

2011 GENERAL RULES

If you race in more than one (1) division, you must pay the extra pit entry fee. This rule may be altered if the track puts together any special series and does not count when outside shows come in, and your car is eligible to also compete with that series. Drivers may run a Late Model and a Pro Stock and receive pay and points for both divisions. However, if a driver runs either a Pro Stock or a Late Model, and a car in any other lower division they must decide prior to racing which division they will get points in, and they will receive a maximum of \$100 in prize money for second division, or whatever the finishing spot pays if less than \$100.

CANAAN FAIR ASPHALT/DIRT SPEEDWAY 2011 General Rules of Competition

1. CFS reserves the right to refuse application for a competitor or non-competitors license from individuals. This refusal can be based on but not limited to applicants past performance at the track, reluctance or failure to comply with the accepted rules and regulations of the track. CFS further reserves the right to refuse admission to the facility for failure to comply with the accepted General Rules of Competition and Regulations of the track, for undesirable conduct or performance not in the best interest of CFS and/or auto racing.
2. CFS reserves the right to require licensed competitor(s) to move out of a division based simply on their competition skill levels. It's the feeling of the Speedway, that after so many years, individuals skill levels can be so good that by competing in a division it can endanger the development of that division, as such that individual should move to a higher level of competition.
3. CFS reserves the right to pull, void, or cancel a license holder's right to compete or attend events at the Speedway at any time.
4. The Director of Competition of CFS, reserves the right to determine the starting position of any new, visiting or rookie driver in any division based on his or her experience and driving ability. The safety of other drivers must be considered at all times, and anyone displaying less than adequate ability may be put to the rear of the field or parked for the event or season until such time as adequate race ability is displayed.
5. By signing his/her name on the Release and Waiver of Liability, Assumption of Risk and Indemnity Agreement at the pit gate, every entrant/competitor understands and agrees to all track and insurance rules and requirements.
6. By signing the Permit Application and Release and Waiver of Liability, Assumption of Risk and Indemnity Agreement at the pit gate, every entrant/competitor understands that all types of racing presented at CFS or other speedways. Example: Pro Stock, Super Street, Pure Stock, Bandits, Daredevils, or Spectator – is thrilling and spectacular-and can be dangerous. It is possible to lose your life while attending or participating in a racing event. CFS has taken precautions for your safety, conduct and enjoyment of these races, but it is the responsibility of the driver not CFS, to insure that his/her seat belt restraint system, head restraint and all components are approved, have current

dating, correctly installed, maintained and properly used. The owner or management of CFS assumes no liability for injuries to the body or property arising from an accident occurring during these events. You attend or participate in the events at your own risk.

7. A current physical, eye examination or drug test may be called for any time by track officials. Track management may require any owner, driver, pit person or person associated with a racing event in any way to submit to a drug and/or alcohol test at any time.

8. A driver must be 14 years of age or over to be able to drive in the Pure Stock, and Bandits divisions. No driver under the age of 16 may drive in the Pro Stocks or Super Street or Late Model divisions unless they have received a waiver from CFS management. Drivers that are under the age of 16 and have raced in either the Pro Stock or the Super Street or Late Model divisions in 2010 will be grandfathered for 2011. Daredevil Youth Racers ages are from 10-15. All decisions concerning age in all divisions will be made by the Contest Board (age, ability, performance etc. etc.). Exceptions may be made on a case by case basis. Anyone under 18 years of age, must submit to the Speedway a Minor's Release Form, signed by an applicant's natural father, and mother or by the court appointed legal guardian, to enter the pit area or compete. A copy of your birth certificate or other legal document that can prove date of birth must accompany this form. These forms may be picked up at the Speedway office, and need to be renewed at the beginning of each racing season.

FIGHTING POLICY:

1. The driver of any participating vehicle is responsible for the conduct of the vehicles' crew, and anyone associated with that vehicle while competing at the track, or in any area considered to be used in the operation of the Speedway prior to, during or after an event.

2. If any driver, owner, mechanic, wife, husband, parent or any other person connected with a vehicle harasses or threatens an official, law officer or other competitor the vehicle, driver and crew will forfeit all points, monies and trophies for that night. He or she will be brought before the Contest Board for a disciplinary hearing.

3. DISQUALIFICATIONS: If you are disqualified from an event, heat or feature, your points and money for that event for fighting or unsportsmanlike conduct will be lost. This is at the discretion of the Contest Board.

4. FIGHTING POLICY: If a person goes to another pit area to argue and fight, they will be subject to a \$250 fine and will lose all monies and points for the night. If they go into another team's pit for a second time this season and fight, they will be suspended for the balance of the season and will lose all CFS benefits as well.

5. The Contest Board will be available to contest any decisions that are disputed.

6. One crew member will remain with their participating vehicle in the pits at all times, so notification can be made of upcoming events or possible schedule changes.

INJURIES:

1. Any injury must be reported to the track ambulance personnel or track management before leaving the premises in order to apply for insurance coverage. Failure to report an injury or to follow the direction of medical staff will put your insurance coverage at risk. Reporting an injury after leaving the track is not acceptable, and probably will not be covered by the track's insurance.

FLAGS:

1. Yellow: All vehicles are to slow immediately when a yellow light comes on or the yellow flag is displayed. Vehicles are to get in single file and hold their positions. Vehicles stopping on the track to question a position during a yellow flag condition may be disqualified.

2. Scoring will go back to the last completed lap for the restarting lineup.

3. The Director of Competition, infield judges, and/or the flagman will put the car(s) that necessitated the yellow flag on the rear as judged. If you make contact with a car and that car forces officials to throw the yellow flag, the car that made contact will also go to the rear.

4. Pro Stocks, Late Models, Super Streets, Pure Stocks, Bandits, and Daredevils will receive a courtesy lap before the field goes back to green. The courtesy lap will be announced when the track is deemed safe to resume racing. At that point the one lap indicator is posted. If you pit on the courtesy lap, we do not extend the laps for anyone as the race will resume when the courtesy lap is completed. If the clean up takes an extra long time, use of the courtesy lap is at the discretion of the Race Director and the Director of Competition. No courtesy laps will be given in qualifying heats and at the discretion of the Race Director, after numerous delays, courtesy laps may be revoked for the balance of a feature event.

5. If the yellow flag waves on the final lap and the leader crosses the start / finish line to take the white flag, the yellow and checkers will then be waved simultaneously, and scoring will revert back to the last completed lap for the official finish.

2. Red: On a red flag all vehicles are to stop wherever they are as soon as possible and hold that position until directed otherwise. Vehicles may pit on red only after being released by an official. Pitting under red without being released by a track official will result in an automatic DQ for the remainder of the event. No work can be done on a racecar during a red flag condition on the track. You can work on your car in your pit area under a red flag. Restart lineups, etc. are the same as yellow flags, as explained above.

A. No race will end on a red flag, except at the Race Director or Director of Competition discretion.

B. All races will finish with a minimum of two green flag laps.

3. Passing (blue w/orange strip): This flag is shown when the flagman wants a vehicle to move over for some reason. Drivers are to watch the flagman for directions. Depending on the track conditions he may ask you to move to the lowest groove or the highest. You need to be alert for instructions.

4. Black: This flag is commonly used to warn of a safety issues with your vehicle, such as a flat tire, something throwing sparks, or a dragging bumper. You are to go into the pits as soon as possible and report to an official. In some instances the flagman and/or the Director of Competition may use a black flag for "rough riding" or failing to observe another flag such as the passing flag. In most cases the driver is first warned by the flagman with a clenched black flag. When a full black flag is used your car number will be posted on the scoreboard where the laps completed are normally shown, but in a flashing mode so you can verify going down the backstretch that the flag was in fact for you. You have three laps to go to the pits after which you will no longer be scored.

PENALTIES FOR BEING ILLEGAL:

1. Refusal or Non-appearance for a required technical inspection will result in at least an automatic fine of \$250.00 loss of winnings and points for that event, and loss of two weeks in points factor. Other penalties may be applied.

2. Any car found to be illegal after a heat race will lose his or her heat points and start in the rear of the feature. It will be mandatory to report to tech after the feature no matter where you finished to be checked

for the infraction. Fines may not be enforced on infractions like weight or low frame height. Tech will have the final say.

3. Being found illegal the first time in the season will result in a possible \$100.00 fine, loss of winnings and points for the event, confiscation of illegal parts, and loss of one week in point factor and/or other penalties based on the severity of the infraction. Driver will start at the rear of the line up the next time he/she competes.

4. Being found illegal in a feature event a second time in the same season will result in an automatic \$200.00 fine, loss of winnings and points for the event, loss of two weeks in point factor and/or other penalties based on the severity of the infraction. Driver will start at the rear of the line up the next two times he/she competes.

5. Confiscated parts will not be returned and shall become the property of CFS.

6. Illegal parts not turned over will result in an additional \$300.00 fine and potential loss of all accumulated seasonal points and loss of winnings for that race meet based on the severity of the infraction.

7. All fines must be paid in full or payment arrangement made with Management before competitor can compete in any event sanctioned by CFS, including the Banquet. All fine monies go directly into the drivers point fund.

8. Any driver, owner, mechanic or persons connected with a vehicle found to be under the influence of alcohol or drugs or in the possession of a fire arm in the pits, on the track or in the grandstands during a race meet will be barred from the track. No drugs, alcoholic beverages or firearms will be allowed in the pit area or grandstand areas.

9. Any driver rough riding or continually driving out of control on the track or in the pit area will be dealt with by the officials using a progressive penalty system as follows: (Depending on the severity of the offense, we may skip to a higher penalty)

A. Warning

B. Out for the night, loss of points and money for that night.

C. B, plus one-week suspension.

D. B, plus two weeks, plus up to the balance of the season suspension.

RULES OF ENGAGEMENT:

1. All drivers and vehicles not in the pit area by the mandatory drivers' meeting will go to the rear of his/her assigned heat and consolation race.

2. Feature winners will start at the rear of his/her next feature event.

3. All winnings may be picked up on the next race date from the Pit Steward in the tower above the parts store, with the exception of the last race of the season. All winnings to be disbursed from the time the pits open until one half hour before the event starts. Example: Pits open at 4:00 pm- Racing starts at 6:30 pm checks will be available from 4 to 6 pm. Checks not picked up within 30 days will be deposited into the Drivers Points Fund. All checks must be cashed within 30days. After 30 days winnings will be forfeited.

4. The Pit Steward or Race Director of Competition must first approve any changing of drivers during a race event, before the race in question. If not done all purse, points and positions will be forfeited for the race event.

5. Each vehicle may be qualified only once during a race event. No vehicle will be allowed in more than one qualifying race for that meet. You may start at the rear of the feature if there is not a full field of cars.
6. If there is a rained out event with the features being run the next week competitors showing up that week may run the rained out features for money only, no points after an entry fee has been collected covering the first or rained out week. Fee would consist of pit pass plus a temporary license if not a regular license holder for that first week.
7. A driver will not be allowed to switch vehicles during any race. If a car breaks during practice or heat you may switch to a qualified car, one time during the season. Once that car takes to the track, no matter if it breaks before the green flag is waved you have used your provisional.
8. The first three vehicles of any feature race will report to the tech building directly from victory lane and remain there until released. Failure to do so will result in disqualification. The Director of Competition has the right to call for random inspections at any time on any car in any division.
9. All vehicles will park in the Pit area according to the pit steward's instruction. **No** extra vehicles will be allowed in the pit area due to insurance regulations. Working on possibly putting a designated area in pits for one extra vehicle.
10. Speed limit in the pits is 5 mph. Reckless driving, pin wheeling or any unsafe actions by a competitor or anyone associated with that team, will not be tolerated. The Pit Stewart and/or The Director of Competition will deal with all violators. This will be Heavily Enforced.
11. A driver shall not permit any person to ride on the hood, roof or any portion of the vehicle at any time.
12. Any vehicle that is declared unsafe or does not comply with technical or safety rules and regulations by the Technical Inspector will not be allowed to practice, warm up or race until the deficiency is corrected.
13. All body parts lost or damaged must be replaced within one race date.
14. The Technical team and/or the Director of Competition may bar a race vehicle from competition for failure to upgrade its appearance after one warning.
15. No unnecessary items shall be attached to the vehicle or driver. Such items include but are not limited to flags, banners, stuffed animals or ornaments.
16. All vehicles are subject to the Technical team inspection and approval at any time and any place once the vehicle has a track assigned number.
17. It will be at the discretion of the track whether crew member(s) will be allowed on the track for trophy presentations.
18. One crew member will be allowed with the vehicle and driver during feature introductions, and must remain on the inside (drivers' side) part of the racing surface until introductions are completed, or the vehicle will be placed at the rear of the line up.
19. No repairs will be made on the track repairs may only be made in your pit stall. Violators will go to the rear or be disqualified at the officials' discretion.
20. When a vehicle is disabled during a race, the driver will remain in the vehicle until instructed by an official to leave the vehicle, except in case of personal danger (such as fire). Violators may be barred from competition for one full race meet.

21. Vehicles being lapped must go to the lowest groove on the track. Vehicles well off the racing pace may be asked to go to the outside of the racing surface or to the pits by the Race Director.

22. An un-qualified vehicle will replace any qualified vehicle unable to participate in the feature by its finish in the consi, or B-Feature.

23. There shall be no vulgarity, profanity, or displaying same with hand gestures will be given warning, probations' and/or suspensions.

24. The management reserves the right to alter any rules to better any situation. Management's interpretation of any rule will be final and without recourse. The Technical team has the final say in determining the interpretation, construction or design of the rules.

25. Any incident not covered by the rules and regulations may be decided upon by the track officials and made a rule for the remainder of the season.

26. All work on a vehicle must be done in the drivers' pit stall not in pit lane.

27. The Technical team has the right to add weight in the interest of competition.

RADIOS & SCANNERS:

1. Only Pro Stocks, Late Models, and Super Streets are allowed two-way radios. If you don't have two-way radios, than you must have a scanner. All Pro Stock, Late Model and Super Street teams must a have a spotter in the spotters tower when they roll onto the track. Each spotter must have their car number taped on their shirt. It must be easily readable at all times.

2. **All** other divisions must have a scanner.

3. New cars entering after the start of the season will have one week grace period and must have a scanner for the next event.

4. All scanners must be in working order and will be checked prior to each qualifying race and feature event. If you enter into the lineup on pit road and scanner is found not to be working, you will be sent back to your pit area and forfeit you're starting position. If your radio is found not working during an event, you will be sent to the pits for repair. Anyone caught with their scanner turned off, or on the wrong channel, or having communication with someone other than race control will be disqualified for the event, be fined a \$100.00, and be sent in front of the Contest Board. A special sniffing device will be used to detect anyone trying to communicate with their driver other than the Race Director.

5. Track Frequency – 454.0000

LAPPED TRAFFIC:

1. Any car one lap down, that is not up to speed may be put to the rear of the field under caution at the discretion of track officials.

2. All cars more than one lap down will go to the rear for all restarts.

3. Cars spinning three times on their own and drawing a caution will be sent to the pits for the remainder of the event.

4. Cars involved in the caution go to the rear of the field, behind all cars that are left on the track. They will start in front of cars that pit, if said caution car(s) stay out on the track.

CURFEW: Racing must be completed by 11pm. A race that started before 11pm is allowed to finish.

STARTS / RESTARTS:

1. When starter shows clenched green flag, no more weaving back and forth.
2. The pole position car determines the start of the race out of turn four.
3. Even on a false start, the green flag will wave followed by the yellow flag. The front row will get two chances to start properly. After second false start, the offending driver / drivers will restart the race at the rear of the field.
4. No passing before the start / finish line on the initial start. On restarts passing may take place as soon as the green flag has been displayed.
5. On single file restarts, you can pass only on the right side and after the start / finish line.
6. Race director may request a single file restart due to large amount of cautions.

PRE-RACE PROCEDURES:

1. All cars will be weighed with the driver after race as designated by tech official.
2. Cars shall not be allowed to have work performed on the vehicle while in the lineup, with the exception of adding/subtracting or maintaining air pressures in the tires and or work involving two way radio communications. Performing work in the staging area shall result in the car starting in the rear of the field.
3. If a team is called to the scale house more than three times, they will start in the rear for that event.

PIT WRIST BANDS:

1. Everyone that enters the pits must have a wristband for insurance purposes. If anyone is caught in your pit stall without a wrist band, your race team will be removed from the pit area for the night with no refund. Your team will receive one warning. The person caught without a bracelet faces criminal charges for theft of service.
2. Any team caught a second time will be suspended indefinitely, and fined \$250.

BANQUET AND AWARDS:

1. The top ten finishers in some classes will be eligible to receive trophies, and point fund monies, and top five finishers in others at the season ending awards banquet. All drivers will be eligible to receive trophies by attending the awards banquet.:
2. All drivers eligible for point fund money Must have competed in at least 80% of all scheduled races for their respective division.