

Langlade County Speedway 2007 Track Operational Rules

Racing Starts at 7:00pm this year.

1) Deadlines for registration:

There are two registration deadlines this year because of the addition of the Sport Mod class. Because the Trucks and Sport Mods have agreed to run their heat races first every week, they will be required to be registered no later than 6:30pm. All other classes must be registered by 7:00pm. This will help us avoid confusion when doing lineups because of late entries. Anyone registering later than the deadline will start at the rear of the field in their heat race. **NO EXCEPTIONS!**

2) Track Packing:

Is mandatory for all cars, in all divisions when requested by track officials. If you do not participate in packing the track you may, at the race director's discretion be placed to the rear of the field in your heat race. If you are unable to participate because of a mechanical problem, your tech inspector must verify the problem.

3) Drivers/Pit Meetings:

Attendance is mandatory for all drivers. Failure to attend any meeting will result in the drivers placement to the rear of the field in the heat race, unless the absence is deemed just by track officials.

4) Driver:

All drivers must be 18 years old (may be 16 with a Minor Release Form submitted).

The driver shall be the only person permitted to be in the car on the racetrack at any time, unless authorized by race director. All drivers must wear all required safety gear at all times when on the racetrack (helmet, eye protection, fire suit, and seat belt) before, during, or after the race. Drivers must remain seated inside their car at all times while on the race track and pit lane. Failure to do so may result in a disqualification and loss of all points and prize money for that night.

Drivers entering in multiple classes are required to pay a pit admission fee for each car entered.

The driver assumes all responsibility for all actions of their pit crew in every respect. Only the driver shall be the spokesperson for their team in all manners pertaining to the race or conduction of the event.

Once your race car has entered the pits it may leave and return only with permission from the officials.

All repairs must be made on the grounds.

5) Mufflers:

All cars will be required to have mufflers installed and in working order. Mufflers must provide a decibel reading as listed below. Cars without mufflers or failing to meet decibel requirements **WILL NOT BE ALLOWED TO COMPETE** until the problem is corrected. There will be **NO EXCEPTIONS!** Entry fees **WILL NOT** be refunded. All exhaust pipes must be turned to face the racing surface if possible.

All decibel readings will be taken under racing conditions. This will be strictly enforced during the 2007 racing season so **BE LEGAL!**

95 decibels @ 100' - Wisconsin Late Models, IMCA Modifieds, IMCA Stock cars.

90 decibels @ 100' - Wisconsin Street Stocks, ASCI Trucks.

Sport mods to be determined.

6) Unsafe Cars:

Loose parts, obvious unsafe conditions such as excess exhaust smoke, red hot brakes, burning clutch, leaking fluids, etc... may, at the discretion of the flagman and/or race director result in a black flag. Any car with reoccurring problems may, at the race director's discretion be prohibited to compete at L.C.S. until the problem is corrected.

No track official is permitted to touch a race car involved in a current race except for emergency situations.

Drivers must go to pit lane to have any issues corrected and must then be cleared by their tech inspector or pit steward before being allowed to go back on the track. (This will most often be done by radio communication).

A car will be designated as **CLEARED** when given the **GREEN LIGHT** on pit road. No car(s) will be allowed to re-enter the track until a sufficient and safe opportunity is present. Until such time the **RED LIGHT** will remain on, and any car found to have entered the track without being given the green light, **FOR ANY REASON shall be DISQUALIFIED. NO EXCEPTIONS! Do not do it! THIS MAY NOT BE PROTESTED!**

Upon returning to the race, any car that was on pit lane will be placed at the back of the lineup on re-starts, or must merge with the field under green.

7) Scratches:

Scratches not reported to registration are detrimental to the driver who should have your spot. A.S.C.I. reserves the option to pay that driver an amount equal to last place monies obtained from your previous or future winnings. Any driver unable to make their heat race must verify their reason with their tech inspector no less than 10 minutes before the race. If approved, they will be placed at the rear of the field of a subsequent race. Failure to comply may (at the race director's discretion) result in penalties.

8) Lineups:

Cars are required to be in line in the line up shoot by the white flag lap of the preceding race or may be placed at the back of the field at the race director's and/or pit stewards discretion. We **WILL NOT** wait for late cars! Any late cars showing up after the green flag **WILL** be allowed on the track when a safe opening is present and must merge with the field. Drivers racing in multiple classes must tell the pit steward which classes he is racing so we know to give that driver a reasonable amount of time to switch vehicles. A.S.C.I. asks that the pit crew have the next car in position in the event of the races being back to back.

9) Numbers & Lettering:

Numbers **MUST EACH BE A MINIMUM** of 18 inches in height and a **MINIMUM** of 4 inches in width on **BOTH** doors.

Numbers on the nose and rear of all cars must be a **MINIMUM** of 6 inches in height. **NO EXCEPTIONS!** These rules will not supercede sanctioning body rules.

Numbers must be contrasting to the car and easily visible from 100 feet. Numbers on the windshields of the trucks, street stocks and stock cars must be in the upper right corner of the windshield area.

Any car failing to meet these regulations, or with numbers deemed not legible by officials will be issued **ONE** warning. Failure to resolve the issue by the next race, may (at the race director's discretion) result in that car not being scored or not allowed to compete.

NO LETTERS. A third number may be designated to you by the race director to be used in conjunction with your existing numbers to avoid confusion with other cars.

Numbers must be clearly legible as “numbers” We ask that you use something other than “silver” duct tape when adding a third number as it is not very visible at night. The third number must be contrasting to the vehicle color.

10) Starts:

All cars will follow a pace vehicle out of the lineup shoot. Lead cars should maintain a four car length cushion behind the pace vehicle while keeping pace with it. When the yellow is down the pace vehicle will turn off its caution lights and come off the track at pit exit. At this point all cars should be side by side and ready for the green as they come out of turn four.

The PACE WILL BE SET BY THE INSIDE CAR OF ROW ONE. If the outside car is ahead of the inside car for any reason at the start, it may be considered a jump and may be penalized.

On a restart the lead car will have the point with all others side by side behind it. The lead car must keep a moderate pace until the **GREEN FLAG/GREEN LIGHT IS THROWN.** Cars must remain **IN LINE** (front bumper behind the rear bumper of the car ahead) until the **GREEN FLAG/GREEN LIGHT IS THROWN.**

Any car out of line at the start will be penalized two (2) positions at the end of the race for every car it passed on any restart(s). Cars may not pass until the green flag is thrown. The race will start at the flagman’s discretion, **NOT** the drivers!

11) Bad Starts:

On a bad start the yellow will not be displayed until the cars are entering the backstretch for safety reasons. In the event of a bad start, all cars will be put back in proper order with the exception of the car(s) called for the bad start. If the start was called off because of the lead car(s) pace, they will be given **ONE** warning to maintain their pace until the green flag drops. After that they will be placed to the back.

12) Lapped Cars:

Lapped cars or cars about to be lapped will be given the “Move Over Flag”. Any car given the move over flag should hold their line until such time it is safe for the driver to move to the high side of the track. Any car that has been lapped twice (while on the track) will be given the black flag and must exit the track at turn two. Any car(s) that are lapped will be placed to the back of the field on restarts. Any car(s) that regain their lap by passing the leader under green will be placed at the back of the field on restarts but be scored on the lead lap.

13) Cautions:

HEAT RACE: (One Spin Rule)

Any car(s) determined by track officials to have caused a caution in a heat race will be black flagged for the remainder of that heat race. Any caution in which no cause can be determined may be declared a “Racing Incident” and all cars will maintain their spots recorded on the last completed lap. Any caution involving two or more cars in which it can not be determined which car actually caused the caution, may be declared a “Racing Incident” and some or all cars involved (at the race director’s discretion) may be placed to the back of the field.

This applies to cautions before the green flag as well as before one lap is complete.

FEATURE RACE/CONSOLATION (Two Spin Rule)

Any car(s) determined by track officials to have caused **ONE** caution in a feature or consolation race will be placed at the rear of the field. Any car(s) determined to have caused **TWO** cautions in the same feature or consolation race will be black flagged and must exit the track. You will be scored one position behind all cars left in race at that point.

Any caution in which no cause can be determined may be declared a "Racing Incident" and all cars will maintain their spots recorded on the last completed lap.

Any caution involving two or more cars in which it can not be determined which car actually caused the caution, may be declared a "Racing Incident" and some or all cars involved (at the race director's discretion) may be placed to the back of the field.

Any car responsible for debris on the track that brings out a caution will be the reason for the caution and penalized accordingly. All cars must have their car number on their weights. This will be checked by the inspectors.

As described in rule #6; any car that track officials determine to have a problem that might cause a caution, may (at the race director's discretion) be sent to pit lane to have the issue fixed.

14) PIT LANE:

During a race, any repairs must be made on pit lane. All cars must enter pit lane from turn two. Any car(s) that leave pit lane at any point, other than entering back on the track at turn three will be considered black flagged for the remainder of that race. Cars returning to the track under caution must stop in turn 4 in a single file line.

If you are forced off the track in turn two, you may pass through pit lane at a slower speed and promptly resume the race when given the green light to exit.

Any cars on entering pit lane must slow to a reasonable speed. Imprudent speeds on pit lane will be subject to penalties determined by the race director.

15) SCALING:

The top 4 to 5 cars in each class must proceed directly to the scale after heat and feature races. No crew personnel will be allowed to touch or be around a car until after it scales. This includes cooling. Failure to adhere to these rules will result in disqualification.

If you're not sure if you need to scale, it never hurts to do it anyway.

I.M.C.A. mods and stock cars will be an exception to this rule. Directly following the race, the top 4 finishers and any drivers wishing to claim must enter pit lane as normal and proceed directly to pit exit. When allowed to enter the track, they are required to follow the track around turns 3 and 4 and turn off to the claim area located next to the tower. **Please drive slowly as there are people by the tower who may be unaware of your presence.**

When released from the claim area, all cars must then proceed directly to the scale.

Any car found to be underweight will be disqualified. Please make sure you are fully on the scale when you drive on. Any cars found to be underweight will be double checked while at the scale. Any car required to weigh that passes by the scale for any reason, may be disqualified at the discretion of the race director.

Langlade County Speedway's scale is the **ONLY ONE** that will be referred to in weighing issues and may not be protested. This scale is calibrated every year. You are welcome at any time to check your cars weight on the scale by contacting an official in the back tower.

The official(s) operating the scale reserve the right to close the door to keep crew personnel out at any time. As stated above, if you would like to know your cars weight you may check it at another time.

16) Claim Area:

The claim area for I.M.C.A classes will again be located in the center of the track near the tower. Follow the procedure detailed under "scaling" to proceed to the claim area.

No crew members will be allowed to cross the track.

Any car failing to follow I.M.C.A rules or any L.C.S. rules that supercede them may be disqualified at the race director's discretion.

ANY DRIVER MAKING A CLAIM MUST REMAIN SEATED "INSIDE" THE CAR! FAILURE TO STAY SEATED "INSIDE" THE CAR WILL VOID ANY CLAIM MADE BY THAT DRIVER. Sitting on your door IS NOT the same as "INSIDE" your car.

17) Flags:

Green = Go.

Yellow = Caution, lineup will be determined by last completed lap.

Red = SAFELY Stop where you are at.

Red and Yellow together = Proceed to front stretch slowly then stop for lineup.

Black = Black Flagged, Go to pit lane immediately. An official will let you know why. If you are black flagged your number will be displayed on the black flag board just past the tower. If you do not pit, your car WILL NOT be scored for the remainder of the race and you will be disqualified.

Blue with Yellow Stripe = SAFELY move to the high side to get out of the lead cars way. Failure to move will result in a black flag and disqualification. Any car that is lapped twice will be black flagged for safety reasons and scored last.

White = Final Lap

If caution comes out before the leader takes the white flag, (crosses the line) then the cars will be lined up according to the last completed lap with the exception of the car(s) causing it being placed to the back of the field. The race will conclude with a green-white-checker finish. There will be only one attempt for a green/white/checker finish.

If caution comes out after the leader takes the white flag, (crossed the line) then the cars will be lined up according to the last completed lap with exception of the car(s) causing it being placed to the back of the field. The race will conclude with a green-white-checker finish. There will be only one attempt for a green/white/checker finish.

If caution comes out after the white flag while the blue "time limit" light is on the race will be finished and scored by the last completed lap.

Any cars exiting the track under the assumption the race is over may lose their position at the race director's discretion.

Checker = Finish

All cars must exit the track at turn two, only the late models are allowed an extra lap if lapped cars make it unsafe for them to slow down to exit. Failure to exit may result in penalties at the race director's discretion.

18) Blue Light:

The blue light is located directly beneath the flagman's stand on the inside of the track. If the blue light is on, it indicates that the time limit for the current race is close to being, or has been reached. In this situation the race will continue as normal until either of the following occurs:

- 1) The checker flag is thrown which indicates the end of the race
- 2) A yellow flag comes out signaling a caution which in turn will end the race.

If the race ends under caution, the finishing order will be determined by the last completed lap.

19) Time Limit:

There are predetermined time limits for all races. These time limits may change weekly depending on car count and the number of races to run that night. Once the green flag is thrown the clock is started. The clock continues to run while the race is under green or yellow. The only time the clock is stopped is during red flag (not red light) conditions. Please keep this in mind as your cooperation will allow us to restart as soon as possible to try to ensure a full race. In the event of a race ending under time limit, the cars on the track will be scored first followed by any cars on pit lane (on lead lap) and lastly the car(s) causing the caution. If no laps are completed before time limits are reached then all cars will be given pay and points for last place.

20) Protests:

All DRIVERS, (with exception of trucks) will have 15 minutes FROM THE FINISH OF THEIR FEATURE to submit a protest to the pit steward. All protests will be dealt with after the final race of the night. All officials will be located at the registration booth for no less than 15 minutes after the final race. If you have made a protest within your time limit, it will be discussed there. NO EXCUSES. Please speak calmly to the officials, they can understand if you are upset without yelling at them. Final decision will be made by the race director and pit steward and supported by the board of directors for Antigo Stock Car Inc.

21) Tear Downs

If you pay to have a car "torn down" to check for legality, you must first have your car found to be legal. If your car fails, you will lose all points for the season, and any monies awarded that night. The "tear down" fee will not be refunded.

22) Pit Area Rules:

Nobody under the age of 14 is ever allowed in the pits. Kids ages 14-17 must have a parental consent form on file at L.C.S. anyone under 14 WILL BE REMOVED and no refunds given. Any driver with repeat offenses of this may be subject to penalties at the board's discretion.

No pregnant women may enter the pits without a signed release on file at L.C.S.

Absolutely no fighting in the pits. Anyone found to have been fighting will be suspended from L.C.S. for no less than two weeks to an entire year from the date of the infraction. Drivers may also be suspended and/or penalized/fined for the actions of themselves or their pit crew as they are deemed responsible for the entire pit crew.

Suspensions/fines will be decided by the L.C.S. Board of Directors.

Absolutely NO ALCHOLIC BEVERAGES are to be consumed before the entire race program is over. Penalty for anyone drinking before or during race will be loss of all points and monies for that night for driver they are associated with

Pit area cleanliness is to be maintained by the occupants of pit stall. All garbage is to be placed in the containers provided throughout the grounds. Any crew that repeatedly leaves a mess in their pit stall may

result in a \$100 fine for the driver. **NO TIRES** are to be left behind unless cleared with a back tower official. If it is decided that the tire is useful to us then you may leave it next to the scale. Any tires left without permission may result in a fine to the driver.

NO ATV'S OR MINIBIKES are to be used in the pit area unless permission is given by the A.S.C.I. board of directors. Absolutely no pets allowed in the pit area.

Any personal vehicles in the pit area must be parked in the rear of the pit area unless issued a parking permit by A.S.C.I.

23) Miscellaneous Rules:

Any violation of the rules shall have the following penalty; (unless a different penalty is stated within another rule) Loss of yearly points and all prize money awarded that night. Cars will be checked before being allowed to compete again at L.C.S. Second violation will automatically ban the car and driver from competing at L.C.S. for the remainder of current season along with loss of all points acquired.

Any person found guilty of harassing or striking any official, driver, or pit crew member **AT OR AWAY FROM THE TRACK** shall, at the discretion of the officials and board of directors, be subject to a fine not to exceed \$25,000 and/or suspension from the track and pit area for such time as deemed sufficient. **THIS RULE WILL BE STRICTLY ENFORCED.**

Any driver that has been fined or has a crew member that has been fined **WILL NOT** be allowed to race at L.C.S. until the fine has been paid.

Imprudent or incompetent driving on the track or in the pit area will result in disqualification and/or suspension and/or fine along with loss of points for that race.

Penalties will be at the discretion of the race director.

No crew members are allowed to "RIDE" on a race car in any manner on L.C.S. grounds. Any infraction of this rule will, at the discretion of the race director, result in penalties for the driver.

There will be no fighting! The instigator of any fight (the one who swings/pushes first) shall have all prize money from the driver he is with be withheld, until all medical, dental, hospital and ambulance bills along with any other bills resulting from the fight are paid in full for anyone he/she injured during the fight. If the instigator is not associated with any racecar, they will be directly responsible for the payment of the afore mentioned expenses. This is necessary as our insurance will not pay for injuries incurred from fighting. The instigator will be barred from L.C.S. until such time as all injuries are healed, all bills are paid or the A.S.C.I. Board decides they may return.

All racecars in all divisions must have a **FULL** window net unless stated different in their class rules and must have a seat belt type release.

A **SNELL-RATED SA95, SA2000 or SA2005** helmet equipped with a shield or goggles must be used. If class rules require newer equipment then class rules shall supercede.

Full fire suits must be worn or the car will not be allowed on the track. No soiled or ripped suits allowed. One piece suits and fireproof neck supports are highly recommended along with driving gloves and racing shoes.

All cars must have a **KILL SWITCH** painted orange that is easily accessible by track personnel.

Heat and Feature race lineups are determined differently from class to class. You may inquire at the registration booth if you are not sure how your class's lineup is determined or ask the pit steward.

24) Switching of Cars:

Although you may race in multiple classes in a night, you **MAY NOT** change vehicles within any class that you have already taken a green flag in. The car you were driving when you took the green is the car you drive all night. This does not affect another class if you have not yet taken a green in that class.

25) I.MC.A./Truck heat races do not have payouts or points. All payouts or points are given through consolation and/or feature races.

26) Inspection:

All cars are subject to inspection and enforcement of the above rules **BY ANY** track official at any time. Penalties for violations will be dependent on the rule violated.

27) Waste Oil:

There will be no less than two waste oil barrels located in the pit area. Usually located at the end of the second row of cars. (by the parts vendor's trailer)

28) DISCLAIMER:

The rules and /or regulations set forth herein are designed to provide for the orderly conduct of the 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 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 now way a guarantee against injury or death to participant, spectator or official.

The race director shall be empowered to permit minor deviation from any of the specifications herein or to impose any further restrictions that, in his opinion, do no alter the minimum acceptable requirements. **NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM SUCH ALTERATION OF SPECIFATION.** Any interpretation, deviation of amendment to these rules is left to the discretion of the officials in charge at any time. Their decision is final. Cars are to be built to what the rules state, **NOT TO WHAT THEY DO NOT SAY.**

Drivers/owners are given no more than 120 days to cash their checks. After 120 days from date of issue A.S.C.I. will put a stop payment on the check and retain the money for track operational costs. A new check will **NOT** be reissued.

QUESTIONS ABOUT THE RULINGS ON WEATHER CONDITIONS WILL BE HANDLED BY THE PRESIDENT OF ANTIGO STOCK CAR INCORPORATED AFTER HE HAS CONFERRED WITH OTHER TRACK OFFICIALS AND BOARD MEMBERS.

Racetrack phone is 715-623-3584

You may call that number for race day information concerning weather cancellations. The information is recorded onto an answering machine which is updated throughout the day. You may also refer to our website and/or forum for cancellation information. www.langladespeedway.org.

Thank you for participating at Langlade County Speedway, lets have some fun!