

Atchison County Raceway

2017 General Rules & Procedures

RaceCeiver's are mandatory for all classes. ACR will be selling & renting RaceCeiver's.

The General Rules section applies to each and every competitor, crew, and/or pit person. Some items, obviously, do not apply to each class. You can easily determine which rules do not apply to you (if any). You are expected to know the rules. Ignorance will not be tolerated as an excuse.

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 Atchison County Raceway events and by participating in these events all Atchison County Raceway competitors are deemed to have complied with these rules and regulations. They are intended as a guide for the conduct of the sport and in no way a guarantee against injury or death to participants, spectators, or others.

These rules govern competition and reflect efforts to ensure quality to the extent that ingenuity and imagination don't create an advantage or imposed advantage. Atchison County Raceway officials shall continue to evaluate and regulate efforts of those who choose to interpret a rule for personal gain. Every effort will be made to apply the Spirit and Intent of these rules.

The Race Director is empowered to interpret spirit and intent of the rules of competition. No express or implied warranty of safety shall result from such alteration of specifications. Any interpretation or deviation of these rules is left to the discretion of the Officials. Their decision is final and binding.

Officials may inspect a racecar at any time. All cars must satisfactorily complete tech before going onto the track. Any car may be rejected from competition for safety reasons at any time by Atchison County Raceway tech staff.

ATCHISON COUNTY RACEWAY RESERVES THE RIGHT TO REFUSE ADMISSION TO ANY PARTY.

All drivers under the age of 18 **must** have a Minor Release Form filled out and on file with track management before they can be allowed to compete. *Both legal guardians must sign the Release Form in front of a notary.* Track has a notary on hand but it is preferred that you download the document off of our website and have it notarized prior to coming to your first practice or race.

All race cars, towing vehicles, trailers, tow truck and/or automotive equipment should comply fully with all motor vehicles license and title laws and all laws concerning motor vehicles.

REGISTRATION

Car/driver registration fee is \$50.00 for the season. If you borrow someone's car in a feature event the driver must race the number of the car he or she has registered (so tape the correct number on the car). Drivers using multiple cars with multiple numbers must register both numbers.

Drivers racing more than one class are responsible for ensuring they are signed in for each class of car they plan to race. A driver must pay multiple entry fees if running more than one class. Any "one" car competing in two classes such as a Hobby Stock competing in the Hobby and the Stock Car class or E Mod competing in the E Mod and B Modified class must pay \$30.00 for the first pit pass and *second pit pass will be the same cost as the worst finishing position for the more advanced class for that night.* Second pit pass must match the start money for that respective class. In addition anyone competing in one of the USRA classes will have to purchase a full USRA License or a Temporary for that night.

RACE PROGRAM AND LENGTH

Management and officials will establish the length, frequency, and administration of all events and programs. Management and officials will determine all finishing positions and their decisions will be final and binding.

Normal Heat length is 8 laps for the Sport Compacts, Hobby Stocks, E Mods, Stock Cars, and B Modifieds.

Normal Feature length is 15 laps for Sport Compacts & Kidz Modz/ 20 laps for Hobby Stocks & E Mods/ 30 laps Stock Cars and B Modifieds.

The event may be stopped and/or terminated at any point whenever Atchison County Raceway's Dirt track officials determine it is dangerous to continue.

All race lengths are subject to change at Race Directors discretion. All races are subject to a 20 minute time length.

PERSONAL MOTORIZED VEHICLES

Personal vehicles will not be allowed in the pit area at any time. Quads will be allowed as long as the privilege is not abused.

RAIN OUT POLICY

The feature will be made up the next week if all heat races are completed before competition was suspended. All features from the previous week will be run first on the following week. Then we will begin qualifying races for that nights scheduled race event.

Drivers are responsible for signing in at the pit window with the head scorer to be placed in a heat race. Those drivers who have checked in with the lead scorer NO Later than 60 minutes prior to the scheduled race time will determine heat race line-ups. Anyone signing in with the head scorer after this time will be considered late and put in the back of the qualifying events. Signing in at the pit gate does not constitute checking in with the head scorer.

If there is a hole in the line-up because of a missing car the subsequent cars in the row will move forward in the line-up.

FLAGS

GREEN: Track is clear, the race will start if the line-up is correct and the cars are aligned.

BLACK: Unsafe equipment and/or consultation needed. Driver must go to pits, and will not be scored as being in the race from the time he/she is black-flagged.

BLUE: Your car is about to be lapped by faster traffic; hold your line.

YELLOW: Race is momentarily halted. Continue circling the track in your race position at PACE speed, when line-up is complete, race will restart.

RED: Race is being stopped. The lead car will move to a location as instructed by officials. Cars should remain in racing order. Officials will line-up cars. Do not drive through an accident it will result in your car being disqualified from the race.

WHITE: One more lap before the race is completed.

CHECKERED: Race is over; all cars except feature winner will exit the track through turn one gate.

LINE UP PROCEDURE

Computer draw to determine line up for heat races.

FEATURE LINE UP:

First night of competition we redraw first 5 rows. Top 10 drivers go to shop/ part store for redraw after their heat race. 11th thru 16th will be decided from heats/ B Feature place finishes. Second night and beyond 1st and 2nd from previous weeks Feature start on the 5th row. 1st place will start 9th and 2nd place will start 10th. Top 8 drivers other than 1st and 2nd from last week will redraw for the first 4 rows. 11th thru 16th will be decided from heats/ B Feature. 1st and 2nd place from the previous week's feature will be awarded this week's heat race points in accordance with their finish. 1st and 2nd from last week must still race into the Feature to get their 5th row spots. It is not automatic. Any car not returning the following week to race after finishing 1st or 2nd will upon their return start on the 6th row. If 3 or more competitors return on the same night that skipped one or more night's competitors will be lined up with the most recent forward.

There will be 6 to 8 cars per heat depending on the number of cars registered in that class.

There will be 20 cars that start the A-feature in each class.

QUALIFYING RACES

Heat races and consolation feature events ("B" features) are qualifying races. Any driver not qualifying out of the heat races may go to the consolation race(s). They will be lined up in the consolation race(s) the way they finished the heat races (heads up). Drivers that qualify through the consolation race will be lined up for the A-feature behind the drivers that qualified out of the heat races.

Drivers that change cars after a qualifying race will forfeit their starting position but remain qualified for the event. Drivers must notify the officials of their intent to change cars. Any one that changes cars and keeps their position and doesn't notify track officials will be DQ'd and no pay or points will be awarded for the night.

PAYOUTS AND POINTS

Drivers must take the green flag of feature to earn feature payout money.

Points are awarded to the driver of the car that starts the race.

Points are awarded for finishing positions of the "A" feature as follows:

1 st - 40	2 nd - 37	3 rd - 34	4 th - 31	5 th - 28
6 th - 26	7 th - 24	8 th - 22	9 th - 20	10 th - 18
11 th - 17	12 th - 16	13 th - 15	14 th - 14	15 th - 13
16 th - 12				

Points are awarded for finishing positions of the heat races as follows:

1 st - 10	2 nd - 8	3 rd - 7	4 th - 6	5 th - 5
6 th - 4	7 th - 3	8 th - 2	9 th - 1	

Feature Winner Shirts: ACR gives away a Feature Winner t-shirt for a Feature win. Limit 2 per person per season.

TRACK PROCEDURES

ORIGINAL START:

Shall be two abreast. It is up to the first row to set an even pace. If this cannot be done after two attempts because one car attempts to get a jump or an excessively slow start by either cars, both front row cars will go to the rear.

Any car not on the front row that starts the race before the green flag/light will be sent to the back. There will be no warning. One warning will only be afforded to those on the front row.

RESTARTS:

Shall be single file for heat races, nose to tail. Restarts will be on the Flag Man's command. Feature will have double file restarts and the leader will be out front by him/her self. The car in second position will have choice of the inside row or the outside row. The third position car will go to the row opposite the second position car. Fourth position will always be inside the third row. Once the green flag is displayed on a restart it is ok to pass, there is no start cone.

The leader is responsible for setting a reasonable start pace. All cars must remain nose to tail. Any driver that brake checks the field on the start of any race will be sent to the rear. It is the driver's responsibility to read the officials board or signaling and get into a proper line. Failure to do so may result in being sent to the rear of the field.

Lap traffic will be lined up at the rear of the field for restarts. This means behind anyone on the lead lap even if those cars were involved in the caution.

"All" cars must complete one full lap on the race track for the lap to count.

All cars requiring a push truck to start will go to the rear of the field, unless a caution is out that is not charged to you. If your car is disabled in the infield or on the track, keep your helmet and belts on and stay in the car (unless you are in danger from fire or spilling fluids) until the race is over. No one is permitted to work on car while it is on the racing surface or infield regardless of flag condition.

At no point is it acceptable to get out of your car and approach another car on the track or in the infield. Disqualification will result. There is no room for this type of behavior at ACR.

After the initial feature start there will only be one more attempt at a double file restart. Second restart of any feature race shall be in single file form. While performing a single file restart any competitor from second on back that starts the race prior to the green flag will be sent to the back. Passing will be allowed immediately once the green flag has flown.

AFTER AN ON TRACK INCIDENT:

Any competitor that is contacted from behind by another competitor and causes front competitor to spin will be allowed to keep their spot. Competitor that initiated contact from behind causing the spin will restart the race at the tail end of field and is subject to disqualification depending on severity.

This rule does not apply to competitors who are already in a spin or starting a spin before contact is made. Cars do not race sideways so if you are already out of shape and contact is made the rear competitor will not be charged in the caution.

The car(s) that were involved in the incident bringing out the yellow will be sent to the rear before a restart. Keeping forward motion does not exempt you from being involved in a caution. Getting piled up behind a caution will not necessarily mean you are in the caution. *(Example #1: A car spins in front of you and you hit him or you stop your car trying to miss him, this will not be a caution charged against you. Example #2: Two cars touch and one car spins or wrecks as a result of that contact, both cars will be considered in the caution.)*

One unassisted yellow in Heat race you go to the pit area. Two unassisted yellows in Feature race you go to the pit area.

Cars judged to be a hazard (e.g. off the pace, loose, or broken parts affecting the competition) may be black flagged at the official's discretion. This black flag will still have points and winnings awarded.

A caution is considered to be a hazard on the track not on the infield. If you find yourself on the infield, with or without help, simply pull to the edge of the track and that will bring out the caution.

Black flag for rough driving in a heat race will result in no points for the heat race and a tail end starting position in the feature. Your night may be over based upon severity of the offence. Track official's discretion.

INCIDENTS ON WHITE FLAG/CHECKERED FLAG:

A race will be called complete after the leader crosses the finish line and receives the checkered flag. Cars crossing the finish line before yellow or red flag was displayed will be scored by the order they crossed the finish line. All other cars will be scored by the order they crossed the finish line on the previous completed lap with cars causing the yellow or red flag to be scored at the rear of the appropriate lap. Lapped cars on the white flag lap cannot make up a lap on those involved in last lap incident. If the yellow or red flag is displayed before the lead car crosses the finish line, the race must be realigned and revert back one lap. There will then be two more laps run (GREEN, WHITE, AND CHECKERED). The race can end on a checkered/yellow depending on where the caution is at (official's discretion).

All cars must pack the track when requested. Failure to do so will result in starting your heat race at the rear and/or another penalty deemed reasonable by the Race Director. Hot laps will start approximately 30 minutes before race time.

It is the driver's responsibility to check the line-up board, know which race you are assigned to, whom to start behind and beside, and be in the staging area before white flag is displayed in the previous race. There is a board at shop/ part store and one under the pit observation deck.

All drivers must report to the Driver's Meeting held before each event.

Each team should have a 10lb. minimum fire extinguisher in their pit.

CREW SPECTATOR AREAS

No one will be permitted on the track entrance/exit road area. Spectators use the bridge or general admission viewing area.

POST-RACE

The "A" feature winner will proceed around the track to the winners circle for the trophy presentation and pictures.

The top 3 finishing cars in the feature events shall cross the scale for weight check after the race. Additional cars may be selected by the tech crew. Cars not weighing the minimum for their class will be disqualified. This is a pass/fail weight check; the track scales are final.

Tech will normally begin immediately after each race. Officials may change the number of cars being inspected and when they will inspect without notice. Only one crew person may go to the tech area with the car. Technical inspections are at the discretion of the officials. Any owner/driver refusing inspection will forfeit all moneys and points won that evening plus a two week suspension.

Any car found illegal after their feature race will lose all points and money for the night.

PROTESTS

Registered drivers participating in the event may protest the legality of any one item of another car within their class. The protest must be in writing, specifying what is being protested and the rule that is violated. A signed and dated protest must be submitted to the technical inspector no later than 10 minutes after the race is completed. A protest fee of \$50.00 must be submitted with the protest.

If the protested part is legal the protest fee and bond will be distributed to the protested party. If the part is found illegal the protest fee and bond will be returned to the protestor. Protested party will be DQ'd for that event and will have to pass tech before heat race upon returning. Protested parts are not subject to protestor inspection.

Track officials will determine the process for carrying out the protest including whether to accept the protest or not. Protests against the decisions of the officials will not be accepted.

CONDUCT

Keep all speeds in the pits to a high idle. Anyone speeding in the pit area will be disqualified for the night's event. All drivers, crew, officials, and fans are expected to conduct themselves in a

professional manner. The driver and car owner are responsible for their pit crew and their conduct.

Any driver cutting through the infield will be disqualified – no points, no pay. If by losing control of your car you find yourself in the infield either park it or carefully take the shortest route back to the track surface, preferably on the front or back stretch. Avoid re-entry in the corners.

Any fighting will subject the offender and the car to which he/she is associated to suspension and/or monetary fines depending on the seriousness of the incident.

MINORS: ACR has a large number of Minors that compete in adult classes. Therefore; ACR will not tolerate adults approaching minors or using profane language towards them. Drivers and/or Pit Crew that yells at, curses at, or intimidates minor racers in anyway will be DQ'd – no points, no pay.

Any car found with nitrous oxide, traction control, or any cockpit controlled suspension adjusting devices will result in the driver being disqualified and banned for a minimum of one year, and loss of all points to date.

Anyone going on the race surface or outside of the crowd control fence/line during an event without an official's permission may cause the car to who he/she is associated to be disqualified from the event or to be placed at the rear of the field.

Drivers or crew members **are not** allowed to approach the flag stand to debate an issue. *It is not the time nor the place*. Any team that does will be DQ'd for that event. No Pay No Points awarded. If that team was already DQ'd prior to approaching the flag stand a one week suspension may occur.

Absolutely no one is allowed in the scorer's tower other than officials. Do not even head up the steps.

Each person is expected to maintain a constant watch for their own protection when within the pit area. Every competitor will be expected to participate in every race in which they are assigned. If a driver refuses to participate in a race because of a disagreement with the length, type, pay, or style of a race, the driver will be disqualified.

The pit area must be cleared within 60 minutes of the completion of the race program (or midnight whichever is later). This includes everyone associated with your race car.

ANY PERSONS CAUGHT IN POSSESSION OF ANY ILLEGAL DRUG SUBSTANCE(S) UNDER KANSAS LAW, OR FOUND GUILTY OF BREAKING ANY OTHER SUBSTANTIVE LAW IN KANSAS WILL BE SUBJECT TO SUSPENSION FROM THE RACEWAY GROUNDS.

Any driver considered to be driving in a manner that an official determines to be detrimental to other drivers or unsafe to the sport may be black flagged and/or suspended.

Any driver that stops on track to debate anything with on track officials will be sent to the rear of the field. If that driver peels away from the official that driver will be immediately black flagged. No Points No Pay.

PENALTIES

The general scope of penalties includes a fine, disqualification, loss of Championship points, probation, and/or suspension. Anyone who participates in actions detrimental to Atchison County Raceway or to the sport of auto racing may be penalized. Fines will be deducted out of winnings earned.

Swearing, cussing, or using inappropriate language at an official will result in disqualification. All officials will be treated with respect. Profane language in front of race fans, officials, or management will not be tolerated. This includes "the finger".

Deliberately running into another car (brake failure is not an excuse) or deliberately brake checking another car may result in disqualification.

Not getting in a single file on a yellow flag will result in that car being moved to the rear of the field. Penalty will be applied to the car that made it double file and was in wrong spot.

Any car losing weight on the race track will be disqualified for the night, even if this happens in hot laps or heat races. If weight is found to be loose in a car and/or not mounted within the rules of ACR that car will suffer disqualification. No tolerance.

No driver may get out of his/her car on the track or infield to argue or discuss a race situation with any race track official, other driver, or threaten, gesture, or otherwise show poor sportsmanship towards someone else. Violation of this rule may result in disqualification for that night. A suspension may be awarded if deemed necessary.

Drivers and their crew members may not enter or approach the pit area of any other driver with whom you had contact or whom you feel caused contact in any race at any time. Drivers are expected to contact a track official regarding your concerns. If you enter any other persons pit area and a fight ensues the person more penalized will be the one who is alien to that pit area.

Any driver or crew member that throws a punch, touches another person, or has to be restrained in anyway whether in the pits, stands, or on the track will be DQ'd and will be suspended from competing at ACR for 1 month. Second offense suspended for the season. Any driver or crew member that approaches the flag stand or scoring tower will be DQ'd for the night. No pay, no points.

Retaliation under caution will result in disqualification of the driver that retaliated - no pay and no points.

Any driver that gets out of his car and on to the track surface could be disqualified – no pay and no points. Don't even get out to look at damage.

GENERAL CAR RULES

Radio communication is prohibited.

NUMBERS AND IDENTIFICATION

All car numbers must be applied in bold contrasting color. Door and roof numbers must be at least 18 inches high. Letters must be at least 12 inches high. Numbers and letters must be at least 4 inches wide. Sponsor(s) and graphics must not interfere with car numbers.

Car numbers should also be located on the front & rear of car for line-up purposes.

REGISTERING CAR NUMBER AND PIT STALLS:

Deadline for reserving your Car Number & Pit Stall from the previous year:

- Number must be reserved on or before Driver's Rules Meeting.
- Pit stall must be reserved at first part of Driver's Rules Meeting or before.

BALLAST / WEIGHT / SPRINGS

May be added as necessary as per class rules. All ballast must be made of lead, painted white and be identified with the car number. Ballast must be attached with a minimum of two ½" bolts with weight clamps or bolts through a structure (welding bolts to a bar or frame is not permitted). Ballast may not be located in the driver's compartment.

Mirrors are prohibited.

Electronic traction control devices are prohibited.

All cars must be equipped with a toggle switch type ignition kill switch directly behind driver or within the driver's reach that is clearly marked "ON and OFF".

Roll bar padding is recommended in the driver's compartment.

One-piece aluminum racing seat is required. The bottom of the seat can be no lower than the lower frame rail.

Springs are recommended to be tethered in all cars. If springs continue to come out you may be required to tether springs.

ROLL CAGE

A roll cage is required in all cars. It must be frame mounted in at least six places. The cage must meet the rules as written in each class, low carbon mild steel is recommended.

All joints must be fully welded, brazing and soldering is prohibited.

The drivers head must not protrude outside of the roll cage with the helmet on and seated in the normal position.

SAFETY BELT SYSTEM

A minimum 5-point safety belt system, consisting of an anti-submarine belt, lap belt, and shoulder harness, is required. The belt system must be mounted as prescribed by the manufacturer and excess belts must be secured.

Safety belts cannot be older than three years. If the tag on the belts cannot be read, has been tampered with, or is missing, the belts must be replaced. Belts in "great" shape may be allowed tech officials discretion.

WINDOW NET SYSTEM

A window net at least 22" wide and 16" high is required. The net must be latched at the top of the door and be fastened at the bottom so that it hangs down when not latched. The bottom attachment must be secure.

DRIVER SAFETY EQUIPMENT

The following equipment must be free of defects and worn at all times the car is at speed on the track including HOT LAPS.

Helmet with a minimum Snell rating of SA2005. SFI 31.1/2005 Helmet Required.

Full length approved fire suit.

Fire retardant neck brace, gloves, and shoes.

A head and neck restraint system is highly recommended.

Please call Phil 913.370.2520 with any questions you may have. Thank you.