



2021 Track Rules, Regulations & Procedures

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 SPEEDWAY EVENTS AND, BY PARTICIPATING IN THESE EVENTS, ALL SPEEDWAY COMPETITORS ARE DEEMED TO HAVE 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 IN NO WAY ARE A GUARANTEE AGAINST INJURY OR DEATH TO PARTICIPANTS, SPECTATORS OR OTHERS. We reserve the right to refuse service to anyone. The officials, staff and management of the Alien Motor Speedway would like to welcome all drivers and pit crews to our track. We wish you good luck, safe racing and hope you enjoy the racing program we have to offer. These Track Rules, Regulations & Procedures should be read by all drivers and crew members attending events at our racetrack.

- 1. Drivers Meeting:** You must attend or have someone represent you. If you have any questions, please ask them at the drivers meeting. There should be no unanswered questions by the end of the drivers meeting.
- 2. Pit Passes:** Anyone caught in the pit area without a pit pass will be removed from the property for the night. The race team they are with will also be held responsible and removed for the night, not paid and fined \$100 per person caught.
- 3. RACEceivers:** All drivers must use RACEceivers while on the track racing or packing. If you are found without a RACEceiver, you will be fined \$100 for each occurrence.
- 4. Pill Draw/Driver Check-In:** All drivers must check in before posted draw cut off time. Any driver arriving later than stated times will have to start at the tail of their heat race and will receive no passing points if passing points are used. NO EXCEPTIONS. Either driver and/or car must be present at time of check-in.
- 5. Drugs or Alcoholic Beverages:** NO drugs or alcohol will be allowed in the pits before or during the races. If caught, you will be ejected for the night. If you or any of your pit crew members choose to purchase any alcoholic beverages from the bar, you will not be allowed back into the pits until the race night is completed.
- 6. Pit Area Safety:** NO SPEEDING coming off the track or in the pits. SPEED LIMIT IS IDLE SPEED. If a car is caught speeding, you will be fined \$100. It is highly recommended that every competitor always has a fire extinguisher in good working condition inside of their race car hauler during an event.
- 7. Wheel Packing:** All cars in the class specified during the drivers meeting are required to pack the track. If you do not pack the track, you will start last all night unless the head flagman is made aware of your inability to do so. Please pay close attention and follow the flagman and infield directions when packing the track. Leaving the track before you are flagged off the track will result in starting scratch in your heat as well as the main event. Refusing to wheel pack for any reason (besides mechanical failure) will result in starting last in your heat as well as the main event and points will not be rewarded to any driver that refuses to wheel pack. To begin racing on time, we ask that you be

ready to wheel pack as the driver's meeting is over. You will have 10 minutes after the driver's meeting to begin wheel packing. Failure to be to wheel pack on time will result in you starting last for your heat race.

- 8. Staging Area:** All cars stage in designated area prior to racing, once the track officials make the first call. If you do not stage on time, you will start at the tail and receive no passing points (if passing points are used). If the light is green, GO. If the light is red DO NOT GO. Please enter the track in order.
- 9. Starts, Restarts, Scoring & Finishes:** No hot lapping before a race. Anyone hot lapping before racing will be sent to the tail for the start and receive no passing points if passing points are used. Races start in turn 4 at the start cone. The front two cars will be side by side at that cone. When the front row gets to the cone, they will fire together and the race will begin. Anyone jumping an original start will be penalized in this manner: The yellow flag will wave and the offender will be docked 2 positions per car jumped, the remainder of the field will be criss-crossed and the race will begin again. If passing points are used, the offender will receive passing points from his/her original starting position. If someone jumps twice, they will be sent to the tail and receive no passing points if passing points are used. All restarts in all races will be Delaware double file with the leader out front, the second-place driver choosing inside or outside, the third-place driver going opposite, the fourth-place driver always going inside and the remainder of the field double filing in that order. If a driver jumps a Delaware restart, that driver will be penalized two positions per car jumped at the next yellow or at the end of the race, whichever comes next. If a driver jumps a Delaware restart twice, he/she will be sent to the tail. When attempting a double file restart after a yellow if we do not complete a lap, we will go single file. Should another yellow come out once we complete a lap after a yellow, we will go double file. If that lap isn't completed, we will go single again until a complete lap is done and so on.
Involvement Rule: Cars involved in a wreck go to the back. If you make contact and stop you will go to the back. If you blatantly take out another driver you will forfeit your spot to them and go to the back. Cars making NO contact but stop on the track to avoid the wreck, will not be considered involved and will retain their original position. If two cars have inadvertent close contact and one car spins, the spun car will go to the back. In multi-car pile ups, all cars involved go to the back. Once 51% of the field crosses the start/finish line that lap is officially scored as complete. The only time that does not apply is on the checkered flag lap. Once the leader takes the checkered in any race, that race is official. All races will finish under the checkered flag. If the white flag is displayed and then a caution comes out, the race will revert to a green/white then checkered 1 lap finish.
- 10. Heat Races:** Any car causing a yellow flag (other than a yellow for debris) will be asked to leave the track during regular season. This will apply to all classes except Sprint Cars.
- 11. Main Events:** Any driver causing (2) yellow flags in the main event will be asked to leave the track. This applies to all classes. If a car leaves the racing surface during a race, becomes lapped and then re-enters the race, driver will be scored laps down until a yellow flag is displayed. At that time. The car will be sent to the back of the line-up and will receive (1) lap back and will restart in the back of the line-up for each yellow flag until all laps down are made up. One "lucky dog" will be awarded to all lapped cars per yellow. If a red flag is displayed, the race will stop and laps will be run to the checkered flag. There will be time limits for each main event (one minute per lap of each race. For example, if the feature is schedule for 20 laps, the time limit will be 20 minutes. Once the time limit expires, the next caution will end the race).
- 12. Black Flag:** If you are black-flagged for any reason, you must leave the racing surface immediately. Stopping to argue with the flagman or official will result in a \$100 fine and each lap taken after will be an additional \$100. The black flag will be given to any car for extreme rough driving or to any car deemed unsafe to race. If a crew chief wants his car black flagged off the track, driver must go to the pit stand to report this. If you are black-flagged for rough driving, you must leave the track and all participants involved will retain their position.
- 13. Red Flag:** Means STOP, there is a car and/or driver in danger. (a) Under a red flag, you may work on your car only if told by track official that it is an open red. If not told it is an open red, please do not go out onto the track to work on your car. You must reenter the track when told to do so. (b) If you change a tire you must go to the back at the restart.

- 14. Yellow Flag:** Please get single file immediately when a yellow flag is displayed. Under yellow in main events, drivers will have two (2) laps to rejoin the race under green after stopping in the designated work area. After two laps, if track is ready, we will go green. If you speed into or out of the work area, you will be disqualified.
- 15. Designated Work Area:** All work performed during a race must be done in the designated work area. Work may not be performed in the pit area during the race competed in. If the first lap is not completed on the initial lap, you can fix your car. If you can get back on the track before the race starts, you will be allowed to tag the back (just like a yellow).
- 16. Protests:** All protests must be in writing, signed by the driver(s) protesting. Fee of \$300 per driver must accompany the written protest when turned into the Pit Stewart, not the tech. This must be done immediately (within 5 minutes) after the checkered flag. Only the top 5 finishers may be protested, and only one item per protest. If car is found to be illegal, protester gets \$100 back, the other \$200 goes to the tech official. If car is legal, that driver gets \$200, the other \$100 goes to the tech official.
- 17. Rough Driving:** Rough driving will not be tolerated. You will be disqualified if you choose to run into someone under caution or after a checkered flag. Rough driving under green will also not be tolerated and drivers will be sent to the tail, or black flagged, fined and/or suspended for anything deemed unsportsmanlike.
- 18. Unsportsmanlike Conduct:** Poor sportsmanship of any kind will not be tolerated. This includes going to another driver's pit area after an incident on the track. Penalties or disqualification will result if you go into another pit area or cause any problems. Drivers will be held responsible for the conduct of pit crew, friends and family members. You will not abuse any other track official, or you will be ejected for the night and fined \$100.
- 19. Track Officials/Tower:** Any situation arising that concerns a track official should result in the affected driver seeing the General Manager. You, your pit crew, or family members are not allowed in the scoring tower ever unless requested by the General Manager or head scorer. If you have questions, please wait until after the races to speak with any officials. A \$100 fine will be assessed to the person or affiliated driver abusing this.
- 20. Rainout/Cancellation Policy:** Pit Passes - There will be no refunds. Pit passes are good at the next race that your class races. General Admission and Reserved Seating - Tickets are good for the following two race events of equal or less ticket face value. Please email info@alienmotorspeedway.com for replacement/issuance of replacement tickets.
- 21. Driver and/or Car Change:** must be reported to the head scorer prior to that race. Driver must start scratch if qualified to race. If not reported, driver and car will be disqualified for the evening.
- 22. Complaints:** are to be directed to your class officials FIRST. If they cannot give you an answer, they will contact a track official for a final decision.
- 23. Closing Time:** Pits will close one hour after the last race. Winnings not picked up by that time will be returned to the track, so please get to the pay window in a timely manner. Gates will be locked and lights turned out.
- 24. Push Starts:** A sprint car that gets a second push start will go to the back unless stopped by a track official.
- 25. Fans:** If it weren't for the fans, we wouldn't be here. Any driver, crew member, or track employee who is the instigator of abuse on a fan whether it's verbally or physically will be ejected, fired, and fined \$100. NO EXCEPTIONS!
- 26. Young Drivers:** Any person wishing to race and are under the age of 16 MUST go through a 50hour orientation period and be signed off by track owners before being allowed to compete
- 27. ATVs:** The use of ATVs in the pits is a privilege. ATVs are not allowed in the grandstand area UNLESS you are moving a car to show before the races. No speeding (speed limit for ATVs is 5 mph).
- 28. Safety Equipment:** All competitors must always have acceptable safety equipment installed, worn, adjusted properly and in good working condition. This includes a fire-retardant driver's suit, fire-retardant gloves, neck brace and/or head restraint system, a window net and an SAE-approved helmet. Any item deemed by track officials to be installed incorrectly, too old or worn and/or not in an acceptable condition may cause driver to be disqualified at any time.
- 29. Lineup Procedures:** All Classes nightly will do initial draw in for heat race starting positions, then top 8 in all classes will redraw by heat race passing points, for their A main starting position, the rest of the field (9-24) will line up heads up by heat race passing points, this is for all classes that run at AMS.

**MUFFLERS/MUFFLER INSERTS ARE REQUIRED IN ALL CLASSES RUNNING AT ALIEN
MOTOR SPEEDWAY NO EXCEPTIONS.**

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