



2026 General Rules & Regulations

2026 GENERAL RULES AND REGULATIONS

SECTION 1: RACE PROCEDURES

1.01: All persons participating in a scheduled program, including but not limited to participants, equipment owners, pit crew members and guests or affiliated persons, assume full responsibility for any and all injuries sustained, including death and property damage, at any time they are on Delta Speedway premises, or in route to or from Delta Speedway.

1.02: Track Promoter and officials are not responsible for any damage or theft of trucks, equipment, tools, or personal property on the premises. It is recommended that one person remain with personal property at all times to avoid possible theft and/or damage.

1.03: Driver fees are to be paid for each class in which a driver chooses to participate in any given event. Once a car touches the track, no refunds will be given for that event.

1.04: No participant, equipment owner, pit crew member, guest or any other affiliated person shall have any claim for injury, damages, expenses or otherwise, against Delta Speedway and/or its directors, C&P Promotions, LLC, and/or its officials, and/or employees, and/or volunteers by reason of disqualification, damage or injury to either equipment, participant or both. Any person, whether participant, car owner, pit crew member, guest or other affiliated person further agrees that the race track is in a safe condition and usable if they take part in the racing activities.

1.05: No person will be allowed in the pit area until a wristband (hereinafter "pit pass") has been secured for the scheduled event. Pit passes must be in plain view at all times and are not transferable. Violation may result in a fine and/or disqualification of the participant and equipment associated with the violator and/or suspension or banishment from the restricted area.

1.06: No person under the age of eighteen (18) will be admitted into the pit area without an accompanying adult and must be signed in on a car's pit crew. All persons under the age of eighteen (18) must have a notarized signature of a parent or guardian. All participants under the age of eighteen (18) must have a Minor Consent Waiver on file with C&P Promotions, LLC. No person under the age of eighteen (18), except for a participant, will be admitted to the infield area.

1.07: You must purchase a membership in order to be eligible to purchase a pit spot. Due to the high demand for outside pit spots, once you have purchased a pit spot, you must participate in one out of three races to maintain your pit spot. This means, if you miss 3 races in a row you will lose your pit spot and it will be for sale.

1.08: NO OUTSIDE ALCOHOL. OUTSIDE ALCOHOLIC BEVERAGES ARE NOT ALLOWED ON THE PREMISES. ALL ICE CHESTS BEING BROUGHT ONTO THE GROUNDS ARE SUBJECT TO SEARCH FOR ALCOHOLIC BEVERAGES. IF ALCOHOL IS FOUND, IT WILL BE CONFISCATED. Drinking of alcoholic beverages or use of any controlled substance in restricted areas is strictly forbidden during scheduled events. If the Promoter and/or Head Referee have any reason to believe that a participant is under the influence, the Promoter reserves the right to perform drug testing on demand and/or refuse to allow participation in the event. Any participant in a scheduled event who exhibits evidence of using alcoholic beverages and/or any controlled substance will be immediately escorted from the pit area and any of the following, or combination of the following, penalties may be assessed at the Promoter's discretion:

Participant:

- 1) Verbal warning.
- 2) Removal from Delta Speedway property.
- 3) Suspension from that night's event.
- 4) Suspension from any event for a time to be determined by the Promoter.
- 5) A fine up to \$500.00



Non-Participant:

- 1) Verbal warning.
- 2) Removal from Delta Speedway property.
- 3) Suspension from that night's event.
- 4) Suspension from any event for a time to be determined by the Promoter.
- 5) A fine up to \$500.00

All fines must be paid by cash or money order before returning to the facility.

Note: The general admission area is the only area in which the consumption of alcoholic beverages may be permitted.

1.09: The participant assumes responsibility for the actions of his/her pit crew and/or guests and/or any other person affiliated with his/her vehicle at all scheduled events. In every aspect, the participant shall be the sole representative for his/her car owner and pit crew in all manners pertaining to the race program and events.

1.10: No person shall participate in fights, physical or verbal, or conduct himself/herself in an unsportsmanlike manner, including derogatory hand gestures and/or improper/foul language, at any time in the pit area or on the racing premises. Violators will be subject to any penalty, or combination of penalties, as set forth in Section 1.08 of these General Rules and Regulations.

All fines must be paid by cash or money order before returning to the facility.

1.11: No person shall intentionally cause damage to another person's property, car, tools or equipment on the Speedway premises on or off the race track. Violators will be subject to any penalty, or combination of penalties, as set forth in Section 1.08 of these General Rules and Regulations.

All fines must be paid by cash or money order before returning to the facility.

1.12: No person shall subject any official of Delta Speedway, volunteer of Delta Speedway, or any employee of C&P Promotions, LLC to abuse, including hitting, pushing or improper physical contact at any time. No person shall subject any official of Delta Speedway, volunteer of Delta Speedway, or any employee of C&P Promotions to verbal abuse, including the use of improper/foul language or hand gestures at any time. Violators will be subject to any penalty, or combination of penalties, as set forth in Section 1.08 of these General Rules and Regulations.

All fines must be paid by cash or money order before returning to the facility.

1.13: Participants agree to abide by official decisions. Decisions of race officials pertaining to on-track observations and calls, interpretations of rules, race procedures, start and re-start positions and scoring of positions shall be considered final.

1.14: Discussions with the Promoter, Head Referee, or Referees pertaining to official race decisions may be held **AFTER** completion of the **FINAL** race in the program of the day/evening, with the participant or car owner only, at the discretion of the Promoter or Head Referee. Being confrontational with the Promoter, the Head Referee, or any Track Official during the race program will be subject to any penalty, or combination of penalties, as set forth in Section 1.08 of these General Rules and Regulations.

All fines must be paid by cash or money order before returning to the facility.

1.15: Participants are not permitted in the press area or in the official's office/observation areas without specific permission from the referee (in the case of the pit tower, permission must be obtained from the Pit Steward). Violators will be subject to any penalty, or combination of penalties, as set forth in Section 1.08 of these General Rules and Regulations.

All fines must be paid by cash or money order before returning to the facility.

1.16: No participant shall take part or participate in any strike, boycott, oratorical campaigning or any other detrimental action or activity against a race official, promoter or sponsoring organizations and their affiliates. Violators may be suspended and/or banished from the premises.

1.17: Promoter reserves the right to deduct unpaid fines, outstanding debts, including bounced checks, owed by any car owner or participant from any or all winnings earned.



1.18: It is the responsibility of participant to make sure that all cash fines levied against him/her or any person associated with him/her are paid before the next race program. The participant and his/her car will not be allowed to participate in any race until all fines are paid. Promoter reserves the right to deduct any and all unpaid fines from the participant's/car owner's winnings.

1.19: All participants must attend the participant's meeting. Roll call may be taken at the participant's meeting and any found to be absent from the participant's meeting may be required to run scratch.

1.20: Speeding in any restricted area is prohibited. Violators will be subject to any penalty, or combination of penalties, as set forth in Section 1.08 of these General Rules and Regulations. All fines must be paid by cash or money order before returning to the facility.

1.21: No reckless driving will be permitted. No one will be allowed to drive any motorized vehicles in the pits at any time without a valid driver's license (racing equipment exempt). The race class and car number must be on all pit vehicles for identification purposes. Pit vehicles cannot be used without identification. Any penalties incurred due to reckless driving or speeding by pit vehicles will be assessed upon the associated race car.

1.22: When entering or leaving the pit area, drivers must use caution or be subject to a penalty.

1.23: No dogs or other pets are allowed in the pit area during a race program unless they are confined in a vehicle or on a leash.

1.24: Infield Access: One representative from each car, currently on the track, is allowed in the infield for each race. However each representative must stay within a designated area. If the representative is outside the designated area during racing conditions, NO WARNING will be given; the violator will be escorted from the infield by an Infield Official, and will not be allowed to return for the current night's race program. Upon 2nd removal from the infield, the violator will be banned from the infield for the remainder of the current racing season. To qualify as an infield representative, you must register at the pit tower, once for the current racing season.

1.25: Insurance: Delta Speedway's track insurance is secondary to a participant's primary insurance.

1.26: Payout Checks: All uncashed payout checks are void after 90 days.

SECTION 2: COMPETITION FORMAT

2.01: Race Format: The competition format and/or race program may be altered by the promoter and/or Head Referee at any time.

2.02: Points: Points will be awarded for qualifying, heat races, main events, and passing points. (Please Note: Passing points will be given for main events only). You must take the initial green flag to receive points. You must be a member of Delta Speedway to receive points for the championship. In the event of a driver and/or car change, the driver and/or the car he/she is changing to must be qualified for that race event (same class), for the driver change to be legal. However, once a change is made points will stop accumulating. Points will be awarded on your best fifteen (15) races out of sixteen (16), or best fourteen (14) out of fifteen (15), or best thirteen (13) out of fourteen (14), etc., depending upon how many point races there are in a year, in other words, you have one throwaway race. The number of point races in the year will be determined by the Promoter. Any disqualification for any reason from a race event, whether it be a heat race, qualifying, a main event, or for the whole night, cannot be used as a throwaway.

2.03: Qualifying: Except for in the Jr. Sprint class, each participant will have the opportunity to receive two (2) timed laps. The fastest recorded lap will be the car's official time. Qualifying order will be determined by pill pick.

2.04: Heat Races: The number of cars registered will determine the number of heat races in each class. The top four qualifiers in each heat will be inverted. The remaining cars in each heat will line up in qualifying order. Junior Sprint heat races are eight (8) laps. All other classes' heat races are ten (10) laps. Promoter and/or Head Referee may choose to change the number of laps for various reasons.

2.04b: Semi Mains: The number of cars registered will determine the number of B mains in each class. If one B main is necessary, the line up will be determined by qualifying time. In the event that two B mains are necessary, they will be lined up by heat race finish.

2.05: Main Event: The main event is determined by points earned in qualifying, and heat race finishes. The lineup will be determined upon the inversion draw, with no more than half the field being inverted. There will be a maximum of twenty (20) cars in a main event. (Promoter and/or Head Referee may choose to allow more than twenty (20) cars in some instances.) Main events will be thirty (30) laps, for Super 600 and Non-Wing, Restricted and A Class will be twenty five (25) laps, and Junior Sprint will consist of twenty (20) laps. Promoter and/or Head Referee may choose to change the number of laps for various reasons.

2.06: Qualifying Points: Points are earned in qualifying as listed below: (Points begin at ten (10) for the first (1st) qualifying position and descend by one (1) point per position; all positions after tenth (10th) place will receive one (1) point.) No points will be given without qualifying time.

QUALIFYING

POSITION	POINTS
1	10
2	9
3	8
4	7
5	6
6	5
7	4
8	3
9	2
10	1

2.07: Heat Points: Points earned in heat races are as follows: Ten to one (10-1) points. First (1st) place - ten (10) points, second (2nd) place - nine (9) points, third (3rd) place - eight (8) points, and down the line. Did not finishes earn finishing position points, did not starts earn zero (0) points and disqualifying earns zero (0) points per heat.

2.07b: For Junior Sprints Only: Junior Sprints will have two (2) heat races (No Qualifying). The total for both heats are added together and the highest score is on the pole for the main event, and down the line. In the case of a tie, the pill pick will determine the order. The best draw will receive the better position in the main event. There will be an inversion with no more than half the field being inverted.

2.08: Main Event Points: Main event points are awarded according to your finishing position. Did not finishes (DNF) earn finishing position points, did not starts (DNS) earn zero (0) points and disqualifying (DQ) earns zero (0) points per main event. (Points begin at fifty (50) for first (1st) place and forty-six (46) for second (2nd) place and descend by two (2) points per position.

FINISH POSITION	POINTS	FINISH POSITION	POINTS
1	50	13	24
2	46	14	22
3	44	15	20
4	42	16	18
5	40	17	16
6	38	18	14
7	36	19	12
8	34	20	10
9	32	21	8
10	30	22	6
11	28	23	4
12	26	24	2

2.09: Passing Points: Passing points will be given for the main events only. One (1) point will be awarded for each position advanced during the course of the main event of each class. Passing points are determined from the published starting lineup.

2.10: Total Points: Total points for each points race will be a grand total of qualifying, the heat race finish, the main event finish and passing points, (main event only), combined.

SECTION 3: RACE PROCEDURES

- 3.01:** The Promoter has the right to reject the entry of any car, driver or person onto the premises at any time.
- 3.02:** No person may enter the racing arena until he/she has completed and signed all required releases, registration and/or entry forms.
- 3.03:** No person shall be permitted to sign the waiver and release form for anyone other than himself/herself. Violators may be fined and/or disqualified and/or suspended.
- 3.04:** Female drivers will not be allowed to participate in any racing event while they are pregnant.
- 3.05:** Any driver requiring transporting to, and/or treatment at, and/or examination at any hospital emergency room from the track, and/or examination by a doctor, must have a signed release from the examining doctor before further competition.
- 3.06:** The Promoter or Head Referee may eliminate any driver from competition should the driver be deemed physically or emotionally unfit to participate in a racing event.
- 3.07:** All cars except Junior Sprints are required to participate in packing the track. If the driver chooses not to participate in packing the race track, they may be given the last qualifying position in their division and may be allowed only one (1) qualifying lap. If the track does not qualify that driver will run scratch both heats.
- 3.08:** Car and driver must be in the qualifying line when called. If they do not take their assigned time trial position, they will be moved to the end of the qualifying line in their division and will be given only one (1) qualifying lap.
- 3.09:** A car will have one (1) attempt to complete two (2) consecutively timed laps. There will be no second attempts allowed unless the time clock malfunctions or there is interference from the previous car. In case the time clock malfunctions or interference is made, the car will be permitted to take the remaining laps needed to complete the timing. In case of transponder problems, if it is found that the transponder was properly installed and is not working the driver will be pulled into the infield and a new transponder will be installed and the driver will get their required laps. If it is found that the transponder is not on the car or is not in a proper location the driver will forfeit their laps with no qualifying time, and will begin the race in the last place position in his/her assigned heat race.
- 3.10:** The fastest timed lap shall be the car's official time. In the case of a tie in a division, the car first to qualify will be awarded the fastest time.
- 3.11:** Any car that does not receive a qualifying time will begin in the last place position in his/her assigned heat race. In the case of multiple cars not receiving a time they will be placed last in pill draw order.
- 3.12:** When each car completes its two (2) consecutive qualifying laps, the car will proceed to the place designated by the track official and will remain there until directed to do so. The top five (5) qualifiers will be announced and will leave the designated position first and proceed directly to the scales to be weighed. All remaining cars, unless directed by the head official, may proceed to their pits.
- 3.13:** When the last car of one division has completed his/her qualifying laps and the next division has begun its qualifying, that division's time trials are declared complete and no other cars in that division may attempt to obtain a qualifying time.
- 3.14:** A driver may qualify only one (1) car in each division.
- 3.15:** No driver changes shall be made without notifying the Promoter, the Head Referee, or a Pit Steward. Any driver doing so will be disqualified for that race event and forfeit any money or points earned in that race event. All driver changes must be made in the pits only. No class changes or additions shall be made without notifying the Promoter, Head Referee and sign-in. A driver wishing to run a second class in an event must pay for that second class.

- 3.16:** The driver and/or the car he/she is changing to must be qualified for that race event (same class), for the driver change to be legal. However, once a change is made points will stop accumulating.
- 3.17:** Each driver must be ready when his/her event is called. When an event is called, the driver must immediately proceed to the staging area. There will be three (3) notifications of each race, first (1st) call, second (2nd) call and final call.
- 3.18:** Cars that are considered “**LATE**” to their assigned race **WILL** be put to the rear of the line-up. When the cars on the track are lined up in race order, the driver or drivers that are **LATE** will be given two (2) laps to make that race and get their spot. If the driver or drivers are not on the track after two (2) laps, the field will move straight forward. If the LATE driver or drivers make it on the track before the flagman gives the one-to-go sign, the driver or drivers will be placed at the rear of the field.
- 3.19:** The track officials will direct the cars to their re-start positions. There will be no discussion or argument as to line-up positions. A driver will be given one warning, if the driver refuses to get into the assigned position, the driver will be black flagged and disqualified from the current race.
- 3.20:** Race Receivers (raceivers) are mandatory and will be used to assist with line-ups. Drivers not using raceivers will be given one warning. Drivers still not using raceivers after the first warning will not be scored or will be sent to the infield.
- 3.21:** Re-entry onto the race track by a car during green flag condition is only allowed on the back straight away, any re-entry in either corner or front straight away is not allowed, and will result in a black flag. You may re-enter under Yellow flag conditions, and the re-entry can be made from either the front or backstretch. A car must have all four (4) tires on the racing surface before the start/finish line to be scored for that lap. Cars must be started and running in the infield before entering onto the race track.
- 3.22:** After the car has been given the checkered flag and crossed the start/finish line, the car must slow down immediately. Any driver staying on the gas for more than half a lap after receiving the checkered flag may be assessed a one (1) position penalty on the finish for recklessness.
- 3.23:** All scored cars taking the checkered flag in a main event will be weighed. Any car that does not weigh may result in a disqualification from that event.
- 3.24:** Cars that leave the track during a race event and enter the pit area will not be allowed to continue in that race. When a car enters the racing arena, it may not go back into the pits and re-enter again for that race event.
- 3.25:** Any pit crew member or driver exiting the racing arena during a green flag condition may subject their car to disqualification for that race event.
- 3.26:** Tools and other equipment may not be tossed over the fences or track walls into the racing arena or to persons in the racing arena. Violators may subject their cars to disqualification for the race event.
- 3.27:** During a red flag condition, the Head Referee may allow pit crews into the infield area to assist their driver with repairs or adjustments. All crew members must enter the infield through the backstretch gate only. Violators may subject their car to disqualification for the race event.
- 3.28:** A work area shall be designated by the Head Referee and working on cars will be allowed in this area only.
- 3.29:** No fluid containers of any kind (gas, water, coolant, etc.) will be allowed in the infield without specific permission from a Track Official. Violators may subject their car to disqualification for that race event.
- 3.30:** Refueling will be allowed only by permission of the Head Referee. If the cars are going to be allowed to refuel, the Head Referee will notify the Pit Steward and the Pit Steward will announce a refueling stop. Violators may subject their car to disqualification for that race event.

3.31: All cars that come to a stop on the racing surface under a green flag, or that cause a yellow or red flag condition will be positioned to the rear of the field for the re-start. A car involved in a second incident, in the same race event, which causes the yellow or red flag to be displayed will be black flagged from that race and scoring of the car will be discontinued. The black flagged car will be given a finishing position for that race event based on the number of laps completed.

3.32: Involvement includes spinning, crashing or causing another car to spin or crash, and cars that are stalled or come to a stop on the racetrack causing a yellow or red flag. (Any additional car that spins out or stops to avoid the crash after the yellow or red will not be charged in that yellow/red, and will maintain his/her position).

3.33: Any car entering the infield area without being directed to do so by a Track Official during a yellow flag condition may re-enter the race but that car will be positioned at the rear of the field or as otherwise directed by Track Officials.

3.34: The Head Referee, assisted by other track officials, reserves the right to determine when a car stopped or was stopped for safety purposes and to reposition the car accordingly.

3.35: Foul driving is not allowed and any driver guilty of foul driving will be penalized at the discretion of the Head Referee. Penalties for foul driving may include any one or more of the following:
Loss of position any time during or after completion of the race event, removal from the race, loss of money or points earned for that race event, a fine, suspension, disqualification, probation or removal from the Speedway premises.

3.36: Foul driving includes intentionally cutting the mark, unnecessary bumping, crowding, chopping, banking, charging corners or rough driving.

3.37: Any cars which are throwing or leaking fluids, smoking excessively or appear to be mechanically unsafe to continue racing will be given the black flag.

3.38: All cars must begin each race event and finish each race event with all engine parts, such as exhaust, muffler, etc. intact. If during a race event, exhaust parts become loose or are lost off the car and the Track Officials feel there is an issue of safety involved, that car will be given the black flag. If a car is black flagged or finishes a race with the muffler missing that car will be scored as a DNF.

3.39: When a car becomes disabled or is no longer eligible to compete during a race event, the driver shall park his/her car in a safe place in the infield and shall stay with his/her car until completion of that race. The driver shall assist track workers in removing his/her disabled car from the infield. Any driver that abandons his/her car in the infield may be disqualified from that racing event and forfeit any money and points earned for that race. In addition, Track Officials may impound the abandoned car until the race program has been completed.

3.40: No driver may stop his/her car on the race track during a race event or after the completion of a race event for any reason other than a safety issue or at the direction of a Track Official. Violators may be disqualified.

3.41: No complaints will be heard by the Promoter, the Head Referee, or Track Officials, until the **FINAL** race program has been completed. Any complaints or discussions of issues shall be directed to the Head Referee by the driver or car owner only, after the **FINAL** race program of the day/evening has been completed. Violators may be disqualified or subject to fines. Being confrontational with the Promoter, the Head Referee, or any Track Official during the race program will be subject to any penalty, or combination of penalties, as set forth in Section 1.08 of these General Rules and Regulations.

3.42: Judgment decisions made by the Head Referee or the Track Officials cannot be protested.

3.43: All technical disputes are to be settled immediately after completion of the race program.

3.44: Rookies: Eligibility: A rookie shall be a driver who has not competed in more than (three) 3 race events in his/her class in the prior race season. A driver is not eligible for rookie of the year if he/she has run a higher class at any track and stepped back down into a lower class. A rookie must also declare himself/herself a rookie to the Head Referee, and upon sign-in at the start of the race season. The Promoter or Head Referee reserves the right to continue to declare the driver a rookie for an un-numbered amount of races if the Promoter or Head Referee feels the driver is not ready to advance (meaning the driver will continue to run a rookie flag). The rookie having the most points at the end of the race season will be declared the rookie of the year. "Rookie of the Year" will only be awarded in the Jr. Sprint and Restricted classes.

3.45: Race Receivers: Race Receivers must be worn by all drivers any and at all times the car is on the race track. **FIRST WARNING:** If the driver's race receiver fails to work or if the driver does not have one, the driver will be given one (1) warning to fix it or get a new one. **SECOND WARNING:** If the driver fails to fix the race receiver and/or does not get a new one, the car and driver will not be scored, and will start at the back of every race until the race receiver is fixed.

SECTION 4: FLAGS

4.00: The flagman controls the race event from the start of the race to the checkered flag. All drivers must watch and obey the flagman.

4.01: Green Flag - Initial Starts (Start of the Race) The starter will display the Green Flag as the cars come out of turn four (4), if the starter thinks the cars are lined up properly. The cars **MUST** maintain their designated starting positions until the Green Flag is displayed. The pole car sets the pace at a reasonable pace, **NOT A SLOW IDLE OR FULL THROTTLE, BUT A RACING PACE**, and it is the responsibility of the outside pole car to keep pace with the pole car. The initial front row will be given one (1) attempt at a clean start. The car that jumps the start will be put back one row. If both cars go before the line/cone, both cars will be put back one row.

4.02: Green Flag - Re-Starts

All re-starts will be single file through the cone positioned on the front straightaway. Single file is described as follows: must keep your car within the frame work of the car in front of you. You must maintain a steady speed, any break checking or changing of speeds will be considered a jump and will be a two position penalty. The penalty can be given at the next caution/red flag, or if there is no flag, the penalty will be given at the end of the race. Once the Green Flag is displayed to re-start the race, passing is not allowed until after the cone positioned on the front straightaway. You cannot hit the cone, pass before the cone or go below the cone. If you do, it is a two position penalty issued at the next caution or red flag. If there is no flag, the penalty will be applied at the end of the race.

4.03: Yellow Flag - Signifies Caution

When the yellow flag is displayed, the driver is to slow down immediately and maintain a reasonable speed considering the conditions that exists on the race track. The determination of a reasonable speed is a judgment call that will be made by track officials. Caution laps are not counted at Delta Speedway; therefore do not race to the yellow flag. The position of the cars for a re-start will be the same position held by each car of the last lap completed under green flag conditions.

4.04: Blue Flag with Diagonal Yellow Stripe – Signifies Hold Your Position

This flag is displayed to cars being lapped by the leaders of the race. Signaled cars should hold their racing line and not try to block the leaders. The car(s) signaled do **NOT** have to yield to the leaders(s) as the car(s) signaled may be in a race for position with the car(s) behind it. **THIS IS NOT A MOVE OVER FLAG; YOU ARE TO HOLD YOUR POSITION.**

4.05: Red Flag – Stop Immediately

The red flag means the race must be stopped. When the red flag is displayed all cars must stop immediately on the race track surface. Cars should be brought to a stop carefully and safely.

4.06: Black Flag – Report Immediately To the Infield

When the black flag is displayed to a driver, the driver must report to the infield immediately and stop their car. A track official will contact the driver, at the next available moment and give the reason for the black flag. Failure to obey the black flag will result in the scoring of that car to be discontinued until further notice.

4.07: White Flag – Race Leader Has Started His/Her Last Lap

When the white flag is displayed, it means the race leader has started his/her last lap.

4.08: Checkered Flag – Completion of the Race

When the checkered flag is displayed, it means the race is completed. When the required distance has been completed by the lead car, the race will be declared "official" regardless of any flag being displayed. When the checkered flag has been given to the leader, the balance of the field receives the checkered flag in the same lap. Finishing positions will be awarded according to the most laps traveled in the least time, whether the car is still running or not.

4.09: Red and Yellow Diagonal Flag

The red and yellow diagonal flag will be displayed when there is a caution on the first lap of the event. The cars will line up in their original order with the car(s) involved starting in the rear.

SECTION 5: SAFETY

5.01: A full set of racing flags shall be used in all race programs at Delta Speedway. Additional yellow flags shall be used by track officials.

5.02: The following safety equipment is mandatory for all drivers participating in Delta Speedway programs, including practice sessions and track packing:

5.03: Helmets must be full head coverage competition type and one of the two latest SNELL approvals.

5.04: Approved shields or unbreakable goggles.

5.05: All drivers will wear a name brand flame-retardant full one piece double layered Nomex uniform, rated 3-2A/5 or better. Single layered uniforms rated at 3-2A/5 must be worn with Nomex underwear. Karting suits are not allowed.

5.06: SFI approved gloves are mandatory for safety.

5.07: Racing shoes.

5.08: Head Restraint: Delta Speedway requires an SFI approved head and neck restraint.

5.09: Arm restraints adequate to keep driver's hands contained with the roll cage.

5.10: Seat must have side head bracket and/or cage net.

5.11: Seat belts/harness, five (5) point, correctly installed and not more than three (3) years old.

5.12: All mechanically operated devices must be mounted below the driver's shoulders for safety.

5.13: Chain guards will be installed on all cars where chains are exposed to the driver and/or other participants. Minimum thickness is .090. The chain guard must be safety approved by the Promoter.

5.14: Chassis: Roll cages must be at least:

1 inch .062 wall thickness
1 1/8 inch .065 wall thickness
1 1/4 inch .065 wall thickness

5.15: Any car that upsets, rolls or is involved in a serious accident must be inspected and approved by a track official to continue competition.

5.16: Safety inspections may be made at any time by officials. Any car may be disqualified for safety specifications.

5.17: All Classes: All fuel tanks must be equipped with a one way check valve designed to prevent spillage of fuel from the fuel tank in case of a roll-over.

5.18: All Classes: The driver must use a Race Receiver that is in sync with Delta Speedway's frequency. If a driver does not use a Race Receiver the car may be disqualified from that event. Absolutely NO crew-to-driver radio communication.

STRONGLY RECOMMEND: Fuel bladders, and a head and neck restraining device.

SECTION 6: MECHANICAL / TECHNICAL INSPECTIONS

6.01: The Promoter/Referee reserves the right to judge, decide and establish what constitutes a legal car.

6.02: The Promoter reserves the right to subject any car to a mechanical inspection at the discretion of any track official.

6.03: It shall be the responsibility of the driver or car owner to prepare the car for any inspection requested by track official. Failure to comply shall result in disqualification of the driver and car.

6.04: It will be the responsibility of the car owner or driver to have no more than two (2) persons in the designated inspection area.

6.05: Any car that is not taken immediately to the designated inspection area or is removed from the racing premises without the permission of a track official at any race program which calls for a mandatory inspection of cars (including car weighing) after a race event or at the end of the program, may subject the driver and car to disqualification.

6.06: It is mandatory that a driver stay seated in his or her car until the car is weighed and the weight has been recorded. A car is allowed one (1) re-weigh. Driver must remain seated in car and not leave the scale area.

6.07: The top five (5) finishers in the main event may be subject to technical inspection.

SECTION 7: FUEL & OIL SPECIFICATIONS, PENALTIES & PROTESTS

7.01: Approved fuel is methanol (all classes) only. No additives. Any transmission oil used must not contain performance enhancing agents. Delta Speedway Tech Officials can pull fuel and or oil samples from a car or container at anytime it is on Delta Speedway premises including pre-race, post race, or in the trailer.

7.02: Penalties for Illegal Fuel:

1st Violation: Disqualified from current night's race program, loss of highest points race for the current season, \$300.00 fine, plus laboratory fees if applicable.

2nd Violation: Disqualified from current night's race program, loss of all points to date, \$500.00 fine, plus laboratory fees if applicable.

3rd Violation: Disqualified from current night's race program, loss of all points to date, \$1,000.00 fine, plus laboratory fees if applicable.

If car owner/driver refuses any tech inspection at any time, penalty will be: Disqualified from the current night's race program, loss of all points to date, and \$1000.00 fine.

Penalties for any subsequent refusals to allow tech will be up to the promoter.

7.03: Protests

Anybody may protest a racer's fuel or oil any time, up to 10 minutes after the last race the car was entered. Fuel will be sent to an independent fuel testing laboratory for analysis. A protest fee of \$ 200.00 to be given to Head Tech Official at the time of protest. If the fuel is found to be legal, protesting party will forfeit all money deposited. If the fuel is found illegal, money will be returned to the protesting party.

SECTION 8: CAR SPECIFICATIONS

- 8.00:** All cars must be equipped with a transponder; either rented from the track or participant's own. The bracket location of the transponder must be on the right side of the car front panel, twelve (12) inches above the ground and twenty-two (22) to twenty-four (24) inches behind the front axle. Any racecar without this device will not be scored during the race events.
- 8.01:** Only foot-operated throttles are permitted. After inspection by an official a hand throttle may be used only if the driver cannot operate a foot throttle.
- 8.02:** All cars must have complete bodies. Tail sections must be in place during time trials and all races.
- 8.03:** All cars must have legible numbers on both sides of the wing and on the nose. The color of the numbers should be contrasting with the background color of the car. Non-Wing cars must have a number on the nose of the hood, on the tail cone, and on the right side of the car. The numbers should be as large as the space will allow.
- 8.04:** Cars with duplicate numbers shall be asked to temporarily change their number or add a letter to their number the same size as their original number to facilitate scoring.
- 8.05:** Any material used for the purpose of adding to a car's total weight must be firmly attached as a part of the car's structure.
- 8.06:** Steering: Front wheels must be connected by a solid or tubular tie rod.
- 8.07:** Fuel pump switch must be easily accessible and labeled with the supplied sticker.
- 8.08:** No rear view mirrors or any item positioned in such a way that it can be used as a rear viewing device.
- 8.09:** On and off switches must be on the dash, must be connected and functional.
- 8.10:** There must be a metal firewall between driver and engine compartment.
- 8.11:** Cars must be equipped with a roll cage. The roll cage must be sufficient strength to support the weight of the car and driver. Roll cage must be a minimum of three (3) inches and maximum of six (6) inches above driver's helmet.
- 8.12:** All cars must be equipped with nerf bars. Nerf bars must extend to inside the edge of the tire but not beyond the outside of the tire with a four (4) inch tolerance.
- 8.13:** Brakes must be in working order.
- 8.14:** Mud guards are legal only if constructed of aluminum or fiberglass.
- 8.15:** All wet cell batteries mounted in the cockpit must be covered and vented outside the cockpit area. Excluding, sealed, wet cell batteries.
- 8.16:** Any car equipped with a shifting mechanism must have this device mounted in the driver's compartment. Shift levers may be mounted outside the driver's compartment only if it is on the opposite side of the car from the chain drive.
- 8.17:** All 4 corners, Hoosier Tires are mandatory in all classes. Right Rear Tire: All cars must use the Hoosier D25, or harder. Grooving and siping will be allowed. No doping is allowed. There is zero tolerance on doping. Suspension of car and driver will result in the event of doping/chemical alteration of any tire.

- Doping is defined as the chemical alteration of any Hoosier tire from its factory condition. Doping is explicitly PROHIBITED. Chemicals, sprays, soaking, bathing, wiping, rubbing, massaging, baking, needling or any act of applying a foreign substance to either the INTERIOR surface of the tire or the EXTERIOR surface of the tire will NOT be allowed. Injecting chemicals through bleeders or valve stems is explicitly prohibited.
- The head technical inspector is given the right to determine altering based on sensory SIGHT (the act of doing) or SMELL (the odor of chemicals within the rubber of a tire not conducive with the factory form).

SECTION 9: ENGINE PROTESTS AND PENALTIES

9.01: Engine protests must be signed and include the protest fee. Protest must be made to the Head Official/Promoter within fifteen (15) minutes after the end of the race program. Only the top three positions may be protested by a driver or owner of the same class finishing in the top five in that night's program.

9.02: Protesting Fees:

Jr. Sprint: Protest Fee: \$500.00.

Restricted: Protest Fee will be \$1000.00.

Protesting person must present a cashier's check, money order or cash deposit. The motor will be sent to a track approved facility for a tear down by a qualified technician. Engine will be torn down, and inspected. If the engine is found to be legal, protesting party will forfeit all money deposited. If the engine is found to be legal Junior Sprints will receive \$300.00 back to go toward re-assembly of the engine. Track/inspector receives \$200.00. If the engine is found to be legal, Restricted will receive \$750.00 back to go toward re-assembly of the motor and the track/inspector receives \$250.00.

The motor will be returned disassembled to the contestant being protested. If the engine is found illegal, money will be returned to the protesting party minus the cost of inspection.

9.03: The Promoter will not be responsible for any costs incurred for a protest. All fees must be paid by cash or money order before the motor is returned, and before the contestant can return to the racing facility. Fees must be paid within 30 days from the date the motor is deemed illegal, if fees are not paid within 30 days the motor becomes the property of the promoter.

9.04: PENALTIES FOR ILLEGAL ENGINE:

1st Violation: Disqualified from the current night's race program, loss of highest points race for the current season, and \$500.00 fine.

2nd Violation: Disqualified from the current night's race program, loss of all points to date, and \$1000.00 fine.

3rd Violation: Loss of all points to date, disqualified from the current night's race program, a \$1000.00 fine and driver or owner is subject to being suspended for the next three (3) race programs from the pits.

If car owner/driver refuses any tech inspection at any time, penalty will be: Disqualified from the current night's race program, loss of all points to date, and \$1000.00 fine. Penalties for any subsequent refusals to allow tech will be up to the promoter.

9.05:

Any competitor in violation of these rules is subject not only to fines and/or penalties at Delta Speedway but may also be subject those penalties at Plaza Park Raceway, and Lemoore Raceway.