



## Placerville Speedway General Rules - 2024

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**THIS BOOK IS EFFECTIVE MARCH 3, 2024 SUPERSEDES ALL PREVIOUS RULES**

PIT GATE OPENS AT 2:00 PM (unless otherwise announced).

DRIVERS MEETING WILL BE HELD AT **4:45 PM (A Team representative MUST be present)**

CARS ON TRACK AT **5:15 PM**

PILL DRAW CUT OFF IS **4:30 PM**

A driver may have a representative draw a pill for them with prior authorization.

Any driver not attending the drivers meeting will start at the rear of the heat races.

The interpretation and application of all rules contained herein as well as all amendments, supplements and revisions that may be implemented shall be at the sole discretion of the Placerville Speedway management and officials and shall be final and binding. The rules and/or regulations set forth herein are designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for such events. These rules shall govern the condition of all events, and by participating in these events, all registrants are deemed to have complied with these rules. No express or implied warranty of safety shall result from publications of, or compliance with these and/or regulations. They are intended as a guide for the conduct of the sport and are in no way a guarantee against injury or death to participants.

### GENERAL RULES

1. Placerville Speedway Race Rules shall apply at all Placerville Speedway events.
2. Placerville Speedway Officials shall have full authority over Placerville Speedway Race Events. At the discretion of the Official(s) in charge, any competitor may be disqualified for rule violations or All Placerville Speedway Vehicles are subject to inspection by an Official Tech Inspector at any time.
3. Approval of a Placerville Speedway Vehicle by the Official Tech Inspector shall mean only that the Vehicle is approved for participation in a competitive event and shall not construed in any way to mean that the inspected Vehicle is guaranteed to be mechanically sound. Be it further declared that the Speedway Tech Inspector shall not be liable, nor shall Placerville Speedway for any mechanical failure or for any losses, injuries or death resulting from same.
4. Placerville Speedway reserves the right to refuse any entry without reason or explanation at anytime, such refusal is binding and final.
5. Technical rules may be amended or changed at anytime as needed. Notice will be given.
6. Owner must furnish Social Security number and address to the track in order to collect winnings. Prize monies shall be payable only to the owner who Social Security number is on file at the track office, If an owner fails to collect winnings within three weeks, it will be deposited in the point fund.
7. By submitting an entry application and or taking part in any activity relating to the event, a competitor agrees to abide by the decisions of those officials relating to the event and agrees such decisions are final, non-appealable and non-litigable. Such a competitor further agrees that the racing area is in a safe, race-able and usable condition. All such competitors assume full responsibility for any and all injuries sustained, including death and property damage, anytime

they are in the racing area or en-route thereto or therefrom. No one may enter the pit area until they have personally signed all releases, registrations, and entry forms. No person can sign for another under any circumstances, No minor may enter the pit area without signing the minor release form and annual release form. All people in the pits must be at least 14 yrs of age (proof of age required) Persons under 18 yrs of age must have a signed and notarized Parental consent form signed by parent or Legal Guardian and said document must be in the hands of Placerville Speedway Business office before participation.

8. **The possession of alcoholic beverages in the pit area is prohibited during racing. No open alcoholic beverages will be allowed through the pit gate and those found in the pit area with open alcoholic beverages will be ejected. Those under the influence of alcohol or narcotics will not be allowed in the pits, and if found in the pits will be ejected. Drivers using or possessing alcohol or narcotics will not be tolerated at any time. Those found doing so may be suspended or barred for the remainder of the season.**
9. Anyone entering an area other than their own pit area should a disturbance of any kind occurs, said party or parties not in their respective pit area will be considered to be at fault for causing the disturbance and could be subject to fines and/or suspension may be fined \$150 first offense and the second offense will double the fine (\$300) and will include an automatic three-race suspension.
10. Abusive language and/or gestures to officials and/or spectators will result in a minimum \$25 fine; suspension will be as the discretion of the head official.
11. **Use of a race car as a weapon, or in the obvious attempt to hit another car or person will be automatic expulsion from the facility (*Minimum \$1000 peace bond for remainder of the season if allowed back at all*)**
12. **Car owners and drivers are responsible for the conduct of everyone associated with their car, whether they are in the pits or grandstand area, male or female,** in any and all matters pertaining to the race, the driver shall be the sole spokesman for his or her car owner and pit crew. Verbal abuse, cursing or threatening another person can result in the ejection of violator and possible disqualification of car associated with it. Fighting on the premises will not be tolerated at anytime, anyone fighting with an official will be subject to fine, suspension and/or permanent expulsion, any unsportsmanlike behavior is subject to fine and/or suspension.
13. If a dispute arises ONLY car owner or driver has the right to approach the official and discuss the issue in a calm and professional manner.
14. A race may be stopped at the discretion of the promoter, race director or officials anytime they might consider it dangerous or unsafe to continue.
15. *RAIN CHECK POLICY: A completed program is defined as the completion of all heat races and at least half of one feature event, if a program is canceled because of weather prior to the program being "completed", rain checks will be honored for the next weekly racing event. They will NOT be honored at any other time, Placerville Speedway will make every effort to complete a racing program, please be patient on those occasions when this will require some additional time and track work.*
16. THERE MAY BE A TIME SOME INCIDENT OR SAFETY REGULATION CAN BECOME QUESTIONABLE IF IT IS NOT CLEARLY DEFINED IN THE REGULATION BOOK, THE OFFICIALS CAN AND WILL HAVE THE FINAL DECISION.

## **INJURIES/MEDICAL**

1. Any registrant at Placerville Speedway (on file) injured at Placerville Speedway or any racetrack and under treatment by a doctor cannot enter pits. If injured person should be injured again before being released; the insurance company will not pay for the second injury.
2. Any driver, who has received an injury, cannot compete at Placerville Speedway until a signed medical release from their attending doctor is given to the referee or any Official or promoter.

3. All medical releases must be notarized and turned in at the pit gate.
4. A medical examination of all drivers may be required as needed by official.
5. If driver is injured seriously, in the opinion of a doctor, a substitute driver may be used in the next event, A SUBSTITUTE DRIVER MUST HAVE PAID THEIR PLACERVILLE SPEEDWAY ANNUAL REGISTRATION, Last car a driver qualifies is the car he must drive. Car or driver may only run in two qualifying laps, A relief may be used during ““OPEN SHOW”” for the same event. Upon pill draw a car becomes Qualified.

## **NUMBER SPECIFICATIONS**

Numbers must be a minimum of 18” in height and 2” wide on both side panels. Rear numbers may be smaller. All numbers must be registered with Placerville Speedway. NUMBERS WILL BE IN ACCORDANCE TO THE REGULATIONS OR NO PAY OR POINTS to be issued for the program. All cars will be painted in bright colors and the numbers will be contrast. All cars must meet the approval of the officials to appearance. If a number isn't used at least once every 30 days, it will automatically revert back to the Placerville Speedway. After December 1st ALL NUMBERS ARE FIRST COME FIRST PAID. There will be NO duplicate car numbers. A letter behind the number will be used for a first time visitor only if there is a duplicate number already registered. (ONE GUEST APPEARANCE ALLOWED BEFORE YOU MUST REGISTER.).

## **PIT REGULATIONS**

1. ANY PERSON (INCLUDING OWNER, DRIVER, OR PITMAN) ENTERING THE PITS MUST SIGN THE PIT SIGN-IN SHEET (MANDATORY) WHILE DOING SO, YOU ENTER THE PITS AT YOUR OWN RISK. ALL PERSONS ENTERING THE PITS MUST BE 18 YEARS OF AGE NO EXCEPTIONS PERSONS BETWEEN 14 AND 18 YEARS OF AGE, ENTER ONLY WITH A MINOR'S RELEASE, ON FILE WITH THE BUSINESS OFFICE. ALL RELEASES MUST BE SIGNED BY PARENT OR LEGAL GUARDIAN AND NOTARIZED AND STAMPED.
2. All persons in the pit area must have a stamp on the hand and/or wrist band or both for that night as deemed by Placerville Speedway and have signed the pit roster. Without stamp and/or band combination you will not be allowed to remain in the pits, absolutely no EXCEPTIONS! There will be an additional \$5.00 pit fee for non-registrants of Placerville Speedway entering the pits.
3. Any car and/or driver after first guest appearance will not be scored for points and will receive NO money earned, until the car and/or driver has paid their annual registration for Placerville Speedway.
4. Any car entering pits is presumed to be legal and may be checked before the race if desired.
5. If a car leaves the track (Placerville Speedway), for any reason and returns, the owner and driver must return with the same car and number.
6. NO changing of car numbers at the track will be permitted. Except for by officials for scoring purposes by adding a letter to a number.
7. Notice must be given to track officials of any driver change prior to an event; Driver changes are not allowed once a car is qualified for that event Pill draw qualifies car.
8. No car owner changes will be allowed for the purpose of gaining car owner points. (Car owner points for Registered car number – example car number 100 can not run car number 120 if car 120 is not running that event and owner is not present to gain points for car 120 owner).
9. Any driver intentionally causing a delay in a race or the racing program is subject to immediate disqualification as well as the imposition of fines or penalties.
10. Excessive speed or reckless driving in the pits will incur a \$25 fine for the first offense and \$50 fine for the second offense, followed by suspension from the pit area (Four-wheel will be parked for the duration of the night).
11. Pit speed limit is **10MPH.**

## STAGING RULE

1. All cars will be called up for staging no later than halfway through the race preceding theirs. The car and driver are expected to be in the staging lane, and ready to take the track by the end of the race prior to their event. The PA system is a courtesy and it's your responsibility to be in staging for your race please.
2. All cars in the field, including transfers, will have to be in the staging lane (or area, depending on track) within the 5 minute time frame announced @ the PIT board, to retain their starting position in the race.
3. This will normally be 5 minutes after the checkered flag drops on the preceding race, but can vary depending on program, infield presentations and racetrack
4. HORN BLASTS - **if needed per event**

### Race Staging

1. **8 minute** horn blast will be sounded to remind you, that, you have 8 minutes to be in staging for your event.
2. **4 minutes** a two horn blast will be sounded to tell you that you have 4 minutes to present your car to staging for your scheduled race.
3. **The final horn blast** indicates that you **MUST** be in staging for your event, if not you will be moved to the rear of the field for your scheduled race.

### Track Prep Staging

**8 minute Horn Blast** will indicate that you must be in staging for **wheel pack**. If your car is not in staging at the **final horn blast** you will receive **one qualifying lap** at the end of qualifying, and you start no better than 5th in the heat race, penalty only applies to heat race starting position.

## WHEEL-PACK

All cars to be in infield by posted time. Any car not in infield by posted time or time discussed at drivers meeting will be subject to 1 lap qualifying at the end. Officials to be notified if your having mechanical problems. All cars will be required to pack the track until an official excuses each competitor from the track. If you don't pack the track you will not hot lap.

## 8 Minute Qualifying Rule SPRINT Cars

If entire field is required to stage (Placerville for example); any car that misses the 8 minute call to stage will lose 1 qualifying lap (no line-up penalty) but if the miss their position by more than 2 spots they will receive 1 lap at the end of qualifying, start no better than 5th in their heat race.

*This rule is in place to keep the races moving, avoid down time, and to avoid curfew issues. The timely staging of events improves the program, gives competitors maximum racing time, and allows for courtesy laps during events.*

*\*\*Thank you for your help in improving the show and growing our sport, and that benefits us all.*

## GENERAL TRACK REGULATIONS

1. Four wheelers, ATV's or scooters are not allowed on the race track or the edge of the race track during an event, In all areas (race track, pit area, etc.) four wheelers or ATV's must be operated in a safe and sane manner and should not exceed ten (10) miles an hour, ALL FOUR WHEELERS AND ATV'S MUST HAVE THE CAR NUMBER THEY ARE ASSOCIATED WITH IN A LEGIBLE MANNER SO THEY CAN BE IDENTIFIED AT A DISTANCE. CAR OWNERS WILL BE

RESPONSIBLE FOR THESE VEHICLES AT ALL TIMES; THIS ALSO INCLUDES MOTORCYCLES AND MOTOR DRIVEN BIKES!!!

2. No racecar shall be allowed on the track until the track has been opened for practice.
3. At NO time shall anyone run across the track while a race is in process. No one will be allowed in the infield except track personnel.
4. All cars will be required to pack the track for at least 15 minutes or 30 laps minimum. If you don't pack the track you will not hot lap.
5. Any driver who qualifies for the main event cannot compete in the semi as an alternate, but relinquishes all points in the main, but not the money earned.
6. Any car entering the track after other cars have left the staging area, and are on the track will go to the rear regardless of qualifying position after line-up on track is good.
7. Any car considered a hazard will be BLACK flagged from the track. Disobeying the BLACK flag, will result in loss of position and possible fine.
8. **No one other than a track official is allowed on the track at anytime during a caution or red flag period,** (See red flag rule) Any crewmember or persons going onto the track during a caution or red flag period to offer assistance in any way to a car or driver, with the driver requesting, encouraging or otherwise signifying his approval, will result in the car associated being penalized one lap. Cautions, nobody past fence line at bottom of turn three ramp, light pole on the off ramp at the end of the fence line and fence line to hill on the turn two on ramp, please leave all ramps open. No one is allowed to stand on the fence line on turn three during any racing, this area is marked stay away from fence thank you.
9. Interference with emergency personnel or officials on the race track will be a \$100 fine.
10. No Registered Participant or Non-Registered Participant shall enter the scorer's tower or flag stand during the racing program. Anyone entering the tower or flag stand without being invited to do so can be fined, disqualified and/or suspended at the discretion of PLACERVILLE officials; this rule pertains to the driver, all members of crew, car owner and family members.
11. No hot lapping on track unless given the go ahead by the officials on the track. This is a safety issue with personnel or vehicles on track.
12. Any tire flat with a wheel touching the race surface will be black flagged (safety item) at the discretion of the officials.
13. A damaged wing or body parts to be safety related will be black flagged (safety item) at the discretion of the officials.
14. It is your responsibility to be at the race track on time and have a representative at the drivers meeting. Anything covered at the drivers' meeting applies to all competitors. Arriving late does not release you from compliance.
15. Drivers can only qualify one car for the program. NO DRIVER CHANGES WILL BE PERMITTED AFTER THE INITIAL START OF AN EVENT. Substitute drivers will start at the rear of the field regardless of qualifying position of the car.

## **RACE PROCEDURES**

1. DRIVING THRU THE INFIELD UNDER GREEN FLAG CONDITIONS WILL RESULT IN A ONE LAP PENALTY ASSESSED AT END OF RACE AT THE DISCRETION OF THE OFFICIALS.
2. NO RACING BACK TO THE FLAG STAND ON YELLOW FLAGS ALL DIVISIONS.
3. No hot lapping on track unless given the go ahead by the officials on the track. This is a safety issue with personnel or vehicles on track. Thank you.  
**Checkered flag ends hot lap session no extra laps allowed.**
4. Double file initial start in turn four at the designated area be it cone or line or both. In the event of a false start, the race will be called back by going yellow. Once the pace is set from middle of back straight all cars will maintain that pace until the start. If a car starts early, or if a car slows after the

pace has been set and creates a bad start, one or both cars will be placed back one row by the call of the director of competition, If we fail to get a good start after the third attempt, we will start in single file in turn four by original line up.

5. A car will be given credit for green flag start, if that car was on the race track at that point of time when the caution lights have been turned off by the starter and the pole-car starts the race in turn four.
6. In the event of going red or yellow on the original green flag lap, we will revert to the original crossed-up lineup, with those cars involved going to the back and sliding rows forward to fill the order No car will be allowed to gain more than two positions by sliding forward; if more than two positions are gained by sliding forward, we will re-cross the line-up instead. (The cars involved will not be charged with this flag for purpose of the two stop penalty).
7. A competitor will be allowed a maximum of two attempts to push off to start any race without working on car and still retain their starting position. THIS IS A COURTESY DON'T ABUSE IT!!!
8. Once the field of cars is on the track and lined-up, any car that is missing will be a one-lap grace period to make the race in their original starting position, after that they will tag the rear or miss the race If they don't take the original green, they will not be allowed to run that race at all.
9. You must be in the lane (in line to push depending on track) ready to be pushed.
10. All cars that make contact and stop on the track as the result of an accident will restart in the rear. Any car or cars involved in bringing out a yellow or red, period, whether making contact or not, will restart in the rear. Any car spinning out or stopping without making contact, in an attempt to avoid an accident, which has already brought a yellow, will restart in the rear. All cars restarting in the rear because of a yellow condition will be lined up in the order they were running on the last lap.
11. Any cars spinning out and bringing out the yellow or red flag- on their own - two times during any event will be disqualified from that event. Any car that deliberately stops on the track to bring out the yellow flag will be penalized one lap. With the exception of personal safety.
12. When caution is displayed on track, any car going into the pits will be allowed to restart at the rear of the field and not lose a lap provided the race has not been restarted. No courtesy laps if you didn't draw the yellow (see yellow flag definition).
13. After the yellow flag has been displayed, cars will be lined up on all restarts based on the last lap completed when the leader passes the start/finish line except for those cars causing the yellow.
14. There will be NO deliberate beating or banging or rough driving. First offense will result in the car being put to the rear; Second offense will result in the car being black-flagged. Third offense will result in a two-week suspension. This will count for all offenses throughout the season – not per race, Contact with another car after the completion of the race will result in no less than a 2 week suspension and fines
15. Drivers must remain with their car anytime their car is on the racetrack and must assist the wrecker crew, if you leave your car, you're done for that event. The car will be towed to infield. If you leave your car, and walk/run towards another car in a conflict, you will be done for the night plus possible fines and suspension.
16. Re-entry, No cars are allowed to enter the racing area after the track and/or pace truck caution lights are turned off.
17. If unforeseen circumstances prevent the completion of the advertised distance, the race will be considered official after the halfway mark has been reached.

## RESTARTS

1. All classes will have double file restarts after the first lap of competition in any heat, "B" or "C" Main. **If the halfway mark has been passed in any heat, "B" or "C" we will go to single file restarts.**
2. **In A Main events, selection of the restart positions will be in effect, utilizing a choose cone on the racetrack. Once the single file order is established, drivers must not change positions until after**

they have chosen a lane for the restart. When instructed by a race official, drivers must choose the inside or outside lane before the cone on the front straightaway. Drivers must maintain their chosen inside or outside position until the full field order is established. All classes will go to single file restarts in "A" Main events with 10 or less remaining laps. All restarts will take place with the lead lap cars moved to the front of the field. Lapped cars will pull to the inside and fall in behind the last car on the lead lap in their order of running. The leader sets a consistent pace from middle of back straight and starts the race at a point of their choosing, between a cone in turn three and a cone in turn four. If a caution comes out on a double file restart we will revert back to last lap scored and will be a single file restart. Leader sets pace down back straight and restarts race between turn three cone and turn four cone. All cars must remain single file until front straight cone. Once any car passes this cone, you are under green flag conditions and free to pass.

3. Any cars going inside of cone, hitting cone or passing prior to the cone, will be considered a jump. The penalty will be two positions back for each car jumped.
4. If the leader picks the pace up and then backs off before reaching the cone in an effort to stack up the field (brake checks), that will be considered a jump by the leader and the leader will lose two positions
5. Should the race be stopped on the last lap, the restart will consist of two laps at green, white and then checkered on "A" mains ONLY. All other events; heats, "B" and "C" mains will restart Green/White together.

## **SCORING & POINTS**

DRIVERS WILL DRAW PILLS EACH WEEK TO DETERMINE THE HEAT RACE LINEUP OR QUALIFYING ORDER. PLACERVILLE SPEEDWAY RESERVES THE RIGHT TO ADJUST THE RACING PROGRAM AS NECESSARY FOR TIME AND UNFORESEEN CIRCUMSTANCES.

1. All numbers and letters will be limited to three digits. If three digits are used, two shall be primary numbers, Numbers must be at least 18" high, neatly painted or lettered on both doors and roof contrasting with the car color and highly visible.
2. If numbers "3", "6", or "9" are used, make sure they are distinguishable. It is recommended that competitors not number their cars with gold or silver mylar numbers, which are not easily distinguishable by scorers, Driver's last name in block letters that are easily read from the scoring tower and grandstand on roof of car are recommended. Large car number on roof of car is also recommended.
3. Team cars must be clearly distinguishable from one another and use a different number or letter.
4. The number of cars to be qualified in each heat will be decided by the track handicapper and announced before the first heat event, also to be posted on pit board.
5. A driver may attempt to qualify only once during qualifying heats.
6. It is the responsibility of the driver to report changes to the officials. Drivers that change cars must start the feature from the rear.
7. All cars must take the initial green flag to be eligible for payoff and points. Any car unable to start the race may not join the field after the initial green flag lap is waived, even if the start is called back. Late starters are not eligible for purse payout.

# POINT STRUCTURE

ALL CARS TAKING THE INITIAL GREEN WILL RECEIVE 25 SHOW UP POINTS

PLACE	360 SPRINT CAR DIV	LTD LATE MODEL DIV	PURE STOCK DIV	MINI TRUCK DIV
1st	150	100	100	100
2nd	146	96	96	96
3rd	144	94	94	94
4th	142	92	92	92
5th	140	90	90	90
6th	138	88	88	88
7th	136	86	86	86
8th	134	84	84	84
9th	132	82	82	82
10th	130	80	80	80
11th	128	78	78	78
12th	126	76	76	76
13th	124	74	74	74
14th	122	72	72	72
15th	120	70	70	70
16th	118	68	68	68
17th	116	66	66	66
18th	114	64	64	64
19th	112	62	62	62
20th	110	60	60	60
21st	108	58	58	58
22nd	106	56	56	56

## HEAT RACE POINTS

PLACE	360 SPRINT CAR DIV	LTD LATE MODEL DIV	PURE STOCK DIV	MINI TRUCK DIV
1st	5	5	5	5
2nd	4	4	4	4
3rd	3	3	3	3
4th	2	2	2	2
5th	1	1	1	1
6th	0	0	0	0
7th	0	0	0	0
8th	0	0	0	0
9th	0	0	0	0
10th	0	0	0	0

## QUALIFYING POINTS

PLACE	360 SPRINT CAR DIV	LTD LATE MODEL DIV	PURE STOCK DIV	MINI TRUCK DIV
1st	5	N/A	N/A	N/A
2nd	4			
3rd	3			
4th	2			
5th	1			



## **PROGRAM FORMATS**

### **DRAW SHOW FORMAT:**

1. Draw for heat race position. The pole position on heat 1 will be the lowest number that was drawn. The pole of heat 2 will be the second lowest number drawn and alternating across heats until line-ups are complete. Cars that arrive after wheel-pack has begun will be placed at the back of a heat in the next open spot. Number of heats determined by total car count
2. Top "4" finishers in each heat race will go to the "A" main, lined up by their finishing positions. Winner of heat 1 will be pole of A-main and winner of heat 2 will be outside front row before inversion is drawn.
3. Depending on total car count, number of transfers from the heats and semi-mains could vary to fit program.
4. The next 4 finishers from each heat will go to the "B" main, lined up by their finishing order from the heat race; there will be no inversion for the "B" main. Four transfers from the "B" will tag the rear of the "A" main.
5. All lap counts and time limits will be posted on the pit board prior to each event and will be adjusted accordingly to the total number of cars in division.
6. We will run at least two heats if total car count is 10 or more. We will run three heats when we exceed 18 cars and will run four heat races when car count reaches 25 or higher. When four heat races are run; we will have a 20 car feature event.
7. The inversion will be a 1, 2, 3 or 4; first, second, third and fourth place finishers. The inversion will be drawn by the winner of the first heat.

### **PASSING POINT FORMAT:**

Draw for heat race position. The pole position on heat 1 will be the lowest number that was drawn. The pole of heat 2 will be the second lowest number drawn and alternating across heats until line-ups are complete. Cars that arrive after wheel-pack has begun will be placed at the back of a heat in the next open spot. Number of Heats determined by total car count.

1. The passing point system will be used to determine starting positions in feature events.  
Heat Race Finish Points  
Points start at 59 and drop by 3 points for each position.  
Heat Race Passing Points  
1.5 per position gained from original lineup posted prior to start of events.  
(IE: started 5th and finish 2nd, gets 56 for finish, and add 4.5 points to = 60.5 total).
2. A car that has been disqualified will forfeit any points earned in qualifying heat races and will start last in the semi or feature events. In the event of multiple disqualifications, the cars will line up according to original pill draw positions behind point earning qualified cars in semi or feature lineups.
3. Features lined up by Heat Race Points earned. Ties are broken by Heat Order, first car to earn points.  
(IE: 2 cars earn 60.5 points; Car in Heat 1 is first, Car from heat 2 is second and so on).
4. The Feature Event is inverted by pill draw 0, 2,4,6,8 after heat races, drawn by the car with the highest points earned.
5. There will be special event shows during the year that do not follow these point formats. You will be informed of specific procedures. All racing programs are subject to change. Any such changes will be covered at the drivers meeting.

## **QUALIFYING SHOW FORMAT:**

1. Qualifying order will be determined by drawing numbers at or near the lineup board. All numbers are to be drawn prior to the drivers meeting, anyone not drawing a number will be placed at the rear of the qualifying order. The lowest number will be first out.
2. Qualifying will be two-laps back-to-back.
3. Once any car trips the timing system twice, that car will be done whether both laps have been completed. THE ONLY EXCEPTION TO THIS RULE WILL BE IN THE EVENT OF A MALFUNCTION WITH THE TIMING EQUIPMENT/TRANSPONDER OR IF THE QUALIFYING RUN WAS INTERFERED WITH BY ANOTHER CAR'S QUALIFYING RUN.
4. Any car that misses a lap and is being given another legal attempt to qualify will be sent back out as close as possible to their original spot, not at the end.
5. Any car that in the opinion of the track officials, pushes off for qualifying and fails to fire until they pass the flag stand in an attempt to receive an extra momentum lap, will receive a checkered flag after their first lap on the clock.
6. Cars are to enter on the back stretch for their qualifying lap, any car entering the racing surface prior to the back stretch will receive a checkered flag after their first lap on the clock
7. Any car that has a mechanical problem either before or during their qualifying run, will have two car positions to have it fixed without being penalized if they have not started BOTH timed laps.
8. Any car that cannot make their qualifying run will be placed in the back of a heat race or the back of a consolation race as DNQ, A maximum of 48 cars will start heat races.
9. If you miss your qualifying position by more than two cars; or elect to run one lap at the end; or if both laps are illegal due to exceeding the sound requirements of the racetrack or weight requirements of the car; the best starting spot for heat race lineup purposes will be **5th, penalty only applies to the heat race.**
10. **Heat races are lined straight up with the quickest car in each Heat inverted to 4.** The following example is the line-ups for a four-heat program. The numbers illustrated below refer to the qualifying position of each car.

### **2 Heat Format - 17 or Less Cars**

1. Everybody qualifies within a single flight to lineup 2 Heat Races (8 Laps)
2. Heat races are lined straight up from qualifying times with the fastest car in each Heat inverted to 4th.
3. All cars transfer to the A Feature event.
4. 1st and 2nd in the heat race and the fastest qualifier who finishes in the top 5 and on the lead lap, transfers to the redraw. If the heat race winner is the fastest qualifier they are guaranteed a front row starting spot and the 3rd place car in the heat will transfer to the redraw.
5. Redraw order - Heat race winners by heat, 2nd place by heat, fastest qualifiers who transfer to the redraw by heat. If the Heat winner is the fastest qualifier they will automatically start on the front row of the A main and those starting positions will be taken out of the redraw.
6. Remainder of the A Feature will be lined up by heat race finish by heat.

### **3 Heat Format 18 - 23 Cars**

1. Everybody qualifies within a single flight to lineup 3 Heat Races (8 Laps)
2. Heat races are lined straight up from qualifying times with the fastest car in each Heat inverted to 4th.
3. 1st - 5th transfer to the A Feature event, all others to the B-Main.

- Heat Race winner and the fastest qualifier who finishes in the top 5 and on the lead lap, transfers to the redraw. If the heat race winner is the fastest qualifier they are guaranteed a top three starting spot and the 2nd place car in the heat will transfer to the redraw.
- Redraw order - Heat race winners by heat, fastest qualifiers who transfer to the redraw by heat. If the Heat winner is the fastest qualifier they are guaranteed a top three starting spot and those starting positions will be taken out of the redraw.
- A-Main is lined up with the remainder of the A Feature transfer cars lined up behind the redraw cars by heat race finish by heat.
- B-Main is lined up heat race finish by heat with the 2 fastest cars that did not transfer to the A Feature occupying the front row of the B-Main. Top 5 finishers transfer to the A-Main. B-Main transfers line straight up by B-Main finishing positions behind A-Main transfer cars.

#### **4 Heat Format 24 – 31 Cars**

- Everybody qualifies within a single flight to lineup 4 Heat Races (8 Laps)
- Heat races are lined straight up from qualifying times with the fastest car in each Heat inverted to 4th.
- 1st - 4th transfer to the A Feature event, all others to the B-Main.
- Heat Race winner and the fastest qualifier who finishes in the top 4 and on the lead lap, transfers to the redraw. If the heat race winner is the fastest qualifier they are guaranteed a top three starting spot and the 2nd place car in the heat will transfer to the redraw.
- Redraw order - Heat race winners by heat, fastest qualifiers who transfer to the redraw by heat. If the Heat winner is the fastest qualifier they are guaranteed a top three starting spot and those starting positions will be taken out of the redraw.
- A-Main is lined up with the remainder of the A Feature transfer cars lined up behind the redraw cars by heat race finish by heat.
- B-Main is lined up heat race finish by heat with the 2 fastest cars that did not transfer to the A Feature occupying the front row of the B-Main. Top 4 finishers transfer to the A-Main. B-Main transfers line straight up by B-Main finishing positions behind A-Main transfer cars.

#### Sample 4 Heat race lineups - 31 or Less Cars

<b>Heat 1</b>	<b>Heat 2</b>	<b>Heat 3</b>	<b>Heat 4</b>
5 - 9	6 - 10	7 - 11	8 - 12
13 - 1	14 - 2	15 - 3	16 - 4
17 - 21	18 - 22	19 - 23	20 - 24
25 - 29	26 - 30	27 - 31	28 -

#### **4 Heat Format 32 or More Cars**

- Split qualifying into two groups. Group A will make up heat race #1 and #2 Group B will make up heat race #3 and #4.
- Heat races are lined straight up from qualifying times with the fastest car in each Heat inverted to 4th.
- 1st - 4th transfer to the A Feature event, all others to the B-Main, C-Main, D-Main if needed..

4. Heat Race winner and the fastest qualifier who finishes in the top 4 and on the lead lap, transfers to the redraw. If the heat race winner is the fastest qualifier they are guaranteed a top four starting spot and the 2nd place car in the heat will transfer to the redraw.
5. Group A cars will make up the inside row and Group B cars will make up the outside row for the redraw order and Main event lineups.
6. Redraw - Heat race winners by heat, fastest qualifiers who transfer to the redraw from their heat by heat. If the Heat winner is the fastest qualifier they are guaranteed a top four starting spot and those starting positions will be taken out of the redraw.
7. A-Main is lined up with the remainder of the A Feature transfer cars lined up behind the redraw cars by heat race finish by heat.
8. B-Main is lined up by heat race finish by heat with the 2 fastest cars that did not transfer to the A Feature occupying the front row of the B-Main. Top 4 transfer from the B Main. B-Main transfers line straight up by B-Main finishing positions behind A-Main transfer cars.
9. C-Main and D-Main may be added depending on car count. C and D mains will transfer 2 cars to the back of the next main lined up by finish.
10. B,C, and D mains may change in car count depending on track size and/or track conditions.
11. After 48 cars are present 1 or 2 Non-Qualifying Races (NQ) may be added. If NQ races are added the top 20 in each qualifying group will make the heat races, remaining cars to the NQ Race(s) lined up by qualifying time. If one NQ race is ran, top 8 cars will transfer to the back of the heat races, 1st-H1, 2nd-H2, 3rd-H3, 4th-H4, ect.. If two NQ races are ran cars from Group A will make up NQ1 and Cars from Group B will make up NQ2, top 4 cars will transfer to the back of the heat races NQ1 transfers to heats 1 and 2, NQ 2 transfers to heats 3 and 4.

Sample 4 Heat race lineups - 32 or more cars

<b>Group A</b>		<b>Group B</b>	
<b>Heat 1</b>	<b>Heat 2</b>	<b>Heat 3</b>	<b>Heat 4</b>
3 - 5	4 - 6	3 - 5	4 - 6
7 - 1	8 - 2	7 - 1	8 - 2
9 - 11	10 - 12	9 - 11	10 - 12
13 - 15	14- 16	13 - 15	14- 16
17 - 19	18 - 20	17 - 19	18 - 20
21 - 23	22 - 24	21 - 23	22 - 24

## FLAGS

### Green Flag

1. The green flag will indicate the start or restart of an event. After the cars are lined up in the correct order, the (yellow) traffic lights will be turned off; this indicates the race will start on the next exit out of turn four. In the event of a false or poor start, the yellow caution light will come on as the leaders reach the backstretch. The start will then be reattempted.
2. If one or both front row starters jump the start, one or both may be moved one row back

3. Any car(s) advancing positions before the start or before the cone on a restart will be penalized two positions for each position gained. Penalty will be assessed at the next race stoppage or end of the event.
4. All classes will have double file restarts after the first lap of competition in any heat, "B" or "C" Main. All classes will go to single file restarts in "A" Main events with 10 or less remaining laps. No gapping or passing before you pass the cone, if a car hits the cone, a two position penalty will be assessed on the next race stoppage or end of the event. A second infraction will result in disqualification.

### **White Flag**

1. The white flag indicates one lap remaining in the event.
2. Should the race be stopped on the last lap, the restart will consist of two laps at green, white and then checkered on "A" mains ONLY. All other events; heats, "B" and "C" mains will restart Green/White together.

### **Black and White Checkered flag**

1. A checkered flag will indicate the end of an event.
2. If the leader receives the checkered flag, crossed the designated Start/Finish line, and the race is stopped before all cars cross the Start/Finish line, the race will be scored complete. The cars crossing the finish line before the stoppage will be scored accordingly, the remaining cars will be scored as they had completed the previous lap. Cars involved in the stoppage will be scored last on their respective lap.

### **Yellow Flag**

#### **NO RACING BACK TO THE FLAG STAND ON YELLOW FLAGS ALL DIVISIONS**

1. A yellow flag condition is considered a race stoppage. Cars will slow to a pre race speed and maintain a single file line. Cars out of position will be advised by track officials where to line up.
2. If a pace truck is on the track, no cars are allowed to pass it without permission. Violators will be fined \$25 first offense and be sent to the rear of the field or disqualification on the second offense.
3. Cars entering the work area during a yellow flag condition that complete the work before the race is ready to resume will be allowed to restart at the rear of the lineup. Line up will be in the order of the last scored lap.
4. Cars involved in the race stoppage that go to the work area will be given two minutes to make repairs. The two minutes begin when the last car arrives in the work area or the lineup on track is correct. Returning lineup will be in the order of the last scored lap. No guaranteed time in the work area after the halfway point in any heat race or main events.
5. No courtesy laps, 30 minutes prior to curfew. (Curfew to be stated at pit board) If you go to your pits there are no courtesy laps but you may return under the next yellow.
6. No pit crews are allowed on the race track during a yellow flag. (\$50 fine after first warning).
7. Any car that receives two charged stops in a heat or main event race (Yellows or yellow/red) in any one race will be black flagged for the remainder of that race, but will receive starting points if earned and/or any position gained at the finish of that race.
8. All cars that make contact and stop on the track as the result of an accident will restart in the rear. Any car or cars involved in bringing out a yellow, whether making contact or not, will restart in the rear. Any car spinning out or stopping without making contact, in an attempt to avoid an accident, which has already brought a yellow, will restart in the rear but will not be charged a yellow per the discretion of a Placerville official. A yellow may be charged to any car spinning 360 degrees and not making contact with another car even if the car continues on, said car may restart at the rear of the field. All cars restarting in the rear because of a yellow condition will be lined up in the order they were running on the last lap.

## **Yellow Flag /Scoring**

**Split yellows; Split is scored after the first three or more cars past the start/finish line. The cars past the line are scored as is and the remaining field that was under the yellow will be lined up by the last scored lap. No consecutive back to back split yellows, or yellows immediately after a red.**

## **Red Flag**

1. A red flag condition is considered a race stoppage. Cars that blatantly drive past the crash scene will be penalized or disqualified. Stop as safely as possible, safety crew on track to help driver.
2. Cars stopping must stay off the inner apron and not block openings where emergency personnel or support vehicles respond from.
3. Cars entering the work area during a red flag condition, that complete the work before the race is ready to resume will be allowed to restart at the rear of the line up. Line up at the rear will be in the order of the last scored lap  
(No courtesy laps on red).
4. Under red flag conditions: On a “**Closed Red**”, No pit crews may be on the track. If you work on your car you are done for that event. You may ask an official if you need your car in the work area, at that time you give up your position on the track and go to the back of the field.
5. On an “**Open Red**”, designated work area- any work is permitted with exception of a tire change. If a tire is changed, the car must restart at the rear of the line up in front of any cars that went to the work area.
6. If a car is involved in an accident, only emergency personnel are allowed at the car
7. Persons not directly involved with the car(s) involved in the accident must stay back. Violation of this will result in a fine.
8. When the “Clear the Track” command is given, all personnel must leave the track in a timely manner, Violation of this will result in the car being penalized to the rear of the line up or disqualification, Air horn blast is one minute to clear track.

## **Red Flag /Scoring**

**No Splits are scored on a Red Flag The field is frozen and will revert back to the last completed lap scored.**

## **Black Flag**

1. If a driver receives a black flag during an event, driver must enter work area for explanation. If driver does not go to work area; he will not be scored past that point.
2. Drivers that are black flagged for mechanical or safety reasons may return to the event once repairs are made and the track is open.
3. If a driver is black flagged and stops to create an intentional yellow, driver is subject to a penalty or fine.
4. A furred black flag will be a warning against on track violations.

## **LAP COUNTS**

Lap counts below are general info and are due to change by car counts and time limits.

HEATS:

8 laps for heats with 6 or more cars (car count 12 or more)

6 laps for heats with 5 cars (car count 10 cars see draw show item #6)

“B” MAINS:

10 or 12 laps (depending on car count)

“A” MAINS:

Stock Cars, Wingless Sprints - Minimum 12 laps to Maximum of 20 laps  
Sprint Cars - Minimum 12 laps to Maximum of 25 laps

### **Low Car Count - Sprint Car Qualifying Format**

1. Car counts of 21 cars or less, the "A" main line up will be with a the 8 redraw cars followed by the remaining transfer cars
2. Non transfers will line up behind the transfer cars, straight up by qualifying times.
3. The number of heats and transfer spots will be determined at the drivers meeting.
4. (Example: fast time and second fast did not transfer; they would start behind the cars that earned a transfer position out of the heats, along with the remaining field lined straight up by qualifying times).

### **SAFETY**

#### **ALL CARS MUST PASS SAFETY INSPECTION OR YOU WILL NOT BE ALLOWED TO RUN.**

1. Car inspection – All cars are subject to a safety inspection at any time or prior to taking part in any event, If the Chief Technical Inspector deems a car has not met the track safety standards, that car will not be allowed to compete until all the discrepancies and deficiencies are corrected. It is the responsibility of a driver, car owner and mechanic individually and collectively to have their car free from mechanical defects, and in safe racing condition and properly inspected prior to an event.
2. Safety Practices & Procedures – No driver shall compete in any event with head, hands or arms extended outside of the car, **NO PERSON OR PERSONS SHALL BE ALLOWED TO RIDE ON OR IN ANY RACE CAR AT ANY TIME OR PLACE ON PLACERVILLE SPEEDWAY PROPERTY.**
3. **FAILURE TO OBEY ANY PLACERVILLE SPEEDWAY OFFICIAL CAN AND WILL RESULT IN YOU AND YOU CAR BEING DISQUALIFIED, FINED, SUSPENDED OR POINTS TAKEN AWAY OR ALL THE ABOVE!!**

It is the responsibility of the competitor to obtain and become familiar with the current rules pertaining to the division in which he/she chooses to participate. Any item not covered in the division rules must be stock or approved by Placerville Speedway management. If any item being considered is not in your rules, competitor is required to contact management for a judgment as to acceptability. The rules and regulations set forth herein are designed to provide for orderly conduct of racing events. These rules shall govern the conditions of all events, and by participating in these events all participants are deemed to have obtained, read and understood a copy of the current rules, and complied with these rules. No express or implied warranty of safety shall result from publication of or compliance with these rules and regulations. They are intended as a guide for the conduct of the sport and are in no way a guarantee against injury or death to a participant, spectator or official.



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