

2025

ROUTE 66 MOTOR SPEEDWAY

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Route 66 Motor Speedway

General Rules

The rules set forth in this booklet shall be effective for 2025, subject to amendment, and shall constitute the laws and regulations governing the conduct of race events at *ROUTE 66 MOTOR SPEEDWAY*. The Competition Council has carefully compiled these rules, and we feel that while they may not match everyone's exact desires, they are the best rules possible.

We urge you to study carefully this booklet in order to be familiar with its content.

With each new season we will attempt to keep in step with the times and try to develop rules that will minimize the cost of competition despite continuous increasing costs, so that the greatest number of competitors may take part in our sport. Every organization, to be successful, must have good rules and enforce them fairly. We believe these rules are fair for all competitors.

PREFACE

These rules are designed to provide for the orderly conduct and safety of racing events and to reduce the always-present risk of injury to both participant and spectators. These rules shall govern the conduct of all events, unless otherwise specified. By taking part in these events, all participants are deemed to have agreed to comply with these rules and their amendments. *ROUTE 66 MOTOR SPEEDWAY, INC.* reserves the right to amend, alter, suspend, delete, or supplement these rules as conditions warrant and without any notice. Such amendment shall be distributed.

Auto racing is a competitive sport, but like any other attraction that lives from the support of FANS, there is a great deal of *SHOWMANSHIP* and *PUBLIC RELATION* required. Starting on time, running events in a *PROFESSIONAL* manner, proper uniforms, race cars brightly painted, and the *CONDUCT* of the competitors both on and off the track must be considered for its survival and growth.

Special events, races, procedures, or other activities may be added to the schedule or program and separate rules and guidelines will be issued. All participants should attend the driver's meeting and/or ask questions if they don't understand something or is an area of conflict.

General Rules

RULE BOOK DISCLAIMER

The rules and/or regulations set forth in the rulebook and 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 taking parts in these events, all participants are deemed to have complied with

these rules. **NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATIONS OF OR COMPLIANCE WITH THESE RULES 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 participant, spectator, or others.

The **Race Director** shall be empowered to permit minor deviation from any of the specifications herein or impose any further restrictions that in his opinion do not alter the minimum acceptable requirements. **NO EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM SUCH ALTERATION OF SPECIFICATION.** Any interpretation or deviation of these rules is left to the discretion of the officials. **THEIR DECISION IS FINAL.**

COMMON GENERAL SPECIFICATIONS

All cars must have bright paint jobs and easily read numbers. Numbers are required on both sides of the car and on the roof (to be read by the scoring tower). **Metallic or foil numbers are not permitted, as they cannot be seen at night to score.** Cars without numbers or with illegible numbers may be placed at the rear and/or may not be scored. Numbers must be registered with the track.

See specific rules for each class for more information.

INSPECTION OF CARS

All cars must be safety inspected prior to their first race. Cars will continue to be inspected on routine and/or periodic basis. Note that even though a car was allowed to compete in a previous event is no guarantee that the car is legal or safe. Any person (driver, owner, crew, etc.) that alters a car to the extent that it is made illegal after the technical inspector has deemed it legal will be dealt with severely.

AGE LIMIT

Drivers must be at least sixteen (16) years of age and show proof of age, such as a valid driver's license. Anyone under the age of sixteen (16) years of age must have a minor's release and indemnity agreement signed by the minor's parents or guardian in the form approved by ROUTE 66 MOTOR SPEEDWAY, INC. before racing or entering the pit area.

CONDUCT

The rules and regulation set forth in this manual are designed to provide for the order of conduct of racing events and to establish minimum acceptable requirements for such events. All drivers, car owners, pit crew, or other participants are expected to know and abide by the rules. Ignorance will not be tolerated as an excuse. At any time the conduct of any driver or crew member is, in the sole opinion of the president of ROUTE 66 MOTOR SPEEDWAY, INC. a discredit to or disruptive of the race track, auto racing, the officials, other participants, or to himself or herself, their application may be rejected or revoked, and may be excluded from ROUTE 66 MOTOR SPEEDWAY and participation in any future racing events at ROUTE 66 MOTOR SPEEDWAY without prior notice or hearing.

The driver is responsible for all the people associated with their car (crew, friends, spectators, etc.) If you cannot act like ladies and gentlemen, we do not need your participation at the racetrack. Any problems from the same or related individuals will result in permanent suspension. Courteous conduct from all participants is expected at all times.

Profanity in front of race fans, officials, or others will NOT be tolerated. This includes the rule: NO one, including your associates, is allowed to dispute a decision at the flag stand or in the scoring tower. This behavior is too disruptive.

Improper conduct, lack of cooperation with officials, violation of the rules, or an attempt to influence another competitor to violate the rules may mean forfeiture for prize monies, suspension, fine, or revocation of approval to participate in future events by ROUE 66 MOTOR SPEEDWAY, INC. ACTING THROUGH ITS affiliates Leasee's. All fines (by the track) will also mean that the driver is suspended until the fine is paid. Suspension will be decided by the majority vote of a group of track officials comprised of: the track owner-promoter, the official involved or closest to the scene and the head scorer.

The official's decision will be final in all matters.

Drinking of alcoholic beverages by participants (including pit crews) during or before the racing program will NOT be allowed. Alcoholic beverages are not allowed in the pit area until the race program is completely over. We expect your full cooperation in this matter.

NO Driver is allowed to get out of the car unless it is on fire or directed by an official of the racetrack, while on the racetrack. This can lead to a two week suspension.

Anyone one caught in what is considered, in the opinion of the officials and/or track medical personnel, to be intoxicated, in the possession of, or under the influence of alcohol, drugs, or narcotics will be fined and/or suspended according to the decision of the official. For the purposes of this section the drive shall be responsible for himself/herself, their crew, associated, and anyone in and around the vicinity of their car or pit area.

ILLEGAL EQUIPMENT

ROUTE 66 MOTOR SPEEDWAY is geared towards close competition and lots of fun at prices that participants can afford. Any use of illegal equipment in violation of the rules will result in the confiscation of such equipment plus possible fine, loss of prize money, trophies, point, and/or suspension of the car and the driver. Additionally, any driver using illegal equipment or parts in the engine or attached parts, i.e. carburetor, transmission, rear end, clutch, or the other parts of main drive train will be penalized all year-to-dates points in addition to any other fines and/or penalties. The officials in rare and unusual circumstances may waive this penalty.

If in doubt about the legality of any part, please ask us before buying the part. Another general guideline is more costly the part, the more likely it is illegal. **If the legality of a part is in question, the burden of proof rests with the driver to provide satisfactory and concrete factual evidence establishing the origin and legality of the parts.**

Anything not clearly covered in the rules must be discussed and approved the SPEEDWAY TECH OFFICIALS.

LINEUPS

Cars must line up when being called, if car is late to the call they could be placed at the rear of the race line up or could be refused to compete in that race. Cars will not be allowed on the race surface if the gate is closed and will not be allowed to compete in that race.

FLAGS

- **Black Flag:**
Something is wrong or it is a disciplinary. You must leave the racing surface and return to the pit area. You will be notified by the RACECIEVER of the infraction. Any driver ignores the black flag will be disqualified for the remainder of the program and a \$100.00 fine will be imposed. Fine will have to be paid before you can compete in the next race.
- **Green Flag:**
The start of race has began
- **White Flag:**
This indicates the last lap of the race.
- **Checkered flag:**
The race is over, slow down, top 4 proceed to tech, all others exit to the pits. NO VICTORY LAPS. Note: top 4 will be notified by RACECEIVER.
- **Red Flag:**
The track is blocked, **YOU MUST STOP IMMEDIATELY**, you will be instructed to move by the track official when ready.
- **Blue/Yellow Flag:**
Move over flag. You must hold your line to allow the faster cars to pass.

WHEN THE YELLOW AND GREEN ARE DISPLAYED AT THE SAME TIME; THIS MEAN WE ARE RACING UNDER CAUTION DUE TO DANGER ON THE TRACK.

All cars must take the green flag to receive any points.

Special events or extra lap races may be lined up differently, separate, more detailed procedures may be posted, or you receive information at the driver's meeting.

TRACK COURTESY

All flags or calls are made based on the best judgment of the official or officials within the time necessary to make the call. Since some calls are a judgment on the part of the officials, and although they always try to make the correct decision, sometimes they may error and appropriate corrective actions will be taken.

Also, sometime a driver may feel that the official's call incorrect; but drivers should remember that the official made what he thought was the best call.

The driver may remember a time when he or she got by on an occasion when he or she should have been caught. Our racing is a hobby racing; let that control the situation, not anyone's temporary emotion.

The general rule is for the slow car to stay down low on the track while the faster car pass on the outside of the track. In rare cases a car can pass on the inside. However, if that car cannot pass the other car cleanly and down one straight-a-way, it should pass on the outside.

Any driver intentionally driving (on or off the track) in such a manner as to endanger other cars or persons, or bumping or spinning the car ahead, will be disqualified **AND SUSPENDED FOR TWO WEEKS.**

Rough driving on or off the track surface will not be tolerated. If caught rough driving during a race, you will be black flagged and will be fined \$100.00 to be paid by the end of the night or before the next race night. If caught rough driving off the race surface the fine will be enforce along with suspension. Repeated offenses fine will increase and suspension to be determined by the track personnel and/or track officials.

Reckless driving, speeding, or spinning of the tires in the infield or in the PIT AREA will mean disqualification for the remainder of the night and a \$100.00 fine. Second offense will be a \$150.00 fine and a third will be a two week suspension.

If a car cannot stay up to the pace of the race in any class, the driver may be black flagged due to safety concerns.

ALL PIT VEHICLES MUST BE PARKED 20 MINUTES AFTER THE LAST RACE FEATURE IS OVER. NO EXCEPTIONS!!! Track owner, promoter, and track official reserve the right to park any pit vehicle for the remainder of the evening event, due to vehicle being used in an unsafe act.

ACCIDENTS AND RESTARTS

On the initial start, once the green flag falls, in the start zone, but not before, the race is on and you are permitted to pass another competitor. All cars must stay in a tight double file formation until the leader starts the race. No pulling out of line throughout the entire field. Any car jumping on a start or a restart before the green flag is displayed will be given one warning. If the same car jumps the start again he/she will be moved back 1 row, if it happens a third time car will be placed at the rear of the field.

In case of an accident before the completion of the first lap, the cars will line up, two abreast, in their original starting position, except for those who were involved in the accident/stopped on the track. They will be placed at the back of the starting field.

On a restart, cars line up in a position of the last fully completed lap before the yellow or red flag appeared. Line ups will be announced on the RACECEIVER. A lap is considered to be complete if more than half the cars have crossed the finish line before the yellow or red flag was flown. Every car or cars that are involved in the accident, and stopped on the track when the yellow or red comes out, will be placed to the rear of the field.

All restarts after the first lap will be the leader out front and the rest of the field will be double filed. 2nd place will have the option to be on the inside or outside. 3rd place will take the opposite side of 2nd place. 4th place will line up on the inside automatically and 5th will be on the outside and so on.... 5 laps or less to go in any race, will have a single file restart. If any race has a lot of trouble getting started b/c of numerous wrecks, the race director can decide to go single file at anytime during a race.

Track may also choose to use the choose cone rule for restarts

On all restarts, the leader has the option of starting the race anywhere in turns 3 & 4. All other cars must stay in a tight double file or single file start formation until the leader starts the race. NO PULLING OUT OF LINE. If you are caught pulling out of line and passing cars before the leader starts the race, we will dock you 2 finishing position. If you are caught doing this before the end of the race you will be docked 2 position, at a restart.

Cars unable to continue because of a blocked track will be allowed to return to their racing position. **ALL CAR MUST STOP AS SOON AS POSSIBLE ON A RED FLAG!!**

In case of an accident where the red flag is displayed after the white flag has been displayed, but before the race is complete, the race will be relined in the order according to the last completed lap. The event will be restarted with two laps to go (Green Flag / White Flag / Checkered Flag).

In case of the red flag coming out after the checkered flag is displayed to the race winner, the race will be scored as the cars crossed until the red flag was flew and then in the order of the last completed lap, except for those causing the red flag.

Any intentional spinning of any car may result in suspension and but will be assessed a fine for rough driving to be determined by the track officials.

If you go to the hot pit or personal pit space, you will automatically go to back.

If the pit gate is closed and the yellow light is off to restart the race, you will not be able to re-enter the racing surface. While waiting at the pit gate and you go more than 3 laps down the race is officially over for you and you need to take your car back to your pit area.

Rear-end bumping must be avoided. If you car has enough power to bang another in the rear, then your car has enough power to pass on the outside. **ROUGH DRIVING WILL NOT BE ALLOWED;** including driving reckless manner that causes an accident either directly or indirectly. Any car not obeying this rule will either be sent to the back of the field or disqualified from the race. If a driver spins in the infield, he or she can re-enter the race, but must do so in cautious manner and merge into the field of cars on the front or rear straight away, so as not to interfere with them. DO NOT ENTER IN THE CORNERS.

2-SPIN RULE: if a driver spins out on his or her own and causes 2 cautions, they will be disqualified from that race.

RACE TIME LIMIT: If any race starts to have a hard time getting completed; the race director has the discretion to enforce the time limit rule: 10 minutes for heat races / 25 minutes for features. The race director also has the direction to cut laps if necessary.

PRIZE MONEY AND PAYOFF PROCEDURES

All prizes monies will be awarded and paid only to the registered driver or car owner. Payment of prize monies may be delayed if there is question regarding the amount or who should receive the monies. All prize monies must be picked up immediately following the evening's program or at the next event; otherwise, they will be considered forfeited.

DISPUTE AND PROTEST PROCEDURES

Any disputes or questions of flags, technical rules, or other decisions must be made by the driver only, **NOT THE CREW OR OTHER PARTY.** Any disagreement over technical question or operations will be resolved by the officials. When the official's decision is rendered, such is final and binding. **Driver only must**

hand the TECH OFFICIAL the money for the protest and explain what he want to protest, at that time the protest will be binding. The protest must be from the driver that participated in the class and event that evening. The protest must be addressed within 10 minutes following the finish of the event with TECH OFFICIAL or within the posting of the scoring for a scoring protest.

POST RACE INSPECTION

The top 4 cars from each A-main event must report directly to the designated area. Those drivers will be notified by the RACECEIVER.

The top 4 feature finishers, claiming cars, car being claimed, and any other requested by the officials must proceed to the restricted tech or other directed area after their respective event. This area is restricted to the car, driver, and track officials only. Once official arrives at the designated area for tech inspection, they will allow 1 extra person per car at their directive. Once car arrives at designated area NO ONE IS ALLOWED TO TOUCH THE CARS unless directed by a tech official. Failure to comply with these rules could result in disqualification. Failure to report directly to tech area will result in disqualification. DO NOT GO TO YOUR PIT until after tech!!!

Each protest and protest complaint shall have it own fee. The following people that are allowed to be in the protest area, is as follows: **CAR / DRIVER / and OFFICIAL – NO ONE ELSE**. If other individuals harass or otherwise interfere with the protest process, the officials may declare the protest to be invalid and return application fee to the originator. Any and all decisions or finding by the officials will be binding and final!

Protest Fees are as Follows:

- A. \$50.00 – Scoring, visual, or minor car inspection, and misc.
- B. \$150.00 – Most car equipment inspections.
- C. \$350.00 – Major car inspection, i.e.-engine tear down, etc.
- D. TRACK RESERVE THE RIGHT FOR INSPECTION AT ANY TIME WITHOUT FEE.

A minimum of 25% of the protest fee will be retained by the officials with the balance going to car or protester, depending on the outcome.

INSURANCE

SAFETY FIRST, the best insurance is prevention:

Each person must sign an insurance release and shall receive a pit pass or stamp before entering the pits. The pit pass must be displayed in a visible place at all times. Around the wrist is the preferred place.

Anyone found guilty if assisting an unauthorized person entering the pits or letting an unauthorized person use their pit pass will be barred for 1 year and removed from the premises to include going into the grandstands.

Every driver must inspect the racing surface of the race track area to learn of any defects, obstructions, or anything, which in his or her opinion is unsafe. Any unsafe condition should be reported to the Director of Competition.

Furthermore, any driver entering any event is considered to have inspected the track and found all conditions satisfactory to him or her. **IF NOT, HE OR SHE SHOULD NOT RACE.**

ROUTE 66 MOTOR SPEEDWAY assumes no responsibility for damages to or loss your equipment, vehicle, or any parts by any means whatsoever. The racetrack also assumes no responsibility for tow vehicles, cars, trucks, equipment, etc; in pit area.

CLAIMS

When a driver is involved in an accident in which an injury occurs, he or she must advise the racing officials immediately so that the necessary insurance reports can be filed.

NO CLAIMS WILL BE CONSIDERED UNLESS REPORTED PRIOR TO LEAVING THE RACE TRACK PROPERTY THAT DAY OR NIGHT. Contact the rescue vehicle driver or SAFETY DIRECTOR and give him a full report before you leave the racetrack. If physically unable , the driver's crew is must be responsible for the report.

SPONSORS

MAJOR CAR SPONSORS will be mentioned over the PA system during the program as time permits. It is suggested that all drivers list the pertinent facts about their sponsor on a 3"x5" note card and give it to the announcer so that he can "plug" their sponsor properly.

PRIVATE PROPERTY

ROUTE 66 MOTOR SPEEDWAY is private property. Any person on this property without the permission of ROUTE 66 MOTOR SPEEDWAY, INC. is guilty of trespass and is subject to penalties prescribed by law. Through the approval of you application, you have been authorized to be present in the property to participate in racing events. ROUTE 66 MOTOR SPEEDWAY, INC. reserves the right to revoke and cancel any previously accepted and approved application if, in the sole discretion of its president, it is felt that your presence or conduct is not in the best interest of ROUTE 66 MOTOR SPEEDWAY, its employees, the fans, or your fellow competitors. Your application may be revoke at will by the president of ROUTE 66 MOTOR SPEEDWAY, INC. with or without cause, in his sole discretion, without prior notice or hearing.

Furthermore, NO ONE is permitted to sell, distribute, pass out, etc. any merchandise services, flyers, information, etc. on the race track property without the express WRITTEN permission of the property owner.

GENERAL OPERATING GUIDELINES

OFFICIAL RESPONSIBILITY

The officials will establish the length, frequency, and administration of all events and programs. The officials will determine all finishing positions. Any official's decision are final and binding.

AGENDA

4:30pm – Gates open

5:30-6:00 – Report to check in at the TECH Building

6:00 – Driver's Meeting – Draw Closes

6:15 – **PACK TRACK: If you don't pack, you will start scratch all night**

7:00 – Races begin with the 1st heat race.

RULE INFRACTION

It is the duty of all the drivers, car owners, and mechanic to bring to the attention of the officials any unsafe equipment or practice or any rule infraction of any car or driver as soon as they become aware of the violation.

RAIN POLICY

In event of rain, regardless of where the program has to be terminated, the racing events will be completed and will be paid according to the payoff. A single race will be considered complete if more than one-half of the scheduled laps have been run. Any uncompleted events will NOT be paid regardless of whether rain checks have been issued to spectators. Pit passes, if rain checked, will be good towards the next scheduled race meet only.

TRACK ACCESS

The only people allowed on the race track and the infield are the track officials and drivers while in competition. Everyone must stay away at all time unless requested to assist for some special reason. Drivers may see a place of safety in the infield following disablement. When crashed, a driver must stay in their car unless the driver is in danger of hot fluids, fuel, fire, or directed by an official. **DO NOT** get out and examine the car's damage while other cars are on the race track surface. **Pit crews, owners, and other participants or fans are not allowed on the track at any time unless requested by an official.** The track may not be used for practice at any time other than designated by the rules. Do not enter the racing surface without express authorization, an official will OK your entry at the entrance and signal for you to proceed.

Push vehicles for the sprint car class will have a designated area to park after pushing of their car in the infield behind the cement retainer blocks. They will only be permitted to move from that location after the race is over or after a red flag has been displayed.

COMPETITIVE FEATURES

Any competing car whose speed has been reduced to a point where it causes a safety problem on the track activity will be removed from the event at the option of the officials. The officials reserve the right to add additional cars to any race. Semi-features, consolation, or other races will not be held unless adequate numbers of cars are available. Our program is based on an adequate number of cars, and if that number is not available, alternate scheduling will be made.

QUALIFIED DRIVER AND CARS

Co-drivers are NOT allowed. The driver who first competes in the program must drive the same car during the entire race program for that evening. A driver may jump to another car in that class once the program has started. Any change of a driver during the race program will result automatic disqualification of both drivers and loss of prize monies, trophies, etc. and starting position for the next program.

A driver, once having competed in a particular car, must continue to use that car the entire event; a backup, substitute, or replacement car is not allowed if the original car breaks, crashes, etc. Note: an event based on last week's finish and having no further effect on the current night's program i.e., fast dash of last week's top 4 may use the drive that earned the position and then switch drivers for the remainder of the current night's program.

No driver will be allowed to compete in more than one class during a racing season without prior approval.

Any driver change must be reported to tech before the event begins or disqualification for the night.

Any multiple driver changes or car swaps can result in loss of points and starting position.

NEW SAFETY RULES – ALL CLASSES

- 1. HELMETS – must be certified SA2015 or SA2020**
- 2. SEAT BELTS – any belts that are 3 years past the manufacture date, will not be allowed**
- 3. WINDOW NET / ARM RESTRAINTS- Mandatory in all classes**
- 4. FIRE EXTINGUISHER – Mandatory in all classes**
- 5. FUEL TANKS –Must have flapper valve, check valve, and roll over valve**
- 6. FIRE RESISTANT RACING SHOES – Mandatory in all classes**
- 7. NECK BRACES / NECK RESTRAINT SYSTEMS – Mandatory**
- 8. RACECEIVER – Mandatory (default 454.0000 channel) must operate the entire race program.**
- 9. FIRE RESISTANT SUITS AND GLOVES- Mandatory**

TECH

TOP 4 CARS IN ALL CLASSE WILL REPORT TO THE INFIELD AFTER THE MAIN EVENT.

TOP 4 CARS WILL BE NOTIFIED BY THE REQUIRED RACECEIVER.