. Any person breaking this rule will be escorted off the premises by law enforcement personnel. NO MONEY (ENTRY OR ADMISSION) WILL BE REFUNDED.
3. Track management reserves the right to inspect all vehicles entering the pit area.
4. Any driver or crew member that drinks alcoholic beverages or uses illegal drugs before or during the race program MAY be suspended, fined and/or barred indefinitely. Second offenses may result in permanent suspension.
5. Any of the following actions by driver, crew members or owner may result in fines up to \$500, suspension or loss of up to 100 season points for the driver and disqualification:
 - 5.1. Crossing the track during the race program and/or approaching flag stand.
 - 5.2. Causing a disturbance in a pit area other than your own. If you cause a disturbance in another team's pit area, you are automatically to be at fault and could result in Disqualification
 - 5.3. Wrecking a car on purpose after the caution and or checkered flag has been displayed.
 - 5.4. Disorderly conduct or disrespectful conduct toward track officials.

5.5. Destruction of facility property.

5.6. Delay of the race program.

6. Fighting or other malicious activity detrimental to human safety may result in a fine up to \$1,000 and any other punishment deemed necessary by management.

7. Drivers and car owners are responsible for the actions of their crew members. You can be fined and loss of points for their actions. Keep them under control.

8. Possession of weapons on the speedway premises is strictly prohibited. Any weapons found, you will be immediately banned from the track.

9. Fines and suspensions must be settled with track management before an individual will be allowed to return to the track.

10. Suspension will be at the discretion of track promoter, different offenses will carry different suspension.

Maintenance

1. Track officials will perform no work on race cars except visual inspection. Drivers may pull minor sheet metal from tires.

2. Track Official in turn 4 will let you know good or bad. If bad, driver must carry car to pits. The driver will return to his/her position in the lineup if good.

3. Any other work on the car must be done in the pits. Any car entering the pits for repair must go to the rear of the field when returning to the track.

General Rules

1. Drivers and car owners are responsible for familiarity with the track rules. Rules and other procedures will be updated and emphasized at drivers meetings.

2. The race director will be responsible for interpretation of rules, scoring, flagging, line up and other procedures. All Decisions are final made by the race director and live info.

3. The racetrack reserves the right to adjust the purse in any division in which less than ten (10) cars are entered for that night's competition. Any purse adjustment will be announced to that division at the drivers meeting.

4. No passengers allowed in race cars.

5. The racing program may be delayed or stopped due to adverse weather, time restrictions, or track conditions, at the discretion of the track promoter. The speedway will place time limits on all divisions.

6. No personal cars are allowed on the racetrack.
7. If it is necessary to call a race for any reason then any race will be considered complete if one-half of the programs have been completed. NO REFUND TO ANYONE.
8. Jumping the start or restarts, offender will have one chance, 2nd time will go to the rear of field.
9. No driver, car owner or crew-member will have any claim against the speedway for damages, losses or expenses.
11. Drivers must be at least 16 years old. Driver's 11-15 will have to have a signed written release form from legal guardian. They may only run stock classes unless ok by track.
12. Purse money must be claimed the night of the race. Any prize money not picked up when the payoff window is closed that night would be forfeited.
13. Track Promoter or Director will act on any situation not specifically covered in these rules.
14. Track management reserves the right to change rules as necessary during the course of a season. Any rule changes will be posted in written form on the bulletin board at the drivers meetings.
15. Ignorance of the rules is no excuse.
16. Registration and drawing tables will be open until the call for the drivers meeting. If a car/driver arrives after registration closes that car/driver will start at the rear of time trial. If the night of racing is called off for any reason then the race director will decide what to do at that time about racing for a make up race and line up.

General Specification

1. All doors must be welded or bolted chaining allowed.
2. Body alterations limited to trimming for tire clearance will be allowed.
3. No convertibles, jeeps, or station wagons allowed.
4. All cars must qualify and start race with hood, fenders and doors in place. If not race track official must OK.
5. All upholstery, except driver's seat, must be removed. All glass must be removed.
6. All clip-held body trim must be removed.
7. Front and rear bumpers must be standard OEM-type with no sharp edges. May use after market bumpers. Track officials must approve any other bumper.
8. Car number must be displayed on each side, and on top of car. Number size is minimum 18" on sides and top. Top number should be visible from the control tower when car is on front stretch. The Race Director may temporarily change car numbers to avoid duplication.

9. Gas lines must be routed safely away from driver.
10. Firewalls required between driver and engine, and between driver and fuel tank. All firewall openings should be sealed. Solid floorboards are required.
11. Collapsible steering columns are recommended for safety purposes.
12. Battery disconnect switch should be located near driver, within easy reach of safety personnel.
13. All cars must go through tech inspection upon first appearance at the speedway. If car does not pass, the driver or owner will be informed of the problem. At no time will an unsafe car be allowed on the track. Cars from another track may race one time but may result in weight penalties if not by CMS rules.
14. Track officials have the right to inspect any race car at any time. Unsafe race cars may be disqualified at any time.
15. Approved racing seats are required. Seats must be secured in approved manner to brackets attached to roll cage or chassis. No homemade or fiberglass seats. All drivers in all classes must wear a dot approved racing helmet.
16. Hot laps may be eliminated on some nights to keep the race program on schedule.
17. All cars must report to the starting grid when called. Cars reporting late may be required to start in the rear of the field. Being late to the grid means (not in line half way thru before the race in front of your is finish). Once the cars start onto the track then you are late, must start in rear. If you have starting problems or flat tire you must let a track official know before line up.
18. Any driver changes after sign-in must be reported to track officials before race starts. Failure to report such change may result in disqualification, suspension and forfeiture of winnings. If change is made after Qualify or Heat you will start in rear.
19. Tech inspectors may request that sheet metal be replaced for safety reasons.
20. All drivers must wear approved, fire resistant suits, which efficiently cover the body. Head and neck equipment strongly encouraged.
21. Anyone receiving injuries while at the speedway must report the injuries to the race director or promoter before leaving the facility.
22. All ballast weights must be painted white with car number, division and driver number shown on weight. Anyone who loses a weight on the track may be subject to a \$50 fine.

Racing Procedures

1. Cars may be black-flagged for the following:
 - (a) Driving in a hazardous manner on the track or in the infield.
 - (b) Disregarding a "passing" or "move over" flag two times.

(c) Charged with three cautions.

(d) Interfering with the race or causing a hazardous condition while leaving the pits.

(e) Refusing to go to the rear or assume correct lineup position after a caution (you will be told or directed 1 time only).

(f) Stopping at the flag stand during the race. Please stop at turn (4) for information about track conditions or your position only.

(g) Failing to maintain sufficient speed to race safely.

(H) ANY CAR THAT CAUSES OR CHARGED WITH 3 CAUTIONS WILL BE PARKED FOR THE NIGHT. IF YOU DON'T OBEY TRACK OFFICIAL AND STAY ON THE TRACK YOU WILL BE BLACK FLAGGED AGAIN AND YOUR POINTS AND MONEY FOR THAT NIGHT WILL BE TAKEN AWAY. NO MONEY OR POINTS AND PLUS THE DRIVER / CAR OWNER COULD BE FINED OR PUNISHED FROM CLARY'S RACE DIRECTOR.

2. A car's laps will not be counted after 3 laps under the black flag for that car.

3. Any car causing a caution will go to the rear of the field. Races will be stopped for safety reasons only. After a caution, cars will line up according to the last completed (scored lap). The field will be given 3 laps after the caution to assume the correct lineup.

4. If two cars spin out together under racing conditions, both cars must go to the rear. If the flagman determines that a driver intentionally took out another car, that driver will go to the rear, and the spun car will retain his position. Other than an intentional take out situation, any car that causes a caution to come out and was charged with that caution lap will go to the rear. (NO CONTACT RULE). If track official cant determined who caused the caution then all cars in that caution goes to the rear.

5. Under a Red flag all cars are to stop where directed. Any car that enters the pit will go to the rear of the field.

6. No one (EXCEPT CLARY'S OFFICIAL) is allowed on the track under red flag conditions. If you go onto the track you will be in the wrong and asked to leave or/and fined or both.

7. Any car, which intentionally delays the race or causes a caution, will go to the rear of the field and may be disqualified at the discretion of the flagman or race director.

Courtesy Rules

1. Any car on the lead lap with a flat tire may be given 3 laps from the time the car enters the pit to repair the tire. Cars must come to a stop for this rule to be in effect. Cars going into the pits for any reason will go to the rear of the field. Under special event the tire rule could not be in force due b/c of time.

2. CLARY'S FLAGMAN AND TRACK DIRECTOR TOGETHER ARE IN CHARGE AND HAS FINAL SAY SO ONCE THE CARS ARE ON THE TRACK.

3. No car may receive assistance from any other car on the last lap if so will be D/Q for the night.
4. No race car will be allowed to enter two races in one night. Driver can drive in more than 1 race in different cars. Driver that car broke before main feature can borrow a lower class car to run 1 green lap for points only.
5. Flag man starts the first lap. Restarts will be determined by the leader between turns three and four. Clary's Motor Speedway (could) use double file restart with the leader picking high line or low line. Every car must pick high or low line when giving the signal by flagman to do so. Then we are going racing the next lap after picking high or low line.
6. Cars will not race back to the flag on the first lap or last lap. On last lap if a caution comes out, the race will restart with a green/white and then checkered if the flagman deems is necessary. We give 2 attempts with a green/white/checker. Then we go green and white together. Next flag ends race.
7. PIT SPEED IS 10 MPH. IF GET CAUGHT SPEEDING IN PIT AREA YOU WILL BE D.Q. FOR THE NIGHT. SAFETY IS ALWAYS FIRST AT CLARY'S MOTOR SPEEDWAY FOR OUR FANS AND DRIVER'S ALIKE.

Flag Rules And Procedures

1. Track officials will use flags-lights and race receivers for the purpose of providing the drivers with information. Lights may be used in addition to flags. Any car that gains a position prior to the display of any green flag will cause a restart and could be (1 warning only) placed in the rear of the field.
2. GREEN FLAG (Start of the race) - In all races, each car must remain in assigned starting position, and the No. 2 qualifier must not beat the No. 1 qualifier to the dropping of the green flag.
3. YELLOW FLAG (Caution) - The yellow flag signifies caution on the track. All cars are to slow down and maintain their position with respect to the other cars on the track. In all regulation events, laps run under caution will not be counted toward the total laps allowed for that race except on the last lap. Any driver who leaves the track while the race is under caution, may go into the pits and return to the track without losing a lap, but must go to the rear of the field. When the yellow flag is displayed, cars will be placed in the position they held on the last lap completed prior to the caution. ANY CAR CHARGED WITH 3 CAUTIONS WILL BE PARKED FOR THE NIGHT. (JUST NOT YOUR NIGHT). IF YOU DON'T OBEY WE WILL D.Q. YOU FOR THE NIGHT. (MEANS NO MONEY AND NO POINTS)
4. RED FLAG (Danger - Stop Immediately) - The red flag shall be used when the track is judged unsafe for racing to continue. All cars must stop immediately, regardless of position on the track, and must remain stopped until directed by a track official. Track officials only, are allowed on the track during red flag condition.
5. BLUE FLAG with DIAGONAL STRIPE (Move Over) - The blue flag with a diagonal yellow stripe signifies that faster traffic is overtaking the car being signaled, and that car

should hold their position on the track. If a driver receives the move-over flag on (3) consecutive laps and does not yield to faster traffic, he will be black-flagged. The race director will talk to driver on the race receivers to tell driver where to move to high or low or hold your line cause the leaders are coming.

6. BLACK FLAG (Report to Pits immediately) - The black flag indicates that your car is creating a potentially hazardous condition on the track, or that you are violating a track rule, procedure or a directive from a track official. If a black-flagged car fails to heed the flag for 3 laps, Scoring for that car will discontinue until the flagman gives further notice. Penalties for ignoring the black flag will range from one lap to disqualification, at the discretion of the race director. When a black- flagged car enters the pits, he will be told on the race receiver as to the reason for the black flag and the appropriate actions to be taken. If the car is able to return to the track, scoring for that car will resume at that time.

7. WHITE FLAG (One Lap Remaining) - The white flag will be displayed when the leader has started the last lap of the race. No car may receive any assistance after the white flag has been displayed.

8. CHECKERED FLAG (End of Race) - The checkered flag will be displayed at the completion of the race. When the checkered flag is given to the leader, the remainder of the field receives the flag in the same lap. Upon entering the PIT area, the top three finishes in any heat and feature race must go immediately and directly to the scale house to be weighed. Failure to go directly to the scales will result in disqualification.

1. Track management reserves the right to alter parking for special circumstances. RESERVED SEASON PIT PARKING IS \$100.00 FOR The YEAR. DON'T PUT SIGN UP MARKING YOUR PIT STALL UNTIL YOU PAY.

2. IF WE ALLOW FAN PARKING IN THE PIT THEN THE COST WILL BE \$10.00 DOLLARS PER CAR OR TRUCK PLUS PIT COST.

Receivers

1. All cars must use receivers. Make sure it is working.

2. All cars must use transponders. MAKE SURE YOU PUT IT ON YOUR CAR AND IT IS WORKING AS SOON AS YOU GET TO THE TRACK.

3. If you as a driver do not have your own race receiver and transponder, you must rent one from the track for the night for \$25. These must be returned at the end of the night when you receive your purse.

Protest Rules Referred to your class for prices.

1. Top three (3) cars must cross scales at completion of race. Top three (3) cars are only ones that may be protested or issue a protest. Must tell Tech official that you wish to protest when entering protest area.

2. Protest can only be filed by car owner or driver, before any cars leave scale area.
3. Only one that can protest is the car finishing behind that car.
4. Protest will only be paid in cash. Protestor will have five minutes to present the money to the tech official. If money is not presented within 5 minutes there will be no protest.
5. Visual protest fee of \$50.00 on any part. Must be presented to tech official before heat race and or qualifying. Track retains protest fee. All cars being protested will have a one hour cooling off time.
6. Car being protested may in return protest the car that is protesting them at same protest fee.
7. The driver and one person may be allowed to assist with protest procedure. There will not be any tolerance for any conflict in tech area at any time for any reason.