

Big Sky Speedway Speedway Track Procedures, Rules, Transponder Mounting Rules

RULE BOOK DISCLAIMER: 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(s) shall be empowered to permit minor deviations from any of the specifications herein or to impose any further restrictions that in his/her opinion do not alter the minimum acceptable requirements. NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM SUCH ALTERATION OF SPECIFICATIONS. Any interpretation of or deviation from these rules is left to the discretion of the officials. THEIR DECISION IS FINAL.

Penalties, policies and procedures will be fully enforced by Big Sky Speedway track officials.

GENERAL RULES

1. Driver is sole spokesman for car owner and pit crew in any and all matters pertaining to the race, and only the driver shall take part in any arbitration with the officials.
2. Driver is responsible for the conduct and actions of his/her crew members. Unsportsmanlike conduct by drivers, owners and/or pit crews shall be grounds for disqualification and/or punitive action.
3. No driver, crew member, car owner, spectator, or any other person shall subject officials to abuse, vulgar or improper language. Remember that this is a family sporting event.
4. No driver, crew member, car owner, spectator, or any other person shall participate in any fight or any other type of disturbance on the premises.
5. All nationally sanctioned classes shall abide by the sanctioning rules in addition to the rules set forth herein.
6. No drivers or crew members may enter the pits until he/she has personally signed all Releases or Waivers. No one will be permitted to sign for someone else. Any person or persons found in the PIT AREA that have not paid for a PIT PASS & signed a release form will escorted from facility. A driver that allows a person into there PIT without a PIT PASS will be fined a \$500 fee.
7. All persons under the age of 16 who enter the pits must have a signed Minor Waiver on file.

RACE PROCEDURE

1. The flagman is in charge of all race-cars on the race track, and has the final decision concerning matters on the race track. Decisions, interpretation of all rules, and scoring positions shall be final. No arguing with the officials.

2. Only race officials will be allowed on the track during a yellow or red flag. Penalties will be enforced for violation of this policy. Penalties may include the car being sent to the back, loss of points, loss of money, and/or suspension. Race Officials will decide what penalty fits the offense.
3. If, for any reason, a car is unable to continue while on the track (accident or mechanical problems), the driver MUST remain inside the car until assistance arrives, unless there is a perceived danger (such as a fire). Penalties may be enforced for violation of this policy.
4. No driver changes will be allowed after a car has qualified for the feature.
5. Once the line-ups are done, if you are unable to start your appointed heat race, you may be allowed to start tail end in the last heat at the discretion of the head flagman.
6. A yellow flag on the first lap of a race constitutes a complete restart. Line up two abreast in your original position (unless sent to the back by the flagman). Any car that is thought to have started racing before the green flag falls (jumping the start) will be relegated to the rear of the field.
7. When the race is yellow flagged after at least one full lap of racing, cars will line up single file, so officials can put cars in order via Raceciever. If cars do not go single file for line up, they will be sent to the back for holding up the show.
8. The car(s) which caused the yellow flag will restart at the rear of the field.
9. If you intentionally spin out or stop for the purpose of causing a yellow flag or a restart, you may be disqualified at the head flagman's discretion.
10. A car that causes a yellow during a heat race will be sent to the tail end. A car causing a second yellow will be black flagged and sent to the pits.
11. After the second yellow flag in any feature or consi race, any driver that causes the third caution will be black flagged and sent to the pits. Any driver that causes two yellow flags in a feature or consi race will be black flagged and sent to the pits. This will be at the flagman or race director's discretion.
12. Any car entering the pits during a yellow flag, for any reason, will restart at the tail end of the field.
13. Once the yellow light is turned off for a start or restart, the pit officials at the entrance to the track will determine if it is safe for a car to pull onto the track. DO NOT pull onto the track unless an official signals for you to do so. If you are in the pits when the green flag drops to start or restart a race, you will not be allowed to join/rejoin the race, unless a yellow comes out before a lap is completed.
14. Red flag means there is a serious safety related condition on the race track. All cars must come to a complete stop immediately. Cars may be sent to the pits until condition is resolved. No work may be done to cars while on the track. Drivers must remain in their cars unless directed by official or if danger such as fire is present. Pit crews are not allowed on the track during a red flag.
15. Any car not able to maintain a safe racing speed will be black flagged. Any car considered to be a

hazard for any reason may be black flagged at the discretion of the officials.

16. A race may be stopped at the discretion of the track officials at should they consider it dangerous or unsafe to continue.

17. The top three cars from the Heat races and top five cars from the Consis and Features must report to the scale immediately following the race to weigh. If the driver does not go directly to the scale, avoids going to the scale, does not remain at the scale until weighed, or does not meet minimum weight, a disqualification for that race will result. If the car does not meet minimum weight, it will be re-scaled one time. The car will be pushed off the scale, the scale will be zeroed, and the car will be pushed back onto the scale. No other cars will be permitted to weigh during this time. If the car leaves the scale for any reason before re-scaling, a disqualification for that race will result.

18. The pit meeting will begin 30 minutes prior to the start of the race or when the air horn is blown. Everyone in the pits will attend the pit meeting all engines and generators will be turned off before the pit meeting.

19. The number of cars in a heat race will be determined by race officials. The number of cars in Features will be determined by number of cars in each class. 25 or more cars in a class may result in consolation races.

20. Raceceivers and Transponders are required for ALL drivers ANY TIME the car is on the track. If you have your helmet on, the Raceciver must be on. Raceciever checks will be done. If officials believe that you do not have a working Raceciever, the car will be black flagged. Raceceiver channel is 000. Frequency is 454.0000

21. Officials cannot and will not work on cars. If sheet metal, bumpers, etc. are half torn off the car, the car must go to the pit area and have it fixed. After going to the pit area, the car will start in the back of the field.

22. Any car that is deemed unsafe for a mechanical reason or any other reason will be sent to the pits.

23. Securely mounted window nets must be used and must be up at all times cars are on the track. Cars may be black flagged for not having window net in place. Some classes permit arm restraints in place of a window net. Please consult the rule book for your respective class.

24. The flagman and/or race official(s) have the right to disqualify any car and/or driver for misconduct or not complying with the rules.

25. A car must take the green flag in the "A" feature to be eligible for payout.

26. Cars must start the night with all parts in place. Hood, all sheet metal, all body work, etc. must be in place to take green flag.

27. During feature races only, a yellow flag occurring after leader has taken the white flag will constitute a yellow/checkered finish. Cars will finish in the order of last completed lap, with the offending car being

scored in last position.

28. No car will stop on the race surface to talk with an official unless a safety concern needs to be communicated such as debris on the track.

29. All Features have a 20-minute time limit, excluding time for red flags. If a yellow flag comes out and the time limit has been reached or is close (determined by flagman and race officials) the race will be designated as complete. The last completed lap will be the finish order.

30. Restarts will be lined up according to the Delaware Start. The first place car is out front alone. Second place picks inside or outside of second row, third place gets remaining position. Fourth place car is always on the inside of the third row. Remaining cars line up in order.

31. Restarts may be single file at discretion of the head flagman.

FLAGS

1. Green Flag: The race track is open for racing.

2. Yellow Flag: All cars are required to slow down immediately upon seeing the caution light or flag and get single file as soon as possible. No passing, stopping or racing to the starting line on a yellow. Cars found to be passing or otherwise messing up the lineup may be put to the back of the pack.

3. Black Flag: A black flag is a consultation flag and will be given whenever it is determined that a competitor must go to the pits. Drivers who receive a black flag and refuse to stop racing and cause the race to be stopped may be fined up to \$100. Anyone who approaches the flag stand physically or verbally after receiving a Black Flag will be fined a minimum of \$100 and/or a suspension.

4. Red Flag: There is a serious safety related condition on the Race Track. (See rule #14 under Race Procedures for further clarification.)

5. Yellow Flag crossed with Black: Any driver causing any yellow from this point on will be black flagged.

6. A black flag folded up or shaking black flag at driver is a warning to a driver he/she may be too aggressive towards fellow competitors and will be black flagged if it continues.

PENALTIES FOR UNSPORTSMANLIKE CONDUCT

1. **Unsportsmanlike conduct**, threatening or obscene gestures, foul language, abuse aimed at an official, promoter, employee, competitor, sponsor or volunteer may result in the following:

a. Fine up to \$500.

b. Suspension from competition for up to one year.

c. Forfeiture of payout for that race.

d. Forfeiture of all points for that race and/or season.

e. Sanctioning body will be notified of the infraction for possible fines, disqualification, and/or suspension.

2. Rough Driving

a. Fine up to \$500

b. Forfeiture of payout for that race.

c. Forfeiture of all points for that race and/or season.

3. Fighting, misconduct on the track, in the pits, or on the track premises.

a. Fine up to \$500.

b. Suspension from competition of up to one year.

c. Forfeiture of payout for that race.

d. Forfeiture of all points for the race and/or season.

e. Sanctioning body will be notified of the infraction for possible fines, disqualification, and/or suspension.

Miscellaneous

1. Safety equipment must be in good, usable condition as judged by the tech crew. This includes suit, helmet, gloves, shoes, neck brace or Frontal Head Restraint (HANS), etc.

2. No alcoholic beverages may be consumed by ANY person in the pit area(s) until the completion of the ENTIRE race program. Violation of this policy may result in loss of pay, loss of points, and/or suspension.

3. Big Sky Speedway reserves the right to make changes to these rules and procedures as needed.

Big Sky Speedway will run the follow classes and the rules can be downloaded from the follow links.

ASCS Sprints: 360 Winged Sprints

<https://www.ascsracing.com/series-info/rules.aspx>

Wissota Classes: Late Models, Midwest Modifieds, Super Stocks, Street Stocks

Racing & Points Rules: <https://www.wissota.org/rules/>

Class Rules: <https://www.wissota.org/downloads/get.aspx?i=613703>

IMCA: Modifieds (A-Mods), Sport Compacts

Racing & Points Rules: <https://www.imca.com/rules/>

Class Rules: <https://www.imca.com/rules/modified/>

Class Rules: <https://www.imca.com/rules/sportcompact/>

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<https://boothillinn.com>

General Mounting Instructions

All transponders will be mounted on the passenger side (right side). A mount may be needed to be fabricated. Mount as low as possible, slightly above the lower frame rail or the lowest protected point. 24 inches is the maximum height is better, but should be kept as low as possible to keep a strong signal. Your measurement should be accurate remember the detection wire is buried in the track so the lower the better. Avoid or protect from exhaust heat Mount securely; you don't want it to fall off during the race. The center line of the transponder will be the arrow on the body or on the bracket. The arrow shows the mounting direction.

POINTS SYSTEM

All points are awarded to the driver. No car changes are allowed after the heat race. In the event a car is inoperable PRIOR to the heat race, another car may be used so long as that car has not been already qualified for that night's feature. The transponder and car number must be transferred to the new car, although the track has discretion to allow exemptions if a situation dictates.

Points will follow the current WISSOTA or IMCA points system in all other aspects.

TRACK OFFICIALS MAY TEAR DOWN ANY CAR AT ANY TIME TO CHECK FOR RULE COMPLIANCE

All CARS MUST HAVE A WORKING Type ABC FIRE EXTINGUISHER IN THERE PIT AT ALL TIMES.