



**2019**  
**General Rule Book**

**Pro Late Model,  
Sportsman, Modified  
and Limited Stock**

**Virginia Motor Speedway  
4426 Tidewater Trail  
Jamaica, VA 23079**

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## 2019 GENERAL RULEBOOK

*“The rules and/or regulations set forth herein are designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for such events. These rules shall govern the condition of all events, and by participating in these events, all 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 REGULATIONS. They are intended as a guide for the conduct of the sport and are in no way a guarantee against injury or death to a participant, spectator or official.*

*The race director shall be empowered to permit reasonable and appropriate deviation from any of the specifications herein or impose and further restrictions that in his/her opinion do not alter the minimum acceptable requirements. NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULTS FROM SUCH ALTERATION OF SPECIFICATIONS. Any interpretation or deviation of these rules is left to the discretion of the officials. Their decision is final.”*

### **Section 1. Disclaimer**

- 1.1 Some items do not apply to all classes.
- 1.2 The rules and regulations set forth herein are designated to provide for the orderly conduct of racing events and to establish acceptable requirements for such events.
- 1.3 These rules shall govern the condition of all events and by participation in these events, all participants are deemed to have complied with these rules.
- 1.4 No expressed or implied warrant 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, official or track employee.
- 1.5 The track/track officials shall be empowered to permit minor deviations from any of the specifications herein, or impose any further restrictions that, in their opinion, do not alter the minimum acceptable requirements.
- 1.6 No expressed or implied warranty of safety shall result from such alteration of specifications.
- 1.7 Any interpretation or deviation of these rules is left to the discretion of the officials. Their decision is final, without appeal.
- 1.8 If there is a disagreement or dispute regarding the meaning or application of the Virginia Motor Speedway Rules, the interpretation and application by the appropriate Virginia Motor Speedway Official at the track shall prevail.
- 1.9 ALL members, including, competitors and officials, expressly agree that determinations by Virginia Motor Speedway officials as to the applicability and interpretation of the Virginia Motor Speedway rules are non-litigable and they covenant that they will not initiate or maintain litigation of any kind against Virginia Motor Speedway or anyone acting on behalf of Virginia Motor Speedway, to reverse or modify such determinations or to recover damages or to seek any other kind of relief allegedly incurred or required as a result of such determination, unless the Virginia Motor Speedway officials made such determinations for no purpose other than a bad-faith intent to harm or cause economic loss to the member, competitor or official.
- 1.10 If a member, competitor or official initiates or maintains litigation in violation of this covenant, that member, competitor or official agrees to reimburse Virginia Motor Speedway for the costs of such litigation, including attorneys' fees. Member, competitor or official further covenants that in any litigation brought against Virginia Motor Speedway for any reason, the matter will be tried before a judge of competent jurisdiction and hereby waives any right to trial by jury in such action.

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- 1.11 The Virginia Motor Speedway Officials may make special rules for an event due to extraordinary conditions. Such special rules shall apply to the conduct of that event if they are published or announced prior to the commencement of the event by means of a bulletin, newsletter, telephone, fax, or pre-race meeting.
- 1.12 Virginia Motor Speedway assumes no responsibility for damage or loss of your equipment, vehicle, or any parts by any means whatsoever.

### **Section 2. General Rules**

- 2.1 It is our goal to provide you with the safest, most competitive racing environment possible.
- 2.2 It is up to the registered car owner to assure that their crew(s) complies with these rules.
- 2.3 If an official observes any inadequacy in a competitor's racecar, equipment, or conduct, the official may take whatever action he deems necessary to correct such inadequacy. Such action may include but is not limited to, physical examinations, medical determinations, and car or driver disqualification and or suspension.
- 2.4 By entering a race, competitors indicate that they are aware that auto racing involves risks and assume these risks with full awareness and knowledge.

### **Section 3. Property**

- 3.1 Virginia Motor Speedway is private property.
- 3.2 Any person on this property without the permission of Virginia Motor Speedway management is guilty of trespassing and subject to the penalties prescribed by law.
- 3.3 Through your membership, license, and/or registration, you have been given the authority and the right to be on this property, in conjunction with racing activities. However, the administration of Virginia Motor Speedway reserves the right to revoke / cancel this authority at any time that it is felt that your presence or conduct is not in the best interest of the sport of auto racing, your fellow competitors, the fans, management, or employees of Virginia Motor Speedway.

### **Section 4. Disability / Medical Benefits**

- 4.1 Should you become injured at VIRGINIA MOTOR SPEEDWAY, report to the ambulance and have your injury treated and ensure that the proper information is given to the ambulance crew so that we may have a record of your injury.
- 4.2 Any member involved in any accident while on the racing premises must report immediately to the track ambulance service for observation and report.

### **Section 5. Guest Courtesy Rule**

- 5.1 There will be NO Guest Courtesy Rule.
- 5.2 It is the competitors responsibility to ensure their car(s) are legal.
- 5.3 Cars that are determined to be illegal prior to competing will not be allowed to compete unless corrected.

### **Section 6. Numbers**

- 6.1 All cars must be neatly numbered in bright contrasting color to background color.
- 6.2 Numbers must appear on both sides, roof, and front.
- 6.3 Roof numbers should face the right side, toward the scoring tower when passing flagstand.

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- 6.4 A number must be posted on the right front headlight or windshield area to aid the pit steward in lining up the cars/trucks.
- 6.5 Numbers must be completely visible at start of each race. If number is not clearly readable from the scorers tower, your car MAY not be scored.

### **Section 7. Safety**

- 7.1 IT IS THE RESPONSIBILITY OF THE DRIVER/OWNER, NOT VIRGINIA MOTOR SPEEDWAY, TO INSURE THAT HE/SHE MAINTAINS, WEARS AND PROPERLY USES PROTECTIVE CLOTHING. THAT HIS/HER HEAD AND NECK RESTRAINT DEVICES, WHEN USED, ARE CORRECTLY INSTALLED, MAINTAINED AND PROPERLY USED AND THAT HIS/HER SEAT BELT RESTRAINT SYSTEM AND ALL COMPONENTS ARE CORRECTLY INSTALLED, MAINTAINED AND PROPERLY USED.
- 7.2 Each competitor is solely responsible for the effectiveness of personal safety equipment used during an event and is expected to investigate and educate himself/herself fully with respect to the availability and effectiveness of personal safety equipment.
- 7.3 NO driver shall compete in any event with head or arm extended outside of a closed body race car/truck.
- 7.4 NO race car/truck shall enter the racing premises until the track surface has opened unless otherwise invited by an official.
- 7.5 NO one will be permitted to ride on the outside of a race car/truck at any time.
- 7.6 Two (2) 360 degree drive shaft hoops are mandatory for all divisions.
- 7.7 ALL roll cage tubing within reach of driver must be padded.
- 7.8 Coming in behind pit wall during a race is an automatic DNF.
- 7.9 Quick release type racing belts are mandatory.
- 7.10 Belts must be 3" wide minimum. Must be mounted in accordance to manufacturers specifications.
- 7.11 Belts must NOT be any older than 3 years old.
- 7.12 Seat belts must be bolted to roll cage and tech approved.
- 7.13 Fire resistant suits are mandatory. Double layer **HIGHLY RECOMMENDED.**
- 7.14 Fire resistant gloves & shoes are **HIGHLY RECOMMENDED.**
- 7.15 Drivers must wear a helmet carrying at least a valid SA 2000 Standard Snell at all times on the racetrack. Any modification to the helmet, for any purpose, should not detract from its effectiveness.
- 7.16 Full firewall of metal must be installed between driver and engine. Must be sealed. NO HOLES.
- 7.17 On board fire extinguishers required, for all divisions, and must be working order and properly mounted at ALL times. Location and mounting must pass tech inspection.
- 7.18 Window nets are mandatory. Except Super Late Models.
- 7.19 All lead weight must be properly secured and painted white.
- 7.20 All lead weight must have car number painted on it.
- 7.21 Hans or Hutchins, head and neck restraint system, **HIGHLY RECOMMENDED.** If you use one of these systems you will be allowed one (1) spot mirror, 2 inches in diameter, on the left or right side of the car.

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### **Section 8. Credentials**

8.1 Credentials may only be used by the person to whom they are assigned.

### **Section 9. Registration**

9.1 All drivers, car owners, and car numbers must be registered prior to competing.

9.2 A car may be registered for only one feature event per night.

9.3 Only the Competition Director can approve the move of cars from one division to another.

9.4 Any car moving up in division must remain in the higher division for the remainder of the points season.

### **Section 10. Pit Admittance/Sign In**

10.1 NO member will be allowed in the pit area until he or she has obtained the proper membership credentials/pit passes and has signed all the necessary releases and waivers for each event.

10.2 Virginia Motor Speedway reserves the right to accept or reject entry (car/truck owner, mechanic, and or driver) for any event(s).

10.3 Children under 18 must have minors release signed by parent or guardian.

### **Section 11. Rules of Engagement**

#### **11.1 Timed Qualifying: Heat Race**

11.1.1 Competitors will be called to the line to qualify or for heat race.

11.1.2 Qualifying will begin at a pre-designated time.

11.1.3 After it is announced that qualifying or heat racing is over for a division, no more drivers from that division will be allowed to qualify or heat race.

#### **11.2 Lineups:**

11.2.1 All drivers must attend the drivers meeting or start at the rear of their feature.

11.2.2 All drivers must be able to make their designated heat to be able to compete in feature. Drivers will not be able to change heats. NO EXCEPTIONS.

11.2.3 If a car is unable to start a race, all cars behind that position will advance straight forward. This does not include a push start from grid.

11.2.4 All cars should be lined up for their event prior to the completion of the preceding race.

11.2.5 Any car not in his starting position when the pace lap begins will fall on the rear.

11.2.6 Any car not on the track when the green flag drops will NOT be allowed to complete in that race.

11.2.7 All feature events will be limited to a maximum of 26 competitors.

11.2.8 If you are on the track during the parade lap(s), you are considered as having started the race.

#### **11.3 Start/Restart (Green Flag):**

11.3.1 All initial starts will be two wide.

11.3.2 The Flagman will start the race.

11.3.3 All restarts will be double-file until first lap is scored.

11.3.4 The race leader may restart the race in the area designated by the Competition Director.

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11.3.5 If not restarted by the race leader in the designated area, the Flagman will restart the race.

11.3.6 Anyone jumping the start/restart will receive a stop and go penalty.

### **11.4 Caution (Yellow Flag):**

11.4.1 After excessive yellow flags, caution laps will count. Counting of caution laps will stop after the field takes the "2 to go". When racing resumes, it will be Green, White, Checkered.

11.4.2 Two spin rule: Any car spinning out twice, on their own, in one race will be sent to the pits and not allowed to complete that race.

11.4.3 Any car considered as being involved in the caution and must go to the rear unless the car has stopped to avoid hitting wrecked cars.

11.4.4 Any car initiating contact resulting in a caution is considered as being "involved" in the caution and must go to the rear.

11.4.5 If the yellow comes out after the white flag, the race will finish under yellow. Competitors should pass disabled cars ONLY. Sportsmanship and common sense are the rules here.

### **11.5 Move Over (Blue/Yellow Flag):**

11.5.1 Any driver not responding to the move over flag by not moving to the bottom of the racetrack will receive the black flag.

11.5.2 Competitors who are off the pace should ALWAYS move to the bottom of the racetrack.

### **11.6 Race Delay (Red Flag):**

11.6.1 During a Red Flag condition, stay in line behind the pacecar and stop where instructed.

11.6.2 ANYONE, including the driver, working on a car during a red flag will get a 1 lap penalty.

11.6.3 NO work may be performed on a car while on the track. You must be on pit road to make repairs.

### **11.7 Driver Consult (Black Flag):**

11.7.1 A black flag penalty has been assessed when the flag has been pointed, then displayed at the offending car. Just pointing the flag constitutes a warning and does NOT require the car to stop.

11.7.2 Any driver receiving the black flag MUST come to pit road for a consult.

11.7.3 Anyone ignoring the black flag three (3) times will cease to be scored and must go to the pits.

### **11.8 Driver Changes:**

11.8.1 No driver changes permitted after a car has qualified unless authorized by a track official.

11.8.2 If a driver change is allowed, that car must start at the rear of the field.

11.8.3 No driver changes permitted after the race has begun.

11.8.4 Any car arriving later than one hour before race time may not be allowed to practice or qualify. If the division entered has a short field, the car will start at the rear at the Comp Directors discretion.

11.8.5 No lesser division car will be allowed to race in a higher class unless approved by a VMS official.

## **Section 12. Conduct in the Pits/Infield**

12.1 Speed limit in the pits/infield is idle. Violators WILL BE fined.

12.2 NO GLASS BOTTLES allowed on track property.

12.3 Alcoholic Beverages:

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- 12.3.1 NO alcoholic beverages will be permitted in the pit area/infield.
- 12.3.2 Anyone using intoxicating beverages before entering into the pit area/infield, or while in the pit area/infield, will be ejected from the pits/infield and suspended.
- 12.3.3 NO person or persons involved in the racing events shall be under the influence of intoxicating beverages.

### **Section 13. Race Surface**

- 13.1 Every driver should inspect the racing surface and racetrack area to learn of any defects, obstructions, or anything, which, in their opinion, is unsafe, and he/she shall report that condition to the Director of Competition.
- 13.2 Any driver entering any racing event is considered to have inspected the track and all conditions are satisfactory to him/her. If not, he/she should not race.

### **Section 14. Opening Ceremony**

- 14.1 All participants will please stand during the Invocation and National Anthem.
- 14.2 All cars must be stopped with motors off.

### **Section 15. Ejection / Suspension / Disqualification / Fines / Penalties**

- 15.1 Any person on track property is subject to disciplinary action for any of the following, but not limited to:
  - Use of drugs or alcohol
  - Fighting
  - Communicating threats
  - Profanity
  - Speeding in the pits
  - Dumping grease or oil on the ground
  - Dumping tires or debris of any kind on track property
  - Possession of a deadly weapon
  - Forgery of official papers
  - Violation of any other VIRGINIA MOTOR SPEEDWAY rules
  - Violation of any County, State or Federal Laws on the premises.
  - Unsafe use of four wheelers/golf carts will result in team's privileges to be taken for one year. NO ONE under the age of 16 yrs old permitted to operate pit support vehicles. Must have a valid state drivers license.
- 15.2 An official may eject a registered competitor from an event or from racing premises in any situation to promote the orderly conduct of any event.
- 15.3 An ejection is final, non-appealable, and non-revisable.
- 15.4 Any participant touching an Official in anger shall be suspended from the Raceway INDEFINITELY.
- 15.5 Anyone ejected from the pit area must leave Raceway property; you will not be permitted to reenter into the grandstand area.
- 15.6 Any driver, car/truck owner, or mechanic who takes part in any demonstration or fight on the track, in the pits, or surrounding premises before, during, or after a race shall be suspended for the rest of the year.

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- 15.7 Any driver, crewmember, owner or any person on Raceway property must uphold any and all State and Local Laws, anyone breaking the law will be subject to arrest. (Fighting, D.U.I., Trespassing, etc.)
- 15.8 Anyone entering another driver's pit area and causing an altercation will be suspended for the rest of the year.
- 15.9 Anyone coming onto the front straight to another driver's car during the post-race activities and causing an altercation will be suspended for the rest of the year.
- 15.10 Any driver who is asked to load his or her car because of unsportsman-like conduct will be disqualified.
- 15.11 Penalties for violation of rules may include, but are not limited to, disqualification, suspension, fines and/or loss of points.
- 15.12 A suspension may be for the rest of the season or limited to a certain period of time.
- 15.13 The car owner and driver are responsible for his or her race team members including unpaid fines.
- 15.14 Unpaid fines for crew members may be deducted from purse or point fund monies.
- 15.15 Any driver who intentionally causes a caution condition by stopping or spinning out or any other action is subject to a fine and/or lap or time penalty.
- 15.16 VIRGINIA MOTOR SPEEDWAY and its officials reserve the right to impose upon any driver, crewmember, spectator or any other person on track property disciplinary action for violation of any rule or law.
- 15.17 Disciplinary action shall be at the sole discretion of the track and shall be final and not subject to appeal.
- 15.18 1<sup>st</sup> Technical DQ – No Points, No Purse. 2<sup>nd</sup> Technical DQ – Minus 50 points, \$50.00 fine. 3<sup>rd</sup> Technical DQ \$500.00 fine 3 race suspension.

### **Section 16. Inspection**

- 16.1 A competitor must take whatever steps are required, including tear down of the car/truck, as requested by a Virginia Motor Speedway Official to facilitate inspection of the car/truck.
- 16.2 ALL cars are subject to inspection by an official at any time and in any manner determined by the Officials.
- 16.3 All Tires must maintain all markings provided by the manufacturer for all point paying races. No Exceptions. **NO METAL WHEEL COVERS PERMITTED.**
- 16.4 ALL decisions by the official regarding the timing and manner of inspection as well as which cars will be inspected are final, non-appealable and non-revisable.
- 16.5 The racetrack is NOT responsible for any expense incurred by competitors during post-race inspection tear-down.
- 16.6 Refusal to teardown – Automatic DQ and 3 race suspension for team and \$500 fine.
- 16.7 1 driver / 2 mechanics will be allowed in tech area. THIS WILL BE STRICTLY ENFORCED.
- 16.8 If we determine something gives you an unfair advantage, or more importantly, is potentially unsafe, be prepared to change or remove the item in question. Point penalty may be imposed.

### **Section 17. Official Protest**

- 17.1 All Protest must be filed with a track official within 10 minutes after the completion of the race.



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- 17.2 Protest must be in writing and given to the Director of Competition. Protested car has right to counter protest.
- 17.3 Pull Downs:
- 17.3.1 Any car in the top 5 finishing positions can be protested by any top 5 finisher.
- 17.3.2 Each car will have a designated representative.
- 17.3.3 Refer to specific class regarding fees involved.

### **Section 18. Admission Prices / Registration Fees**

- 18.1 Pit Pass is \$20.00. \*Note: Minors release, for those 18 yrs old and under, must be signed by legal guardian and on file. Everyone in competition areas, regardless of age, must have a pit pass.
- 18.2 Car Registration:
- |            |          |
|------------|----------|
| Per Season | \$100.00 |
| Per Race   | \$25.00  |
- 18.3 **Electronic scoring / transponder is MANDATORY for ALL Divisions. Rental fee for all divisions is \$25 per event. To order your Westhold (yellow) transponder call Chuck's Racing Radios (Chuck Marks) at (301) 848-2155 or visit [www.raceceiver.com/Drivers/shop/category/timing&scoring/](http://www.raceceiver.com/Drivers/shop/category/timing&scoring/). The system will also score AMB TRANX260 Transponders.**
- 18.4 **The Raceceiver safety system is MANDATORY for ALL divisions. You can purchase them from Chuck's Racing Radios (Chuck Marks) at a cost of \$169.95. Rentals will be handled by Virginia Motor Speedway at a cost of \$15 per event.**

### **Section 19. Points / Purses**

- 19.1 Special event purses will be announced prior to event.
- 19.2 All weekly purse money will be paid by mail.
- 19.3 All purse money paid will be followed by proper tax information at the end of the year
- 19.4 Any outstanding fines or fees due by the car will be deducted prior to payment.
- 19.5 The point structure for the 2019 season will be as follows:
- 19.5.1 **FEATURE RACE POINTS:** 1<sup>st</sup> place will receive 100 points with 2 point intervals, with 26<sup>th</sup> place receiving 50 points.

Finish	Points	Finish	Points	Finish	Points	Finish	Points	Finish	Points	Finish	Points	Finish	Points
1st	100	5th	92	9th	84	13th	76	17th	68	21st	60	25th	52
2nd	98	6th	90	10th	82	14th	74	18th	66	22nd	58	26th	50
3rd	96	7th	88	11th	80	15th	72	19th	64	23rd	56		
4th	94	8th	86	12th	78	16th	70	20th	62	24th	54		

- 19.5.2 Any car not starting, that registers and attempts qualification but does not make feature, will receive 20 points and NO purse. If you use another competitor's car (different division) for a "start and park" the most points you can receive is 50 points (26<sup>th</sup> place). Start and Park will not be permitted two (2) weeks in a row and you may only have two (2) during the race season.
- 19.5.3 Two wins in a row, will start you no better than 8<sup>th</sup> position next time you compete.

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- 19.5.4 We will do some inversion that will be announced before competition begins for the day. The top qualifier will do the draw. The top five in qualifying will be awarded points (1<sup>st</sup> – 5, 2<sup>nd</sup> – 4, 3<sup>rd</sup> – 3, 4<sup>th</sup> – 2, and 5<sup>th</sup> – 1).
- 19.6 If you are uncertain, please refer to the can and cannot rule in Division rulebooks.
- 19.7 Tie breakers in final Championship Points, for all divisions, will be broken by: Most wins, 2<sup>nd</sup> place finishes, 3<sup>rd</sup> place finishes and so on until the tie is broken.
- 19.8 In calculating the Dirt Series points, driver's Top ten (10) finishes will be used. Disqualifications can not be dropped. Qualifying and show up points are not calculated into Dirt Series points. In the event that each division does not have 10 races the highest common number of races will be used to determine the Dirt Series champion.