

MARSHFIELD MOTOR SPEEDWAY, LLC TRACK RULES 2011 Season

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GENERAL DISCLAIMER

The rules and regulations set forth herein are designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements in order to attain fair competition at such events. These rules shall govern the conditions of all Marshfield Motor Speedway division racing events, and by choosing to participate in these, all entrants are deemed to have read, and understood, and complied with these Rules and Regulations, which are intended as a guide for the conduct of the events of this sport, but offered in no way as a guarantee against injury or death to any participants. NO EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATION OF, OR COMPLIANCE WITH, THESE RULES AND/OR REGULATIONS.

DRIVERS ATTIRE

All drivers are required to properly wear a helmet which has been rated by "Snell" at, SA 2000 or SA 2005 will be mandatory. Notes: Snell is a service that rates helmet safety, not a helmet manufacturer, the Snell rating is affixed to the inside helmet under the "headband." It is suggested that the helmet be purchased from a reputable dealer, as a higher price does not assure a higher rating. Drivers Suit: a full length (neck to wrists to ankles), made up of a minimum of one layer of "Nomex" or "Kevlar" or other approved "fire retardant" materials is mandatory for the Super Late Models, Super Stocks and 4-Cylinders divisions competing at Marshfield Super Speedway. Long sleeves and long pants mandatory for all other divisions, fire retardant suits highly recommended for all other divisions. Additional layers of Nomex type material and Nomex underwear, Nomex head sock, Nomex shoes and foot socks and Nomex gloves are highly recommended. Goggles are also highly recommended, especially without a full-face helmet. Proper attire, along with all safety equipment in place, MUST be worn at all times when driving the race car, whether in practice or competition.

IGNITION KILL SWITCH

Ignition Kill Switch: Kill switch is required and *must* be located within easy reach of the driver and the safety officials outside the car: a push-pull switch must be "off" on push, a toggle switch must be "off" on down and properly marked. Also a master disconnect must be located in the center of the dash Mandatory, reachable from outside both sides of the car. Fire Extinguisher: All cars are required to carry an operable, working, approved fire extinguisher (2 to 5 lbs. size) which is securely installed within easy reach of the driver. Driver's side window net is mandatory! It must be strap type only.

DRIVER AND PIT CREW MEMBERS

All persons desiring to compete in any division must not be ineligible for a state issued driving license due to physical reasons, conditions or disabilities. All persons 18 years old and older requesting to be admitted into the pit area must pay the posted pit admittance and sign their own name, in ink, on the provided adult release form. Any driver ages 13-17 years old or pit crew member younger than 18 years old requesting pit admittance must pay the posted pit admittance and have a minor release form signed by *at least one parent* or guardian(s) and be notarized. The notary must witness the signatures. The adult and minor release forms are available from the speedway office or pit gate.

NOTICE OF INSURANCE REGULATIONS

Requirements, Exclusions and Conditions: because of insurance regulations, all persons expecting to participate as drivers, must be 14 years of age or older to race in the super late model or super stock divisions, all other divisions must be 13 years of age or older (Anyone under 18 years old must have notarized consent) and must possess a Marshfield Super Speedway license. Violations of the stipulation will result in expulsion of the car and

all persons associated with the car. Furthermore, all drivers, mechanics, pit crew members, etc. are advised of the condition NOT covered by the Speedway's racing insurance which include:

1. Any injury resulting in or from hernia.
2. Any dental charges, excepting charges in respect of damage to sound and natural teeth.
3. Any injury resulting from pre-existing conditions known to the claimant.
4. For females, any charges in respect to pregnancy, childbirth or miscarriage or complications thereof.
5. Any injuries on or at the Speedway not brought to the attention of track officials or medics in charge immediately at the time of injury.

Notices:

1. All benefits will be terminated immediately if a claimant, who is receiving benefits under the provisions of the insurance policy, participates in any capacity any race program without obtaining a complete and final release from his/her physician.
2. Persons qualifying for weekly indemnity payments shall not be eligible for said indemnity unless they are gainfully employed on a full time basis at the time of their injury.
3. Insurance benefits are payable only the first 52 weeks following the injury.
4. There is NO property damage liability for any vehicle or equipment located or in use in the pit area. Special Note: Marshfield Super Speedway is a secondary insurance only. All claims must be first submitted to the claimants own insurance. The claimant must also fill out a Proof of Loss form at the time of the accident. This form must be filled out before any claims can be submitted to Marshfield Super Speedway's insurance. The Proof of Loss form is available at the speedway office.

VEHICLE AND DRIVER REGISTRATION PROCEDURES

Any persons desiring to participate as a driver or car owner in any division during the current year must first submit a "Driver Information Sheet." This form must be filled out completely. *Driver Information Sheet must be filled out, and turned in before you get paid.* The form is available at the pit gate or in the speedway's office. There are a limited number of concrete parking slabs, please contact Wayne Brevik at 715-533-0796 and leave a message if you want to rent one.

PIT GATE FEES AND PROCEDURES

All persons desiring to enter pit area are required to present themselves in person, to the pit gate official, pay the appropriate pit gate admission fee, sign and print his/her own name on the supplied release forms and possess a Marshfield Motor Speedway license. Actual pit fee will be established as soon as possible before particular race meet, and pit fees may vary from one meet to the next.

CONDUCT OF RACE MEETS

The entire period from track opening to closing is the "Race Meet" and all rules are in effect during this time. Practice is allowed only at designated times, and only if proper safety equipment is in place. "Rules of the Road" which all competitors are required to be aware of are the following:

- A. Car must have numbers on both sides and a 6" number on the front of the car. If not, the driver will not be allowed to protest scoring.
- B. Scoring tower will determine running order after a caution. Once the green has been given the race is considered started whether or not a lap is completed. If you are on pit road or in the pits when the green is given, you will be one lap down. There is no floating start/finish line.
- C. Any car pitting during a consi, semi-feature or feature race, in a caution period, must rejoin the field at the rear. No cars may return from the pits during a heat race.
- D. Driver's may only qualify one car per division. The car you qualify must be the car you race, no switching of cars at any time. If you have a second car, you may race that car,

however, you will start at the rear of the field.

E. Cars being lapped must move out of the way and allow faster cars to pass safely.

F. Advancing your position without all four wheels on the proper racing surface will result in disqualification.

G. **Do Not exceed 5 miles per hour when driving through the pit area.** 1st offense you will be warned, 2nd offense \$25.00 fine, 3rd offense disqualification from the track.

H. **NO ANTI-FREEZE.** If you put anti-freeze on the track, 1st offense loss of points & money, 2nd offense, suspended the remainder of the season and loss of all points.

I. Driver must learn, watch for and obey all flag and light signals:

Green- The signal to start and restart the race order "GO"

Yellow- Caution, slow down immediately! Do not advance your position, align yourself in a single file order.

Red- Immediate danger! Come to a stop where indicated.

Green with two white stripes- Move over flag. Driver must choose the upper or lower racing groove and remain there during racing competition.

Black Waving- "Consultation Flag" Slow down and remove your car from the racing surface, and into the infield or pit area immediately and report to a radioed official for instruction/explanation.

Black Pointed- If the black flag is being pointed at you, you are being warned, do not remove your car from the racing surface at this time.

White- One lap to go before the end of the event.

Checkered- Finish of the last lap of the event. The first driver to complete the event is the winner.

J. If more than one car is involved in a caution, if one of the drivers takes the blame for the accident, the other car(s) will get their positions back.

NOTE: If you are black flagged and are unsure why, check with the official/tech inspector in the pits in turns 3&4. Any cars sent to the pits for leaking fluid must be checked by their division's tech inspector at the scale area before re-entering the race.

ENTERING THE RACING SURFACE

During qualifying use pit road. Lining up for your event, the staging area between turns 1&2. Re-entering the racing surface at anytime, down pit road and onto the track in turns 1&2. Re-entering the pits, entrance in turns 3&4. If you do not re-enter the racing surface down pit road and onto the track through turns 1&2 you will not be scored for the remainder of the race.

PERSONAL CONDUCT

1. Upon admittance to the pit area, you must conduct yourself in a manner not detrimental to stock car racing. Profanity in front of race fans, Officials, management, and profane signals on cars, etc. will not be tolerated and may be subject to suspension and/or fine.

UNSPORTSMAN-LIKE CONDUCT AND/OR CONDUCT DETRIMENTAL TO THE SPORT OF AUTO RACING WILL NOT BE TOLERATED.

1. General appearance of pit crews must be neat and clean looking, or they will not be welcome.

2. General appearance of cars must be neat appearing. No spray bomb numbers.

3. Super Late Models and Super Stocks, you must complete the Rookie of the Year form to compete for Rookie of the Year in either division. To qualify as a rookie you must not have raced more than five times in this division during a prior season. You must race in 75% of the regular points shows to qualify for "Rookie of the Year." The form must be completed and turned in by June 4, 2011 to qualify for "Rookie of the Year."

4. No driver may stop his/her car on the track to argue or discuss the race with the starter or Officials. Violation may subject you to disqualification from the event, suspension, or fine according to the decision of the Officials.
5. Any driver getting out of his/her car during a race will be subject to disqualification and/or one week suspension. (Excludes situations where the driver is in danger.)
Absolutely no pit crews on the track.
6. Verbal or physical abuse of an Official, such as improper language, striking an Official, etc. will result in immediate and indefinite suspension.
7. Fighting will not be tolerated. All drivers are held responsible for the conduct of their crew members, and will be dealt with accordingly by the Officials. Anyone going to another driver's pit area, or car, to cause conflict may face suspension (**stay out of other driver's pit stalls**). If someone is caught fighting anywhere on the property, that person will be suspended from the pit area the remainder of the 2011 season. The driver of the team will forfeit all points and monies for that night and all points earned to date and will be suspended from the next race (if it was the driver fighting, he will be done for the season). Reminder drivers, you are responsible for your actions and those of your crew. Fighting will include any physical conflict (i.e. swinging fists, shoving etc.). In addition to any disciplinary actions of the speedway, the Wood Co. Sheriff's Dept. will be called to handle the matter. Also after caution or after race contact between cars will also be dealt with in the above manner.
8. The scoring tower and video booth are off limits unauthorized personnel at all times unless permission is given by the Competition Director for you to be there.
9. Officials ONLY in the stands around the inside of the race track. Grandstands are available on the infield by pit road.
10. Drivers ONLY may discuss scoring decisions with the Competition Director at the conclusion of the race meet. If a driver does not conduct him/herself in a professional manner, the discussion will be terminated, and he/she may face suspension for the following race meet. This goes for driver and their pit crew.
11. The driver and only the driver is allowed to discuss Officials decision with the Officials.
12. Any driver who, in the judgement of the Officials engages in rough driving, deliberately running into, blocking, or swerving in front of another car, will be black flagged and may be subject to suspension. Any car intentionally blocking the track will be barred permanently (owner and driver).
13. Three wide racing. If you make it three wide, go to the outside. Any driver that makes it three wide to the inside or through the middle of two cars and causes a caution, the driver that made it three wide will go to the back alone. If a driver goes three wide and doesn't cause a caution, that driver will be scored last car on the lead lap. If any car cannot continue the race due to that incident, that three-wide driver will not place higher in the finish than the car(s) he wrecked. The driver that made it three-wide will also be subject to disqualification from that event, immediately.
14. **NO alcohol in the pit area until all race events have been completed.**
15. **NO haulers on the track, except for the entrance/exit to the pits in between turns 3&4.**
16. ***2011 Haulers over 9'6" will be allowed to park in the middle isle.***
17. **You must take your position in the line-up at the staging area. If you are not in position with 5 laps to go in the race prior to yours, you will forfeit your position and start at the rear. There will be no waiting for anyone. Late Models be extra early you need to have your tires teched before you can get in the line-up.**

OFFICIAL DECISIONS

1. The scorers' decision will determine the finishing positions in all racing events.
2. Drivers ONLY may discuss scoring decisions with Officials at the conclusion of the race meet. If a driver does not conduct him/herself in a professional manner, the discussion will be terminated, and he/she may face suspension for the following race meet.
3. Continuous developments in racing may necessitate changes that we cannot anticipate at the time the rules are formulated. If necessary, we may update, change, modify, delete or add to any rules at any time.
4. If a car is disqualified from any event, the cars behind him will not advance in position.
5. Any situation not specifically covered by the rules will be acted upon by the officials in charge at the time.
6. Whenever it is deemed dangerous to continue a race by the Officials in charge, the event may be stopped and terminated at any time.
7. If a racing program is shortened by any reason provided the heats have been completed, the purse will be paid when the complete show is run. (Uncompleted feature events will be completed the following week—at that time the purse will be paid for the events in which you participated) If the heats have not been completed, rain checks will be given to spectators, and no purse or points will be paid.
8. Driver, car owner, and/or crew members shall have no claims against the Speedway or employees by reason of disqualification or damage to either car, personal property, or physical injury. Unsportsmanlike conduct deemed detrimental to continuance of an event is subject to loss of points, money or both without recourse to the Speedway or their agents.

HEAT RACES

If a driver is not on the track when the green flag drops for their heat race, they are eliminated from that heat event. If a driver leaves the racing surface to enter the pits, they are eliminated from that heat event. As long as at least one lap has been completed the restart will be single file. You may only race in heat you qualified for.

SEMI-FEATURE and FEATURE RACES

If a driver must leave the racing surface to the pits and the driver returns to the racing surface, he/she will rejoin the field at the rear. Winner of last week's feature event must start this week's feature event at least 12th. All feature events have a 30 minute time limit.

YELLOW (CAUTION) FLAG RULE

If a car goes into the infield, not being in danger of contact with any other cars, the flag will stay green. If a driver brings out a yellow flag, that driver will go to the rear of the field including on starts and re-starts. If a driver solely brings out three yellow flags during a single race that driver will be black flagged for that race.

BLACK FLAG RULE

Any driver given the black flag for three consecutive laps who does not remove his/her car from the racing surface will not be scored for the remainder of that race and will forfeit any points and prize money earned for that race.

MOVE OVER FLAG

Any driver being displayed this flag must choose the upper or lower racing groove and remain there during racing competition. Any driver receiving this flag 3 times during any race will automatically be penalized two positions in that event at the time of the infraction. This flag and its rules interpretations pertain to all classes of racing at Marshfield Motor Speedway.

NOTE: If a flag has been displayed and you are unsure as to whether or not that means you, (such as the black flag or the move over flag) the car number of the car being flagged will be displayed at the bottom of the scoreboard in blue lights.

YELLOW FLAG DURING THE WHITE FLAG LAP

An accident or incident which brings out the yellow flag after the white flag was shown to the race leader will be handled in the following manner: All drivers will slow their cars immediately, competing cars will be scored as they took the white flag, cars behind the accident will be scored according to the previous lap, the race is complete. The drivers causing the accident or incident will be scored to the rear.

RACE STARTS AND RESTARTS

Smooth starts/restarts, consistent speed, no brake checking or jackrabbit starts. When the flagman gives the 1 lap to go, the light on the backstretch will be out. As the cars come out of turns 3 and 4 they will get the green flag. No Exceptions! If the start is improper the yellow light will come on the backstretch, and the flagman will warn the offender once. The 2nd offense, the offender will be moved back 2 positions and the race will be restarted. Once the green flag has been given the race has been started whether or not a lap is completed. Semi-feature and feature first restarts after a minimum of one lap completed, line up will be 1st place car on front row by himself. 2nd and 3rd on 2nd row, position by choice. Any further restarts will be single file. If 5 or less laps remain in the Late Model feature, the restart will be single file. Competition director reserves the right use single file start/restart at any time.

LAPS

Races with a reduced competition will be decreased in laps. In the event of a discrepancy in the number of laps remaining, ALWAYS follow the flags. Races will be scored by the flags, not the scoreboard.

INSPECTIONS

All cars are subject to inspection any time, before, during or after a race meet or individual event. Officials reserve the right to disqualify cars, require changes, confiscate illegal parts, etc., and the decisions of the officials will be accepted as final. Any interference with any official and his duties may result in automatic disqualification. Any kind of protest or appeal must be made, by the driver only, to appropriate officials in the pit area, not to the persons in the scoring tower. Officials decisions will be based upon fair play, safety, and to protect the "Spirit of Stock Car Racing." The top two cars in every semi-feature and feature race will be weighed and inspected. The second finishing position driver will draw a number from 1-5. That position will be teched for that night. The top three in the heat races will also be weighed and inspected. All measurements/inspections will be made with the official track tech tools/scales and must pass using that equipment. All tech decisions are final.

PRACTICE TIMES WILL BE POSTED EACH NIGHT AND AVAILABLE AT
REGISTRATION

We will page your event twice, but it is your responsibility to know the schedule & be ready.

QUALIFYING SCHEDULE AS FOLLOWS, Starts at 5:00 and ends at 6:15 p.m.

Super Stocks	2 Laps
Pure Stocks/Junkyard Warriors/Bandits	1 Lap
4-Cylinders/Motorcycles	2 Laps
Late Models	3 Laps

A timing # will be chosen for each race night. Let's say the number drawn is 25.

Whoever's car number is 25 will time in first, the second would be 26, the third would be 27, and so forth up until 100 then we would start 1-24. With 24 being the last to time in. The same timing list will pertain to all divisions. Obviously not everyone has these numbers; so we would skip to the next number that someone actually has on their car. In the event of duplicate car numbers, both cars better be up to the timing line at the same time. Numbers would be posted immediately at the pit gate and by the bulletin board. If you are not in line when your number is up, you will automatically lose one lap.

Drivers that do not time in with their division due to severe car problems, may time in at the end of the next division. *The qualifying time will be used to determine appropriate races only.* The driver will not receive qualifying points or pay. The driver will start at the rear of their respective heat that they qualified for. If the qualifying time was within the top 16 for the feature, the driver will have to start at the rear of the feature, behind the Semi-Feature transfers. The speedway will still transfer the top 16 that actually timed in on time. If the drivers' qualifying time fell into the Semi-Feature or the Consi-Race, they will start in the rear of that race.

Race Schedule

Practice 3:30

Qualifying 5:00

National Anthem 6:30

Heats: Super Stock 8 Laps
4-Cylinder/Motorcycle 8 Laps/6 Laps
Late Model 10 Laps
Midwest Mods 6 Laps
Bandits

Semi-Features: Super Stock 10 Laps
4-Cylinder 10 Laps
Late Model 12 Laps

Intermission

Features: Super Stock 20 Laps
4-Cylinder/Motorcycle 20 Laps/10 Laps
Late Model 35 Laps
Midwest Mods 15 Laps
Bandits 12 Laps

Detailed Schedule Posted Every Race Night At The Scale Building

NOTICE OF RULES

The intent of this rule book is to provide a guide of limitations to, and constructions of race cars for all divisions, and for the orderly conduct of racing events for all divisions. Such as, this rule book may not contain all regulations covering all situations. Therefore, the Speedway's management and officials reserve sole right to interpret, add to or delete, change or alter, and make adjustment to the rules herein, in order to insure orderly, fair and safe racing and to preserve the spirit of racing.

ALL DIVISIONS

1. Minimum of 12 cars to run 2 heats, minimum of 21 cars to run 3 heats.
2. Top 16 from time go to the feature race, 12 car invert. Last week's feature winner starts at least 12th.
3. Minimum of 24 cars to run a semi-feature, 6 car invert.
4. 1st and 2nd from the semi-feature must advance to the feature.
5. If a consi is run, 1st place will be eligible to advance up to the semi-feature race.
6. Semi-feature and feature first and second restarts after a minimum of one lap completed, line up will be 1st place car on front row by himself. 2nd and 3rd on 2nd row, position by choice. Any further restarts will be single file. If 5 or less laps remain in the Late Model feature, the restart will be single file. Competition director reserves the right use single file start/restart and/or double file restarts at any time.
7. All lineups are by time. In the event that qualifying is rained out, average qualifying times will be used if possible.
8. To receive points and money for any event the car must be in line-up, race ready and running to receive any points and/or money.
9. In the event of tie for any position in the season end point standings, the winner of the position will be the driver that earned the most qualifying points. If the tie is not broken, then the winner is the driver with the most feature wins. If the tie still is not broken, the winner is the driver that made the most shows. The final tie breaker is the driver with the fastest qualifying time.

LATE MODEL and SUPER STOCK DIVISIONS

To receive points you must have the appropriate division sponsor(s) sticker on both sides of your car or no points will be awarded, there will be no leniency.