



GENERAL RULES & REGULATIONS

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SECTION 1: GENERAL RULES AND REGULATIONS

1.1: All persons participating in a scheduled program, including but not limited to participants, equipment owners, pit crew members and guests or affiliated persons, assume full responsibility for any and all injuries sustained, including death and property damage, at any time they are on City of Visalia property, or in route to or from City of Visalia property.

1.2: Track Promoter and officials are not responsible for any damage or theft of trucks, equipment, tools, or personal property on the premises. It is recommended that one person remain with personal property at all times to avoid possible theft and/or damage.

1.3: No participant, equipment owner, pit crew member, guest or any other affiliated person shall have any claim for injury, damages, expenses or otherwise, against One Four Promotions, LLC and/or its directors, City of Visalia, and/or its officials, and/or employees, and/or volunteers by reason of disqualification, damage or injury to either equipment, participant or both. Any person, whether participant, car owner, pit crew member, guest or other affiliated person further agree that the race track is in a safe condition and usable if they take part in the racing activities.

1.4: No person will be allowed in the pit area until a wristband (hereinafter "pit pass") has been secured for the scheduled event. Pit passes must be in plain view at all times and are not transferable. Violation may result in a fine and/or disqualification of the participant and equipment associated with the violator and/or suspension or banishment from the restricted area.

1.5: No person under the age of Ten (10) will be admitted into the pit area without an accompanying adult and must be signed in on a car's pit crew. All persons under the age of eighteen (18) must have a minor release form signed by a parent or guardian. All participants under the age of eighteen (18) may be required to provide a registered/certified copy of birth certificate on file with One Four Promotions, LLC. No person under the age of eighteen (18), except for a participant, will be admitted to the infield area.

1.6: NO OUTSIDE ALCOHOL. OUTSIDE ALCOHOLIC BEVERAGES ARE NOT ALLOWED ON THE PREMISES. ALL ICE CHESTS BROUGHT ONTO THE GROUNDS ARE SUBJECT TO SEARCH FOR ALCHOLIC BEVERAGES. IF ALCOHOL IS FOUND, IT WILL BE CONFISCATED. Drinking of alcoholic beverages or use of any controlled substance in restricted areas is strictly forbidden during scheduled events. If the Promoter and/or Race Director have any reason to believe that a participant is under the influence of a controlled substance, the Promoter reserves the right to perform drug testing on demand. Any participant in a scheduled event who exhibits evidence of using alcoholic beverages and/or any controlled substance will be immediately escorted from the pit area and any of the following, or combination of the following, penalties may be assessed at the Promoter's discretion:

1.7: One Four Promotions, LLC reserves the right to refuse service to any person at any time. Should service be refused, said person may not access the property at 700 S. Plaza Dr.

Driver/Participant:

- 1) Verbal warning.
- 2) Removal from the Arena property.
- 3) Suspension from that night's event.
- 4) Suspension from any event for a time to be determined by the Promoter.
- 5) A fine up to \$500.00

Non-Driver/Attendee:

- 1) Verbal warning.
- 2) Removal from the Arena property.
- 3) Suspension from that night's event.
- 4) Suspension from any event for a time to be determined by the Promoter.
- 5) A fine up to \$500.00

All fines must be paid by cash or money order before returning to the facility.

Note: The general admission area is the only area in which the consumption of alcoholic beverages is permitted.

1.8: The participant assumes responsibility for the actions of his/her pit crew and/or guests and/or any other person affiliated with his/her vehicle at all scheduled events. In every aspect, the participant shall be the sole representative for his/her car owner and pit crew in all manners pertaining to the race program and events.

1.9: No person shall participate in fights, physical or verbal, or conduct himself/herself in an unsportsmanlike manner, including derogatory hand gestures and/or improper/foul language, at any time in the pit area or on the racing premises. Violators will be subject to any penalty, or combination of penalties, as set forth in Section 1.7 of these General Rules and Regulations

1.10: No person shall intentionally cause damage to another person's property, car, tools or equipment on the raceway premises on or off the racetrack. Violators will be subject to any penalty, or combination of penalties, as set forth in Section 1.06 of these General Rules and Regulations.

1.11: No person shall subject any official or volunteer of One Four Promotions, LLC, to abuse, including hitting, pushing, verbal abuse, including the use of improper/foul language or hand gestures at any time, or improper physical contact at any time. No person shall subject any official or Volunteers to Violators will be subject to any penalty, or combination of penalties, as set forth in Section 1.6 of these General Rules and Regulations.

1.12: Participants agree to abide by official decisions. Decisions of race officials pertaining to on-track observations and calls, interpretations of rules, race procedures, start and re-start positions and scoring of positions shall be considered final.

1.13: Discussions with the Race Director pertaining to official race decisions may be held **AFTER** completion of the **FINAL** race in the program of the day/evening, with the participant or car owner only, at the discretion of the Race Director. Being confrontational with the Promoter, the Race Director, or any Track Official during the race program will be subject to any penalty, or combination of penalties, as set forth in Section 1.6 of these General Rules and Regulations. Conflict resolutions will be conducted with the Promoter and/or General Manager within 3 days of completion of any event.

1.14: Participants are not permitted in the press area or in the official's office/observation areas without specific permission from the Race Director (in the case of the pit tower, permission must be obtained from the Pit Steward). Violators will be subject to any penalty, or combination of penalties, as set forth in Section 1.6 of these General Rules and Regulations.

All fines must be paid by cash or money order before returning to the facility.

1.15: No participant shall take part or participate in any strike, boycott, oratorical campaigning or any other detrimental action or activity against a race official, promoter or sponsoring organizations and their affiliates. Violators may be suspended and/or banished from the premises.

1.16: Promoter reserves the right to deduct unpaid fines, outstanding debts, including bounced checks, owed by any car owner or participant from any or all winnings earned.

1.17: It is the responsibility of participant to make sure that all cash fines levied against him/her or any person associated with him/her are paid before the next race program. The participant and his/her car will not be allowed to participate in any race until all fines are paid. Promoter reserves the right to deduct any and all unpaid fines from the participant's/car owner's winnings.

1.18: All participants must attend the drivers meeting. Roll call may be taken at the participant's meeting and any found to be absent from the participant's meeting may be required to run scratch.

1.19: Speeding in any restricted area is prohibited. Violators will be subject to any penalty, or combination of penalties, as set forth in Section 1.6 of these General Rules and Regulations.

1.20: No reckless driving will be permitted. No one will be allowed to drive any motorized vehicles in the pits at any time without a valid driver's license (racing equipment exempt).

1.21: When entering or leaving the pit area, drivers must use caution or be subject to a penalty. All drivers must have an approved fire extinguisher in their pit.

1.22: No dogs or other pets are allowed in the pit area during a race program unless they are confined in a vehicle or on a leash.

1.23: Infield Access: NO crewmember is allowed in the infield at any time during a race program. Under a RED Flag condition, ONE crewmember will be allowed in the infield to check only on the driver(s) that were involved in the RED Flag accident. Anyone found in violation of any rule could be penalized. During special events, the Promoter may allow a specified number of representatives in the infield. This will be at the discretion of the Promoter & Race Director. To qualify as an infield representative, you must register at the pit tower, once for the current racing season.

1.24: No driver shall get out of his/her car while on the racing surface, other than for emergency reasons or if asked by an official to do so, if a driver is on the racing surface other than for an emergency reason they will be **disqualified and lose all points for that race event/night and for the highest prior event.** And the owner of the car can be fined up to \$500.00

All fines must be paid by cash or money order before returning to the facility.

1.25: Any driver that walks away from his car after an accident or mechanical failure during a race event, and **LEAVES THE TRACK**, (returns to the pits), will forfeit the privilege of having his car towed back to the pits. The car will remain in the infield until the end of the race night, and owner can be fined up to \$500.00.

All fines must be paid by cash or money order before returning to the facility.

1.26: Anyone found in violation of any rule could be penalized by not only Plaza Park Raceway/ One Four Promotions but also by Plaza Park Raceway, Delta Speedway, and Dixon Speedway; as all four California tracks are working together to enforce the rules.

1.27: Payout Checks: All uncashed payout checks are voided after 90 days and will not be reissued.

SECTION 2: COMPETITION FORMAT

2.1: Race Format: The competition format and/or race program may be altered by the promoter and/or Race Director at any time. All Classes will have 2 laps of qualifying to determine starting lineup in Heat Races. Heat races will be inverted 4 positions.

2.2: Points: Points will be awarded for qualifying, heat races, main events, and passing points. (Please Note: Passing points will be given for main events only). You must take the initial green flag to receive points. You must be a member of Plaza Park Raceway to receive points for the championship. The number of point races in the year will be determined by the Promoter. Any disqualification for any reason from a race event, rather it be a heat race, qualifying, a main event, or for the whole night, will result in a loss of points. Points Champion driver in each class will receive 1 free driver entry per points race the following year. The free entry cannot be transferred to another driver and the driver must be a member for the current year.

2.3: Qualifying: Each participant will have the opportunity to participate in either Single Car or Group Qualifying (per the discretion of the Race Director)

2.3.01: Single Car Qualifying: Each participant will have the opportunity to receive two (2) timed laps. The fastest recorded lap will be the car's official time. After receiving the checkered flag, the car will then pull into the infield until qualifying is over for that class. Qualifying order will be determined by pill draw.

2.3.02: Group Qualifying: The process of which group qualifying will be determined by the Race Director in the given situation. Each participant will have the opportunity to receive two (2) timed laps. The fastest recorded lap will be the car's official time. After receiving the checkered flag, the car will then pull into the infield until qualifying is over for that

class. Qualifying order will be determined by pill draw.

2.3.03: In the event the timing system should go down before qualifying and deemed unrepairable within 15 minutes all classes will line up for their heats according to their pill draw. If timing system goes down during qualifying and unrepairable within 15 minutes only classes who have not fully qualified will line up for their heats according to their pill draw.

2.4: Heat Races: Heat races will be set up off qualifying times, with a four (4) car invert. The top four finishers in each heat will get their qualifying time back and transfer to the main event (once they have passed thru tech). The transfer cars will be lined up based on qualifying. Non transfer cars will then be lined up based on their finishing order of their heat with the 5th place car in the first set of heats filling the first spot after the transfer cars, 5th place in the second division will line up next and so on. The number of cars registered will determine the number of heat races in each division. There will be no more than 10 cars per heat.

2.5: Main Event: Main event will be lined up starting with transfer cars from their heats and arranged by qualifying order. The remainder of the cars will be filled in by their finishing order from heats, with a maximum of twenty-four (24) cars in a main event. Promoter and/or Race Director may choose to allow more than twenty-four (24) cars in some instances. Main events will be thirty (30) laps, for Winged Outlaw and Non-Wing Outlaw. Restricted A-Class and Winged A-Class will be twenty-five (25) laps. Junior Sprint will consist of twenty (20) laps. Promoter and/or Race Director may choose to change the number of laps for various reasons. There will be an inversion of either 0, 2, 4, 6, or 8 cars but with no more than half the field being inverted drawn by the winner of the last heat race of each class. The inversion drawing shall take place at the flag stand or in a designated area within view of the fans.

2.6: Semi Main Event: Semi Main Event will be lined up based on finishing order of heat races with 5th place finisher in first set of heats on the pole, 5th place finisher in second set of heats on the outside pole and so on.

2.7: Qualifying Points: Points earned in qualifying as listed below: (Points begin at twenty (20) for the first (1st) qualifying position and descend by one (1) point per position; all positions after twentieth (20th)place will receive one (1) point.) No points will be given without qualifying time.

QUALIFYING POSITION	POINTS	QUALIFYING POSITION	POINTS
1	20	11	10
2	19	12	9
3	18	13	8
4	17	14	7
5	16	15	6
6	15	16	5
7	14	17	4
8	13	18	3
9	12	19	2
10	11	20+	1

2.8: Heat Points: Points earned in heat races are as follows: Ten to one (10-1) points. First (1st) place - ten (10) points, second (2nd) place - nine (9) points, third (3rd) place - eight (8) points, and down the line. Did not finishes earn finishing position points, did not starts earn zero (0) points and disqualifying earns zero (0) points per heat.

HEAT FINISHING POSITION	POINTS
1	10
2	9
3	8
4	7
5	6
6	5
7	4
8	3

9	2
10	1

2.9: Main Event Points: Main event points are awarded according to your finishing position. Did Not Finishes (DNF) earn finishing position points, Did Not Starts (DNS) earn zero (0) points and disqualifications (DQ) earns zero (0) points per main event. (Points begin at fifty (50) for first (1st) place and forty-six (46) for second (2nd) place and descend by two (2) points per position.)

FINISH POSITION	POINTS	FINISH POSITION	POINTS
1	50	13	24
2	46	14	22
3	44	15	20
4	42	16	18
5	40	17	16
6	38	18	14
7	36	19	12
8	34	20	10
9	32	21	8
10	30	22	6
11	28	23	4
12	26	24	2

2.10: Passing Points: Passing points will be given for the main events only. One (1) point will be awarded for each position advanced (from your original starting position) during the course of the main event of each class. No passing points given if starting scratch.

2.11: Total Points: Total points for each points race will be a grand total of qualifying, the heat race finish, the main event finish and main event passing points combined.

2.12: The Promoter reserves the right to declare any race event (heat, semi-main or main) a timed event based on one (1) lap equalling one (1) minute.

SECTION 3: RACE PROCEDURES

3.1: The Promoter has the right to reject the entry of any car, driver or person onto the premises at any time.

3.2: No person may enter the racing arena until he/she has completed and signed all required releases, registration and/or entry forms, and made payment. This includes drivers who elect to run scratch in a class they did not initially sign up for.

3.3: No person shall be permitted to sign the waiver and release form for anyone other than himself/herself. Violators may be fined and/or disqualified and/or suspended.

3.4: Female drivers will not be allowed to participate in any racing event while they are pregnant.

3.5: Any driver requiring transporting to, and/or treatment at, and/or examination at any hospital emergency room from the track, and/or examination by a doctor, must have a signed release from the examining doctor before further competition.

3.6: The Promoter or Race Director may eliminate any driver from competition should the driver be deemed physically or emotionally unfit to participate in a racing event.

3.7: All cars except Junior Sprints are required to participate in packing the track. If the driver chooses not to participate in packing the race track, they may be given the last qualifying position in their division and may be allowed only one (1) qualifying lap. If the track does not qualify that driver will start last in the Heat Race.

3.7.01: A timing clock will present and visual for all participants in the Pit Tower. If a driver/car has not entered the racing surface for wheel packing when the clock expires, they will be penalized per rule 3.7. All participants will have the benefit of knowing that the clock has started via an Air Horn engaged from the Pit Tower

3.8: Car and driver must be in the qualifying line when called. If they do not take their assigned time trial position, they will be moved to the end of the qualifying line in their division and will be given only one (1) qualifying lap.

3.09: A car will have one (1) attempt to complete qualifying timed laps. There will be no second attempts allowed unless the time clock malfunctions or there is interference from the previous car. In case the time clock malfunctions, or interference is made, the car will be permitted to take the remaining laps needed to complete the timing. In case of transponder problems, if it is found that the transponder was properly installed and is not working the driver will be pulled into the infield and a new transponder will be installed and the driver will get their required laps. If it is found that the transponder is not on the car or is not in a proper location the driver will forfeit their laps with no qualifying time and will begin the race in the last place position in his/her assigned heat race.

3.10: The fastest timed lap shall be the car's official time. In the case of a tie in a division, the car first to qualify will be awarded the fastest time.

3.11: Any car that does not receive a qualifying time will begin in the last place position in his/her assigned heat race. In the case of multiple cars not receiving a time they will be placed last in pill draw order.

3.12: When each car completes its qualifying laps, the car will proceed to the place designated by the track official and will remain there until directed to do so. The top five (5) qualifiers will be announced and will leave the designated position first and go directly to the scales and the technical inspection area. **Only** the top five (5) qualifiers go to the scales/tech.

3.13: When the last car of one division has completed his/her qualifying laps and the next division has begun its qualifying, that division's time trials are declared complete and no other cars in that division may attempt to obtain a qualifying time.

3.14: A driver may qualify only one (1) car in each division. If a driver goes to a backup car the driver must notify the Head Referee and the driver shall start the main event at the rear of the field and will not receive passing points.

3.15: No driver changes shall be made.

3.16: Each driver must be ready when his/her event is called. When an event is called, the driver must immediately proceed to the staging area. There will be three (3) notifications of each race, first (1st) call, second (2nd) call and final call.

3.17: Cars that are considered "LATE" to their assigned race WILL be put to the rear of the line-up. When the cars on the track are lined up in race order, the driver or drivers that are LATE will be given two (2) laps to make that race and get their spot. If the driver or drivers are not on the track after two (2) laps, the field will move straight forward. If the LATE driver or drivers make it on the track before the flagman gives the one-to-go sign, the driver or drivers will be placed at the rear of the field.

3.18: The track officials will direct the cars to their re-start positions. There will be no discussion or argument as to line-up positions. A driver will be given one warning, if the driver refuses to get into the assigned position, the driver will be black flagged and disqualified from the current race.

3.19:

3.20: Race Receivers will be used, and are mandatory for all classes

3.21: Re-entry onto the race track by a car during green flag condition is only allowed on the back straight away, any re-entry in either corner or front straight away is not allowed, and will result in a black flag. You may re-enter under Yellow flag conditions, and the re-entry can be made from either the front or backstretch. A car must have all four (4) tires on the racing surface before the start/finish line to be scored for that lap. Cars must be started and running in the infield before entering onto the race track.

3.22: After the car has been given the checkered flag and crossed the start/finish line, the car must slow down immediately. Any driver staying on the gas for more than half a lap after receiving the checkered flag may be assessed a one (1) position penalty on the finish for recklessness.

- 3.23:** The Top 4 cars taking the checkered flag in a main event will be weighed. Any car that does not weigh may result in a disqualification from that event.
- 3.24:** Cars that leave the track during a race event and enter the pit area will not be allowed to continue in that race. When a car enters the racing arena, it may not go back into the pits and re-enter again for that race event.
- 3.25:** Any pit crew member or driver exiting the racing arena during a green flag condition may subject their car to disqualification for that race event.
- 3.26:** Tools and other equipment may not be tossed over the fences or track walls into the racing arena or to persons in the racing arena. Violators may subject their cars to disqualification for the race event.
- 3.27:** During a red flag condition, the Race Director may allow two pit crew members per car into the infield area to assist their driver with repairs or adjustments. All crew members must enter the infield through the backstretch gate only. Violators may subject their car to disqualification for the race event.
- 3.28:** A work area shall be designated by the Race Director and working on cars will be allowed in this area only.
- 3.29:** No fluid containers of any kind (gas, water, coolant, etc.) will be allowed in the infield without specific permission from a Track Official. Violators may subject their car to disqualification for that race event.
- 3.30:** Refueling will be allowed only by permission of the Race Director. If the cars are going to be allowed to refuel, the Race Director will notify the Pit Steward and the Pit Steward will announce a refueling stop. Violators may subject their car to disqualification for that race event. Driver must be out of car during this process.
- 3.31:** All cars that come to a stop on the racing surface under a green or yellow flag condition will be positioned to the rear of the field for the re-start. A car involved in a second incident, in the same race event, which causes the yellow or red flag to be displayed will be black flagged from that race and scoring of the car will be discontinued. The black flagged car will be given a finishing position for that race event based on the number of laps completed.
- 3.32:** Involvement includes spinning, crashing or causing another car to spin or crash, cars that are stalled or come to a stop on the racetrack even under a yellow flag.
- 3.33:** Any car entering the infield area without being directed to do so by a Track Official during a yellow flag condition may re-enter the race but that car will be positioned at the rear of the field or as otherwise directed by Track Officials.
- 3.34:** The Race Director, assisted by other track officials, reserves the right to determine when a car stopped or was stopped for safety purposes and to reposition the car accordingly.
- 3.35:** Foul driving is not allowed and any driver guilty of foul driving will be penalized at the discretion of the Race Director. Penalties for foul driving may include any one or more of the following: Loss position any time during or after completion of the race event, removal from the race, loss of money or points earned for that race event, a fine, suspension, disqualification, probation or removal from the raceway premises.
- 3.36:** Foul driving includes intentionally cutting the mark, unnecessary bumping, crowding, chopping, banking, charging corners or rough driving.
- 3.37:** Any cars which are throwing or leaking fluids, smoking excessively or appear to be mechanically unsafe to continue racing will be given the black flag.
- 3.38:** All cars must begin each race event and finish each race event with all engine parts, such as exhaust, muffler, etc. intact. If during a race event, exhaust parts become loose or are lost off the car and the Track Officials feel there is an issue of safety involved, that car will be given the black flag.
- 3.39:** When a car becomes disabled or is no longer eligible to compete during a race event, the driver shall park his/her car in a safe place in the infield and shall stay with his/her car until completion of that race. The driver shall assist track workers in removing his/her disabled car from the infield. Any driver that abandons his/her car in the infield may be

disqualified from that racing event and forfeit any money and points earned for that race. In addition, Track Officials may impound the abandoned car until the race program has been completed.

3.40: No driver may stop his/her car on the race track during a race event or after the completion of a race event for any reason other than a safety issue or at the direction of a Track Official. Violators may be disqualified.

3.41: No complaints will be heard by the Promoter, the Race Director, or Track Officials, until the **FINAL** race program has been completed. Any complaints or discussions of issues shall be directed to the Race Director by the driver or car owner only, after the **FINAL** race has been completed. Violators may be disqualified or subject to fines. Being confrontational with the Promoter, Race Director, or any Track Official during the race program will be subject to any penalty, or combination of penalties, as set forth in Section 1.6 of these General Rules and Regulations.

3.42: Judgment decisions made by the Race Director or the Track Officials cannot be protested.

3.43: All technical disputes are to be settled immediately after completion of the race program.

3.44: Rookie of the Year Eligibility: Jr. Sprint & Restricted A-Class only. A rookie shall be a driver who has not competed in more than (three) Jr. Sprint or Micro Sprint race events in the point race season in the prior year in his class, and must declare himself/herself a rookie to the Head Referee, and upon sign-in of the race event must fill out and sign a Rookie of the Year form. The driver declaring himself/herself a rookie must start the first two points races at the back of the pack and run a rookie flag from the back of the roll cage. The Promoter, or Head Referee reserves the right to continue to declare the driver a rookie for an un-numbered amount of races if the Promoter or Head Referee feel the driver is not ready to advance. The rookie having the most points at the end of the race season will be declared the rookie of the year.

3.45: Race Receivers: Race Receivers must be worn by all drivers any and at all times the car is on the racetrack. **FIRST WARNING:** If the driver's race receiver fails to work or does not have one, the driver will be given one (1) warning to fix it or get a new one. **SECOND WARNING:** If the driver fails to fix the race receiver and/or does not get a new one, the car and driver will start at the back of every race until the race receiver is fixed.

SECTION 4: FLAGS

4.1: The flagman controls the race event from the start of the race to the checkered flag. All drivers must watch and obey the flagman.

4.2: Green Flag - Initial Starts After all cars are lined up in official order, the flagman will give a one-lap-to-go signal and yellow lights will be turned off. The pole car (1st row inside) will set the pace (not a slow idle or full throttle, but a racing pace) to the initial orange start cone. The flagman will call off the start if he deems it too fast or slow of a pace. It is the responsibility of the front row outside car to keep pace with the pole car. All other cars will follow double file, nose to tail, and within the framework of the car in front of them. The initial start cone will be designated by a single orange cone at the exit of turn 4, the front row must be side by side coming to the orange cone to start the race. The initial front row will be given two (2) attempts at a clean start. After the second attempt, BOTH cars will be moved back one (1) row. For the 4th start attempt, cars will be put in single file order for the initial start. When a successful start is made the flag man will wave the green flag and passing is allowed anywhere on the racing surface. If the start is unsuccessful the flag man will hang the green flag, letting the drivers know the start will be coming back and the yellow light will be turned on giving drivers time to get through turns 1 and 2 and safely slow down on the back stretch.

4.2.01 Green Flag - Re-Starts The re-start zone will be designated by two cones, one orange and one yellow, whose locations and distance will be the same at all Plaza Park Raceway events. After all cars are lined up single file in official order, the flag man will give the one-lap-to-go signal and yellow lights will be turned off. The lead car will set the pace to the re-start zone. The flagman will call off the start if he deems it too fast or slow of a pace and the leader will be given a warning. Two (2) too fast or slow pace warnings will result in a penalty equivalent to a bad start and the offending driver will be moved back 2 positions. The lead car must start anywhere between the yellow and orange cones, then the green will be displayed. All other cars will stay single file, nose to tail, and within the framework of the car in front of it until the start- green is displayed. If the lead car does not start by the orange cone, the flagman will display the green. All re-starts will be single file through the cone positioned on the front straightaway. Single file is described as follows, must keep your car within the frame work of the car in front of you. Once the Green Flag is displayed to re-start the race, passing is not allowed until after the cone positioned on the front straightaway. If a driver passes the car in front of them (jumping), the Flagman will immediately show yellow, and the driver that jumped, will be moved back two spots from their re-start position. More than half a car length is considered passing. This is a judgement call and cannot be protested.

4.3: Yellow Flag - Signifies Caution When the yellow flag is displayed, the driver is to slow down immediately and maintain a reasonable speed considering the conditions that exists on the racetrack. The determination of a reasonable speed is a judgment call that will be made by track officials. Caution flags are not counted at Plaza Park Raceway; therefore, do not race to the yellow flag. Scoring and line-up will be determined by the last completed lap by all cars racing on the lead lap.

4.4: Blue Flag With Diagonal Yellow Stripe – Signifies Hold Your Position This flag is displayed to cars being lapped by the leaders of the race. Signaled cars should hold their racing line and not try to block the leaders. The car(s) signaled do NOT have to yield to the leaders(s) as the car(s) signaled may be in a race for position with the car(s) behind it. THIS IS NOT A MOVE OVER FLAG, YOU ARE TO HOLD YOUR POSITION

4.5: Red Flag – Stop Immediately The red flag means the race must be stopped. When the red flag is displayed all cars must stop immediately on the race track surface. Cars should be brought to a stop carefully and safely.

4.6: Black Flag – Report Immediately To The Infield When the black flag is displayed to a driver, the driver must report to the infield immediately and stop their car. A track official will contact the driver, at the next available moment and give the reason for the black flag. Failure to obey the black flag will result in the scoring of that car to be discontinued until further notice.

4.7: White Flag – Race Leader Has Started His/Her Last Lap When the white flag is displayed, it means the race leader has started his/her last lap.

4.8: Checkered Flag – Completion Of The Race When the checkered flag is displayed, it means the race is completed. When the required distance has been completed by the lead car, the race will be declared “official” regardless of any flag being displayed. When the checkered flag has been given to the leader, the balance of the field receives the checkered flag in the same lap. Finishing positions will be awarded according to the most laps traveled in the least time, whether the car is still running or not.

4.9: Red And Yellow Diagonal Flag The red and yellow diagonal flag will be displayed when there is a spin or tangle on the first lap of the event. The cars will line up in their original order with the car(s) involved starting in the rear.

4.10: Red And Black Diagonal Flag When the red and black diagonal flag is displayed, the driver should enter the infield because of mechanical problems.

SECTION 5: SAFETY

5.1: A full set of racing flags shall be used in all race programs at Plaza Park Raceway. Additional yellow flags may be used by track officials.

5.2: The following safety equipment is mandatory for all drivers participating in Plaza Park Raceway programs, including practice sessions and track packing:

Note: Mandatory safety equipment must be inspected by an PPR Tech Official before you enter onto the track. You will receive a PPR Tech Inspected 2024 sticker that must be displayed on the frame of your car clearly visible to the Pit Steward for the remainder of the season.

5.3: Helmets must Full head coverage must meet Snell rating.

5.4: Approved shields or unbreakable goggles.

5.5: Driver suit, double layer Nomex. Nomex underwear is highly suggested

5.6: Racing gloves

5.7: Racing Shoes

5.8: A head & neck restraint device such as a HANS, Hybrid, NeckGen, and/or the like is REQUIRED

5.9: Arm restraints are suggested. Not required

5.10: Seat must have side head bracket and/or cage net.

5.11: Seat belts/harness, five (5) point, correctly installed and not more than two (2) years old. **5.12:**

All mechanically operated devices must be mounted below the driver's shoulders for safety.

5.13: Chain guards will be installed on all cars where chains are exposed to the driver and/or other participants. Minimum thickness is .060. The chain guard must be safety approved by the technical rep.

5.14: Chassis: Roll cages must be at least:

1.00" (.065 wall thickness) 1.125" (.065 wall thickness) 1.250" (.065 wall thickness)

Note: 2025 Rules will encompass specific chassis specifications to advance the safety of our sport. During the 2024 season Plaza Park Raceway will make suggestive enhancements and updates to prepare teams for the forthcoming rule modifications. ALL chassis must meet the set forth guidelines entering the 2025 race season.

5.15: Any car that upsets, rolls or is involved in a serious accident must be inspected and approved by a track official to continue competition.

5.16: Safety inspections may be made at any time by officials. Any car may be disqualified for safety specifications.

5.17: All Classes: All fuel tanks must be equipped with a one way check valve designed to prevent spillage of fuel from the fuel tank in case of a roll-over.

5.18: All Classes: The driver must use a Race Receiver that is in sync with Race Officials frequency. If a driver does not use a Race Receiver the car may be disqualified from that event. Absolutely NO crew-to-driver radio communication.

5.19: Any driver that gets out of his/her car while on the racing surface, other than for emergency reasons or if asked by an official to do so, will be **disqualified and lose all points for that race event/night and for the highest prior event.**

5.20: Any driver that walks away from his/her car after an accident or mechanical failure **during a race event**, and **LEAVES THE TRACK/INFIELD**, (returns to the pits), will forfeit the privilege of having his/her car towed back to the pits. The car will remain in the infield until the end of the race night, and owner can be fined up to \$500.00.

STRONGLY RECOMMENDED:

- Fuel bladder
- Non-Wing top of roll cage Halo positioned to allow driver to safely exit the car.
 - Suggested Head Clearance: Minimum 3" from Top of Helmet to Top of Roll Cage

SECTION 6: MECHANICAL / TECHNICAL INSPECTIONS

6.1: The Promoter/Race Director/Official reserves the right to judge, decide and establish what constitutes a legal car.

6.2: The Race Director reserves the right to subject any car to a mechanical inspection at the discretion of any track official.

6.3: It shall be the responsibility of the driver or car owner to prepare the car for any inspection requested by track official. Failure to comply shall result in disqualification of the driver and car.

6.4: It will be the responsibility of the car owner or driver to have no more than two (2) persons in the designated inspection area.

6.5: Any car that is not taken immediately to the designated inspection area or is removed from the racing premises without the permission of a track official at any race program which calls for a mandatory inspection of cars (including car weighing) after a race event or at the end of the program, may subject the driver and car to disqualification.

6.6: It is mandatory that a driver stay seated in his or her car until the car is weighed and the weight has been recorded. A car is allowed one (1) re-weigh. Driver must remain seated in car and not leave the scale area. Car and driver shall only be weighed with the driver and car facing the scale monitor

6.7: The top four (4) finishers in the main event may be subject to technical inspection.

SECTION 7: FUEL & OIL SPECIFICATIONS. PENALTIES & PROTESTS

7.1: Approved fuel is methanol only. No additives, (i.e. Power Mist, Propylene Oxide, Nitro methane, etc.) **No M5 fuel allowed.** Normally aspirated only. Any transmission oil used must not contain performance enhancing agents. Lemoore Raceway tech officials can pull fuel and or oil samples from a car or container at **any time** once on Lemoore Raceway premises including pre-race, post-race, or in trailer. No one other than tech officials are allowed to be present during fuel testing done at the track. Hydrometer and/or water testing will be used. If unwilling to comply; penalties are as follows in 7.2 below.

7.2: Penalties for Illegal Fuel:

1st Violation: Disqualified from current night's race program, loss of highest points race for the current season, \$300.00 fine, plus laboratory fees if applicable.

2nd Violation: Disqualified from current night's race program, loss of all points to date, \$500.00 fine, plus laboratory fees if applicable.

3rd Violation: Disqualified from current night's race program, loss of all points to date, \$1,000.00 fine, plus laboratory fees

if applicable.

If car owner/driver refuses any tech inspection at any time, penalty will be: Disqualified from the current night's race program, loss of all points to date, and \$1000.00 fine.

Penalties for any subsequent refusals to allow tech will be up to the Promoter.

7.3: Protests: Anyone may protest a racer's fuel or oil any time, up to 10 minutes after the last race the car was entered.

Fuel will be sent to an independent fuel testing laboratory for analysis. A protest fee of \$ 200.00 to be given to Head Tech Official at the time of protest. If the fuel is found to be legal, protesting party will forfeit all money deposited. If the fuel is found illegal, money will be returned to the protesting party.

SECTION 8: CAR SPECIFICATIONS

8.1: All cars must be equipped with a transponder; either rented from the track or participant's own. The bracket location of the transponder must be on the right side of the car front panel twelve (12) inches above the ground and twenty-two (22) to twenty-four (24) inches behind the front axle. Any racecar without this device will not be scored during the race events.

8.2: Only foot-operated throttles are permitted. After inspection by an official a hand throttle may be used only if the driver cannot operate a foot throttle.

8.3: All cars must have complete bodies. Tail sections must be in place during time trials and all races. Perforated tail sections may be used as long as they are formed in an attractive manner and shape. Engines must be completely enclosed. Exhaust stacks are the only part of the engine to extend through the tail section regardless of body style. Covers are not required on side mount motors. Carburetors, air cleaners and exhaust stacks are accessories and need not be covered.

8.4: All cars must have legible numbers on both sides of the wing and on the nose. The color of the numbers should be contrasting with the background color of the car. Non-Wing cars must have a number on the nose of the hood, on the tail cone, and on the right side of the car. The numbers should be as large as the space will allow.

8.5: Cars with duplicate numbers shall be asked to temporarily change their number or add a letter to their number the same size as their original number to facilitate scoring. Members have priority of number choice.

8.6: Any material used for the purpose of adding to a car's total weight must be firmly attached as a part of the car's structure.

8.7: Steering: Front wheels must be connected by a solid or tubular tie rod.

8.8: Fuel Pump Relay is mandatory (600 Classes)

8.8.01 A fuel pump relay that turns the fuel pump off when the engine stops running is mandatory. This is critical when the driver becomes unresponsive or mentally stressed in an accident where a fuel line has been compromised and the ignition is not turned off. Without a fuel pump relay, a large, sometimes uncontrollable fire can result.

8.8.02 All late model 600cc engine ECU's have a dedicated wire to trip a fuel pump relay.

8.9: No rear view mirrors or any item positioned in such a way that it can be used as a rear viewing device.

8.10: On and off switches must be on the dash, must be connected and functional.

8.11: There must be a metal firewall between driver and engine compartment.

8.12: Cars must be equipped with a roll cage. The roll cage must be sufficient strength to support the weight of the car and driver. A minimum 5" of clearance for wingless and 3" for winged from the top of the driver's helmet to the top of the

roll cage, when seated in normal driving position, directly above the head. If the clearance is less than 5", a 3 or 4 point halo (bolted clamped or welded in) must be used to provide proper head clearance.

8.13: All cars must be equipped with nerfing bars. Nerfing bars must extend to inside the edge of the tire but not beyond the outside of the tire with a four (4) inch tolerance.

8.14: Brakes must be in working order.

8.15: Mud guards are legal only if constructed of aluminum, fiberglass, or carbon fiber.

8.16: All wet cell batteries mounted in the cockpit must be covered and vented outside the cockpit area. Excluding, sealed, wet cell batteries.

8.17: Any car equipped with a shifting mechanism must have this device mounted in the driver's compartment. Shift levers may be mounted outside the driver's compartment only if it is on the opposite side of the car from the chain drive and mounted directly onto engine inside of the nerf bar shielded from contact with other cars during accident.

8.18: No Wheel Sensors of any kind for traction control. No Sprocket or Transmission sensors for Traction Control. **NO TRACTION CONTROL** of any type specifically listed or not.

SECTION 9: ENGINE PROTESTS AND PENALTIES

9.1: Engine protests must be signed and include the protest fee. Protest must be made to the Race Director within fifteen (15) minutes after the end of the race program. Only the top three positions may be protested by a driver or owner of the same class finishing in the top five in that night's program.

9.2: Protesting Fees:

Jr. Sprint: Protest Fee: \$1,500.00.

Winged A-Class and Restricted A-Class: Protest Fee will be \$3,000.00.

Protesting person must present a cashier's check, money order or cash deposit. The motor will be sent to a track approved facility for a tear down by a qualified technician engine; will be torn down and inspected. If the engine is found to be legal, protesting party will forfeit all money deposited.

If the engine is found to be legal Junior Sprints will receive \$1,000.00 back to go toward re-assembly of the engine.

If the engine is found to be legal Winged A-Class and Restricted A-Class will receive \$2,500.00 back to go toward re-assembly of the motor.

The motor will be returned disassembled to the contestant being protested.

If the engine is found illegal, money will be returned to the protesting party less costs incurred.

9.3: The Promoter will not be responsible for any costs incurred for a protest. All fees must be paid by cash or money order before the motor is returned, and before the contestant can return to the racing facility. Fees must be paid within 30 days from the date the motor is deemed illegal, if fees are not paid within 30 days the motor becomes the property of the promoter.

9.4: OPEN MOTOR 600 PROTEST FEE

Protest Fee: \$500.00 (ONLY bore and stoke can be protested.)

If the engine is found to be legal, protesting party will forfeit all money deposited. If the engine is found to be illegal, money will be returned except less cost incurred.

9.5: PENALTIES FOR ILLEGAL ENGINE:

1st Violation: Disqualified from the current night's race program, loss of highest points race for the current season, and \$500.00 fine.

2nd Violation: Disqualified from the current night's race program, loss of all points to date, and \$1000.00 fine.

3rd Violation: Loss of all points to date, disqualified from the current night's race program, a \$1000.00 fine and driver or owner is subject to being suspended for the next three (3) race programs from the pits.

If car owner/driver refuses any tech inspection at any time, penalty will be: Disqualified from the current night's race program, loss of all points to date, and \$1000.00 fine.

Penalties for any subsequent refusals to allow tech will be up to the Promoter.