

Woodhull Raceway's Official Rules

Modifieds, Crate Sportsman, Crate Late Models, Street Stocks, Mini Stocks, FWD Mini Stocks, Warriors, Hobby Stocks

Tech Inspectors:

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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/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 a participant, spectator or official.

The race director shall be empowered to permit reasonable and appropriate deviation from any of the specifications herein or imposed any further restrictions that in his opinion do not alter the minimum acceptable requirements.

NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM SUCH ALTERATION OR SPECIFICATIONS.

Any interpretation or deviation of these rules is left to the discretion of the officials. Their decision is FINAL.

THE MANAGEMENT RESERVES THE RIGHT TO CHANGE ANY RULE OR RULES THEY FEEL NECESSARY & REFUSE ANY PROTEST IF

THEY FEEL IT IS UNNECESSARY OR BEING USED FOR HARASSING REASONS.

Section 1 – Insurance Benefit Plan

1. Each pit entrant must sign a release sheet for the event when he/she has entered the pit area to be entitled to benefits as arranged.
2. Anyone involved in an accident while on the premises who does not report to the official in charge before leaving the premises (providing they are able to make such a report) will not be eligible for benefits described under the benefit plan.
3. All persons from the age 17 and under must have a minor release form signed by a parent or a legal guardian & provide proof of age.
4. All insurance benefits are excess.

Section 2 – Handicapping/Scoring

1. Car numbers will be assigned by track handicapper. Whenever possible, requested number will be assigned, but the handicapper reserves the right to issue all numbers in order to prevent duplication & maintain proper records.
2. All numbers will be limited to three (3) digits.
3. Team cars must be clearly distinguishable from one another using a different number.
4. Visibility of car numbers will be approved by the scorekeepers. If asked to change the appearance of your number you will be given one (1) week to do so. If they have not been changed by the following week you will not be scored.
5. No wording that may be offensive allowed on car.
6. Track promoters may require raceway sponsored decal(s) to be displayed on car.
7. The numbers of cars to be qualified in each heat will be decided by the track officials & announced before the first heat of each event. No more than six (6) qualify from any one heat.

8. If a driver qualifies two (2) or more cars, he/she must drive the last car qualified in the feature race. The other cars are not eligible. Car & driver must be qualified except for guaranteed starters. On postponed events, the driver is qualified.
9. All driver changes must be reported to the track handicapper & pit steward before the race. All drivers that change cars must go to the rear of the field.
10. All classes redraw will be determined at the beginning of each racing season. This rule could change at the discretion of officials.
11. Top 5 current season point participants in all classes are guaranteed starters for regular season events, not including special or open show events. Must start behind consolation, qualified cars.
12. Points are official when posted on track website OR on pit board. If there is a mistake, owner or driver has five (5) days from posting to protest.

Section 3 – General Safety

1. Anytime the word STOCK is used in this rulebook to describe cars, parts or components, it is defined to mean a part or component, which is available over the counter from General Motors, Chrysler Corporation, Ford Motor Company, or AMC Authorized Dealers. Manufacturers High Performance Parts are NOT considered stock.
2. All cars are subject to safety & legality inspection at anytime, must be free from mechanical defects & be in safe racing condition. The decision of the officials will be FINAL. No wagons or trucks in any class.
3. All drivers must wear a helmet (Snell 2005 or newer mandatory), fire suit, gloves, neck brace, harness & submarine strap at all times. Fire retardant underwear, arm restraints, racing shoes & head sock are recommended.
4. 3" wide, quick release safety belt & shoulder harness with a minimum of one submarine strap is mandatory. All belts must be securely fastened to the frame or cage. Belts may not be more than five (5) years old. Belts should be installed by manufacturer's instructions.

Drivers seat must be a high back racing seat (Aluminum Only) & securely fastened to frame or cage in six spots, four on bottom & two on seat back.

Six 3/8" bolts minimum. Seats mounted over driver lines must have a minimum 1/8" steel plate under & up the back 4" & be as wide as the seat.

6. All drivers must have a raceceiver radio.

7. All glass must be removed from windows. Windshields replaced with a **full screen** of substantial material (no chicken wire or aluminum). Driver window must have window net.

8. All plastic, die cast grills & chrome must be removed.

9. Shock resistant roll bar padding on all bars that driver's head has contact with while strapped in seat.

10. All cars must have four wheel hydraulic brakes in good working order and One shock per wheel.

11. Roll Cage: Minimum 1 1/2" steel roll bars. Front & rear bars must be connected at top (cage type) & at bottom on both sides at seat base. Minimum of 4 side bars left side. An additional roll bar must be installed across bottom of the dashboard, extending from the left bar leg to the right bar leg. On the left side, the four bars must be connected by the use of two rows of vertical bars. On the right, the four side bars must be connected by the use of one row of vertical bars. All roll bars must be welded and not be less than .095" thick. No pipe fitting allowed. Bars should have gusset plates welded in at the stress joints. A 1" bar for brace in middle of windshield opening. No material that shows rust marks or deterioration allowed. Streets and 4 cylinders can use an X in right side door. Bars with one horizontal pipe above the X.

12. All cars with open drive shafts must have a tunnel, minimum of 1/8" thick steel from 2" under front edge of seat to back of transmission covering shaft & U-joint on top & both sides down to floor boards. It must be held in place with a minimum of four 3/8" diameter bolts at bottom to a substantial cross member. A 360° aluminum tubing of not less than 1/4" wall of 6061-T6 material will also be accepted providing it covers complete shaft & U-joint back to seat. No cast or welded tubing. Drive shaft cover must be a solid unit with no cut-a-ways for lightening purposes. NOTE: Closed drive type cars, torque tubes or belts that already have a 360° covering from U-joint back to seat will be accepted as is. Any car that has suspension link such as a torque arm, coil cover or trailing bar in the driver's compartment must

have steel cable (1/4" diameter or more) or clamp around it limiting its range should it break loose from its mount. It is also recommended to have these parts free of sharp edges & padded.

13. Drive shafts & extra weights must be painted white & have their cars number on them.

14. Front and rear fire wall & rear window shelf must be sealed off from drivers compartment with at least 20 gauge steel or aluminum, no holes. The firewall must be securely welded & sealed on top, bottom & both sides & separate the engine from the driver's compartment.

15. All nerf bars must be one piece of pipe, bent on both ends & welded to frame or roll cage, min. of 1 1/2" max. 1 3/4" diameter, no wider than tires.

16. Floor board must extend behind the driver.

17. Must have two throttle return springs & a steel toe loop on gas pedal.

18. Pressure tanks are not allowed on fuel system.

19. No rubber gas lines to run through driver's compartment. No cast iron fittings.

20. No electric fuel pumps & no glass bowls on fuel pumps allowed.

21. No cool cans.

22. Must use fuel type hose for fuel line. Steel braided recommended.

23. A Reinforced member of the same kind & size material as that used in the roll cage, or chassis shall be installed to the rear of the fuel tank joining the rear most portion of the chassis. Fuel tank must be secured by at least two non-perforated steel straps: each strap must be a minimum of 1" wide. Each strap shall be bolted with at least two 5/16" diameter grade 5 bolts. There must also be a one way safety valve in the vent line.

24. Fuel shut off valve shall be labeled on/off with a bright colored paint, within drivers reach.

25. Battery disconnect mounted on the left side of steering column. Switch must be painted a contrasting color for ease of location by emergency personnel from outside of car.

26. Wheels must have a minimum of five lug nuts. Mini Stocks minimum of 4 lug nuts. Modifieds a minimum of three lug nuts on front wheels only. No knock off hubs.

27. All cars must be neatly and brightly painted. Dark cars not recommended. Numbers must be painted on both sides of car and on the roof in a color offering distinct contrast to color of car. Numbers must be legible - 3" wide and 18" high. All numbers will be legible or they will not be scored. Roof numbers must face the scorer's tower. 3 digit numbers maximum.

28. Car must have hood, trunk lid & rear bumper on at all times.

29. Pick up hooks required on both ends of car.

30. Inspector reserves the right to request body sheet metal to be replaced & painted.

31. No air jacks.

32. No oil cooler in driver compartment. No vent holes.

33. No mirrors allowed.

34. No fuel drums on track premises unless in a restricted area.

35. No wheel weights.

36. No screws or locking devices of any type through bead of tire.

37. No type of weight or suspension adjustment of any kind from inside driver's compartment in all classes except modifieds.

38. Pump gas or racing fuel only. NO alcohol. NO nitrous. NO oxygenated fuel.

39. No side boards, wings, spoilers, deflectors or any other aero devices other than rear spoiler and bottom of radiator.

40. (1) 12 volt battery, 14.3 volts MAX for ALL classes except for Crate Late Models.

Section 4 - Procedural Rules

1. No one shall enter raceway tower or onto the race track at any time during the race program.
2. Consumption of any alcoholic beverage or use of illegal drugs by a driver or his/her crew in advance of, or during the racing program is strictly forbidden. Any person who shows evidence of having partaken of any alcoholic beverage or illegal drug will be required to leave the premises immediately and may be subject to a fine of not less than \$250.
3. All race meets, drivers assume responsibility for the action of his/her pit crew, including their spouse, in every respect.
4. The driver shall be the sole spokesperson for car owner and pit crew in any and all matters pertaining to the race & the driver only shall take part in any arbitration with the officials in charge. Driver is responsible for all legalities of the car.
5. In the event of a disagreement, any person taking physical action against a individual or personal property, for any reason, is automatically fined a minimum of \$250 &/or suspension. Suspension & fine may be extended at the discretion of the official &/or management.
6. No driver or Pit Crew member shall subject any promoter or officials to threats or abusive or improper language at any time. Any driver or pit crew member who assaults or threatens a promoter or official may be fined up to \$1000 and suspended indefinitely from all events until fine is paid and reinstatement is approved by management.
7. Anyone entering the pit area shall comply with all rules. The officials reserve the right to stop sale of tickets or honoring pit passes to any undesirables.
8. Excessive speeding in the pit area will be subject to penalty and/or fine.

9. Safety & wrecker crews only, will be allowed on the track in the event of an accident.

10. No repairs to be made on the track. During restarts, if a car needs maintenance & pulls off the track for any reason, this car must restart in scratch position unless done by an official. All repair work must be done in the pit area under yellow flag conditions. If a caution flag is made a red flag, all repair work must stop until field is returned to the yellow flag. Any driver delaying the restart of the race will be disqualified.

11. Each car will start the race on his own power or start in the back of the field.

12. All drivers must be ready to compete and have their cars in line before each event enters the track or will be sent to the back of the field.

13. All cars must take the green flag to be eligible for payoff & points. Any car not taking the initial green flag may not enter that race at any time.

14. If there is an accident before the first lap is official, the field will be completely restarted with the car or cars bringing about the restart going to the rear of the field.

15. During a caution or red flag any car going to the infield or pit area must return to the back of the field.

16. All restarts will be "Delaware" double file at the race director and/or flagman's discretion. Consecutive yellow flags will prompt a single file restart. Race director/flagman have discretion to return to double file.

17. Any driver causing excessive delays in a race, such as spinning out two times on his own will be disqualified at on track officials' discretion.

18. Any driver guilty of violating any of the flag or light rules will be penalized at the discretion of the starter.

19. Rough riding will be left up to the discretion of the starter, on track officials and the race director. If they feel that the occasion warrants, whether intentional or not a fine and/or suspension will be levied. Fined driver will not be allowed to compete until the fine is paid.

20. Any driver black flagged/disqualified during the feature will not receive prize money, with feature points at discretion of the track officials.

21. Any driver retaliation under the yellow flag, using the car as a weapon, will be disqualified from the race, will lose prize money and points for the night and may receive a fine and suspension at discretion of officials.

22. Any driver racing through the infield will be disqualified and parked for the night, including loss of money and points for the entire event.

23. Any person found violating these rules or specifications may be subject to a fine, expulsion or both depending on the case.

24. No driver will exit their vehicle on the racing surface unless an emergent condition requires them to do so (i.e. fire, rollover, etc.). If safety crew clears driver to exit vehicle, the driver must stay with safety officials after exiting car. Any driver who exits their vehicle and enters a live track to confront another competitor will face an automatic two-week suspension that may not be appealed.

NO TRACTION CONTROL DEVICES (ELECTRICAL OR MECHANICAL) ARE ALLOWED IN ANY RACE DIVISION COMPETING AT WOODHULL RACEWAY.

The management at Woodhull Raceway reserves the right to change any rule or rules if they feel it is necessary and refuse any protest if they feel it is unnecessary or being used for harassment.

Section 5 - Flag Rules

Any driver who does not obey the flag rules will be subject to disqualification. Where light signals are also used, a definite understanding concerning these signals in relation to the flag shall be made before the race. Any driver drawing a caution, for example flat tire, loose bumper, body parts or mechanical THEN driving to pits on their own WILL BE BLACKFLAGGED for that race.

Green Flag - Start of the Race. On an original green flag all cars must stay in line until past the pylon. On restarts, racing resumes immediately upon

display of the green flag. Pole man sets the pace. If race leader chooses outside pole, he gives up the right to set the pace on restarts only.

Blue Flag with Yellow Strip or Marker - This flag will be displayed to a driver to tell him that he is about to be lapped by a leading car. The lapped car must obey, moving over, allowing the passing car or cars to go by. A driver who uses the Blue & Yellow flag to his advantage bypassing a car which has slowed to obey the flag, in discretion of the starter, will be penalized. A driver who ignores the Blue & Yellow Flag, in discretion of the starter, will be disqualified or penalized an appropriate number of positions.

Yellow Flag - Caution, go slow, single file, hold position - no passing. The yellow flag signifies caution & this flag will be given to the first car passing the starter. After the yellow flag is displayed, cars must hold position in single file, do not pull up beside the car in front of you or pass another car for any reason. If you have a problem with the line-up, stick your hand out your window and an official will check the line-up. When the line-up is correct the flagman will give the double file signal, if the race is under half way. Any car involved in or spins to avoid an accident when the yellow flag is displayed must pick up position in the field wherever they fall in. All others maintain position. In the event a pace vehicle is used, no car may pass the pace vehicle. Any car passing will lose one lap. Any car passing under caution will be penalized two positions for each car passed. When the caution flag flies, cars will fall into single file, passing car giving way to lead car. The passing car must be completely ahead to assume the forward position. In any dispute in line-up, line-up will be decided by last complete lap at the discretion of flagman. In races over 50 laps in which yellow flagged laps count & are scored, the race must finish under green & no yellow laps will be scored or counted three laps from the finish.

Red Flag - Danger, race stops immediately. All repair work must be done in the pit area when field returns to yellow flag. Any driver delaying the restart of the race will be disqualified. Do not move your car when a red flag is displayed unless told to do so by an official.

Black Flag - Go to pit area immediately for consultation. Drivers shall not continue in the race after receiving the black flag. He must slow down & keep clear of all other cars in the race & pull into the pits at the first opportunity. Failure to obey the black flag will result in disqualification or suspension. Getting the black flag does not mean automatic

disqualification. Check with the Pit Steward. Any car black flagged for rough riding will not receive points or prize money for that race.

White Flag - One lap to go. When the white flag is displayed under the green it means you have started into your last lap. During a yellow flag situation, starter may display the white flag to indicate the green flag will come out in one more lap.

Checkered Flag - End of race. When the checkered flag is displayed it means the race is finished. When the required race distance has been completed by the lead car, or at the discretion of the starter, the race will be declared "official" (Final disposition of any flag dispute will be determined by the starter). When the checkered flag is given to the leader, the balance of the field receives the checkered flag in the same lap. Finishing position will be paid off according to most laps traveled in the least time, regardless of whether the car is still running or not. The driver receiving the checkered flag first in any feature race must bring his car to the starting line & participate in victory lane until released by the official in charge.

Section 6 - Protests

Each separate protest shall be given to the Pit Steward accompanied by \$100 (US funds) protest fee, with the following exception: - P&G Test \$50 (US funds).

Visual Protest

Driver or Car Owner may protest any violation of the rules including specifications. Visible protest must be made 20 minutes before event. Any time a tool or mechanical device has to be used by an official to determine a cars rule compliance it is not a (visible protest). For the purpose of a subsequent appeal, any official's measurement is presumed to be correct. Protester's car will be checked the same as protested car.

Tear Down Protest

1. Immediately before the start of the feature, driver must present money and written description of protest to the Pit Steward or Tech official and his car must remain in the infield. If protesters car enters the pits protest is void.

Driver must have raced car 3 consecutive races.

Driver protesting must still be running at the end of the race.

Car being protested must have finished the race.

-Engine tear down, Crate Sportsman & Crate Late Models \$800 (US funds) plus dyno fee. \$150 will go to track.

-Engine tear down Street Stocks \$500 (US funds). \$150 will go to track.

-Engine tear down Mini Stocks & Front Wheel Drives \$400 (US funds). \$150 will go to track.

-Engine tear down includes three specific items.

2. A protest of race results must be verbally made to the Pit Steward within five minutes of the official announcement of the order of finish. A recheck of scoring will then be made if necessary & these results will be considered final. Only driver protests on racing results considered.

3. If a race result is protested, the track management, at their discretion, may delay purse distribution until the matter is ultimately decided.

4. The management reserves the right to change any rule or rules they feel necessary and refuse any protest if they it is unnecessary or being used for harassing reasons.

Section 16- Points

1. Points are awarded to the driver of the car according to the finish of the feature race. Points are NOT awarded to a particular car.
2. Any driver that qualifies for the feature, but does not start the feature will receive 5 points.

3. Any driver that runs a heat or consolation race but does not qualify for the feature will receive 1 point.

Heat Race Points: There are no heat race points.

Allocation of Points for Feature Races:

1st	30	9th	18	17th	10
2nd	25	10th	17	18th	9
3rd	24	11th	16	19th	8
4th	23	12th	15	20th	7
5th	22	13th	14	21st	6
6th	21	14th	13	22nd	5
7th	20	15th	12	23rd	5
8th	19	16th	11	24th	5

Point Fund Awards: No car will receive point money unless it participated in at least half of the Woodhull Raceway point races during the year.

Top 10 in points to receive point money and trophies, if they have participated in at least 50% of the regular season points-paying shows. Drivers or representative must be at awards ceremony to receive point money.

Rookie of the Year: Will be awarded to the highest points finishing rookie in each division, as determined by track officials. A driver is allowed to race up to 5 races, including special events, in a new division and still compete for rookie of the year the following season.

ALL CLASSES

Any car found illegal after a heat race, driver and car will be disqualified for the night plus:

Any car found to be illegal after feature will lose nights points and money plus:

50 points - 1st time

100 points - 2nd time

150 points - 3rd time