



Aztec Speedway General Running Rules

Aztec Speedway is an IMCA sanctioned racing facility.
All rules for IMCA classes will be enforced as displayed on www.imca.com.

Enforcement of these rules will be by humans with the likelihood of human error attached from time to time. No driver will ever be "picked on" with bad calls but they will happen. Yelling and screaming won't fix the problem. Rest assured that Aztec Speedway will try very hard to get calls right.

1. Safety at the race track is of the utmost importance.

- Fire extinguishers are required to be easily accessible and in all pits.
- All drivers must be at least 14 years of age unless stated otherwise in specific class rules.
- Rookie Drivers: Any persons wishing to race **MUST** go through 2 practice sessions and be signed off by track officials before being allowed to compete.
- All race vehicles will be equipped with a flapper valve correctly mounted in the fuel cell.
- Pit speed - the speed in the pit area is 5 MPH for all vehicles. **NO SPEEDING** coming off the track.
ATV's: The use of ATV's in the pits is a privilege. ATV's are not allowed in the grandstand area **UNLESS** you are moving a car to show before the races. No showboating, No speeding (speed limit for ATV's is 5 mph), No nonsense!! Any infraction of this rule will result in a fine. (see Fine section)
- Race drivers must be able to demonstrate control of their cars during a race. Wild or erratic driving due to lack of skill, mechanical problems or attitude will be considered cause to be placed at the rear of the pack or Black Flagged. The flag man has the option to start any car deemed a potential hazard at the rear of the pack.
- There will be **NO** racing to the yellow in any class.
- Cars will be inspected and any unsafe conditions will be explained to the driver and must be corrected as specified by the official. Any car deemed too hazardous to race will **NOT** race! Courtesy races will be considered for out of town cars only. This will be at the discretion of the officials.
- Drugs or Alcoholic Beverages: **NO** drugs or alcohol will be allowed anywhere on the facility before, during, or after the races. If caught, you will be ejected for the night and fined. (See Fines section).
- There will be **NO** glass containers or bottles allowed anywhere at Aztec Speedway.

2. Aztec Speedway is operating under an agreement with the City of Aztec that states the track will be dark and all racing over by 12:00AM on regular show nights and 1:00AM on special show nights. Management will do whatever is necessary to get the complete show in under the time limits.

3. Mufflers are required in all classes at Aztec Speedway. Schoenfeld (83535) 3.5" x 8" for Modifieds and Sprints, (63030 or 63535) 3" x 6" or 3 1/2" x 6" for Stocks, (63030) 3" x 6" Sportmods. The Hobbys and Mini Stockswill run the IMCA 609's.



4. **Drivers Meeting: You must attend or have someone represent you.** If you have any questions, please ask them at the drivers meeting or before the 1st race. There should be no unanswered questions by the end of the drivers meeting.
5. **Unsportsmanlike Conduct of any kind will not be tolerated.** This includes going to another drivers pit area after an incident on the track. You can tell him what a fantastic driver he/she is later, but not in the heat of the moment. Penalties and/or disqualification will result if you go into another pit area or cause any problems. Drivers will be held responsible for the conduct of pit crews or wife/significant other. You will not abuse the pit steward, flagman or any other track official, or you will be ejected for the night and fined (see Fines section)
6. **The driver earns points, not the car.** Each car can run in only one class per race date.
7. **Pit Passes** Anyone caught in the pit area without a pit pass will be escorted to the pit booth where they will be required to purchase one.
8. **Wheel Packing All cars in the class specified during the drivers meeting are required to pack the track.** If you do not pack the track, you will start scratch that night. (unless you have a mechanical problem, get with officials) Please pay close attention and follow the flagman and infield crew directions when packing the track. Leaving the track before you are flagged off the track will result in starting scratch.
9. **Staging Area Once the pit steward makes the first call you need to start staging.** All cars are required to line up in the staging area before each race and must be ready to go as soon as they are sent out. If you come out of staging late, you will tag the pack. If you are not staged when your race begins, you will not be allowed on the track until a caution. While in staging, be sure you are not blocking the road onto the track. We want to go green the first lap.
 - If you do not make your heat, you will not be allowed in another heat. You will tag in the semi. No car will be allowed in more than one heat per night.
10. **Push Starts:** If you are unable to restart under your own power, you will go to the back of the field unless you are stopped by an official in which case you will be allowed a push start and will retain your position prior to being stopped. This goes for all classes. If you are aware of the fact that your car will not restart KEEP YOUR ENGINE RUNNING.
11. **Each car will only have one driver per race date.** Driver Change must be reported to the Pit Steward prior to that particular race. Driver must start scratch if qualified to race. If not reported, driver and car will be disqualified for the evening.
12. **Starts and Re-starts Anyone hot lapping before racing will start in back.** Original start of race is in turn 4 at the cone. POLE CAR SETS THE PACE. . Restarts will be "Delaware Starts" with the leader in the front row. The second place car chooses the inside or outside lane behind the leader. The line behind the second place car becomes position 4, 6, 8 etc. The row beside the second place car becomes 3, 5, 7 etc. After the second restart, the flagman may elect to start single file.
 - Anticipating the green is NOT allowed! You must remain in your position until the leader has started the race or green flag flies. The caution will fly on the back stretch if the flagman does not approve of the start. Lift from the throttle and regain your position to try again on the next lap. Do not stomp the brake and cause an accident! If the start is allowed and one car jumps, you will be docked on the next yellow, two positions for every car you jump. If a yellow does not appear before the race ends you will be docked on the finish two positions for each car jumped. If you are caught more than once in one race, you may be sent to the back of the pack or black flagged.



- 13. All cars must start the event with all body parts on.** Body parts may only be removed if damaged in an accident. (You must contact official before continuing) body parts removed must not leave driver exposed to track and hoods and trunk lids must remain on.
- 14. Track Officials/Tower:** Any situation arising that you feel needs the attention of a track official should be brought to the attention of the Pit Steward/Manager. You, your pit crew, or family members, or fans are not allowed in the announcer's tower or the flag stand. If you have questions, please wait till after the races to speak with any officials. A fine will be assessed to the person or affiliated driver abusing this (see Fines section).
- 15. Rainout Policy: There will be no refunds.** Pit passes are good at the next race that your class races. You must show old pit pass to receive credit for it. Completion of heat races constitutes a show.
- 16. Protests:** All protests must be in writing, specific in nature, signed by the driver(s) protesting. Fee of \$25.00 per driver must accompany the written protest when turned into the Pit Manager. This must be done within 15 minutes of the checkered flag. If car is found to be illegal, protester gets his \$25.00 back. If car is legal, that driver gets the \$25.00.
- 17. Pits will close one hour after the last race.** Gates will be locked and lights turned out.
- 18. Flags**
- Green Flag means start racing.
 - Black Flag If you are black-flagged for any reason, you must leave the racing surface immediately. Any driver flagrantly ignoring the black flag or any decision by an official will forfeit all points and money for that race date. Stopping to argue with the flagman or official will result in a fine (see Fines section). The black flag will be given to any car for extreme rough driving or to any car deemed unsafe to race. If a crew chief wants his car black flagged off the track, he must go to the pit Steward to report this.
 - Red Flag means STOP - there is a car and/or driver in danger. Please don't stop too abruptly and cause a pile up. Stop away from the accident. On the red flag, there will be no working on the cars on the racing surface. All work must be done in the hot pits. Upon returning you will tag the pack.
 - Yellow Flag means caution but keep moving. **DO NOT RACE BACK TO THE FLAGSTAND!** We revert back to the last lap completed by all cars. If you are off the racing surface, you won't always get a yellow. So get back in the race. Watch the scoring tower to find your correct position. Officials can/will correct the line-up, so stay nose to tail unless told to move. Again **NO Jump-Starts!** If you cause a yellow, you will go to the back, even if it's lap one or before the green flag. Do not get out of the car or you will be black-flagged. If you cause or are involved in a yellow you will go to the back of the field. Trying to "power through" an accident will result in disqualification. If you leave the race for any reason and return while under a yellow you will go to the back. Heat races - it is one and done. If you cause a yellow you will be black flagged and must leave the track. Main events - If you cause two yellows during the same race you will be black flagged. If you intentionally cause a yellow you will be black flagged immediately.
 - White Flag means one lap to the end.
 - Checkered Flag means the race is over leave the track. The main event winner will proceed to the front straight and park by the flag stand to receive the trophy. No cool off laps.
 - Blue/Yellow Flag means you are being lapped hold your line.



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- 19. Rough Driving will not be tolerated.** If you slip out of groove and someone comes under you, you may not drive back down on them. You slipped out of the groove, so hold your own line and race. If you are faster than the car in front of you, you need to pass them, not drive through them. If you inadvertently knock the car in front of you out of the groove or sideways, back off and allow them to regain their position. If it appears that you spun the car in front of you sideways to gain position, you will be black-flagged or you tag on the next yellow.
- 20. FINES** The actions listed below all carry penalties. Generally the penalties are as follows: The first offence: \$100.00 fine. Second offence: \$200.00 fine. Third offence: Ejection & loss of points and pay. Track management reserves the right to determine the appropriate penalty depending on the severity of the infraction.
 - a. Intentional rough driving.
 - b. Speeding in the pits, which include the track exit road.
 - c. Anyone crossing or going onto the track or infield at any time – this includes red flags.
 - d. Any driver stopping at the flag stand and arguing with the flagman. This also includes the line up person on the back straight.
 - e. Anyone drinking alcohol or using drugs in the pits will be ejected from the racing facility immediately as well as fined.
 - f. Any driver or crewmember pushing, attacking or continuously harassing an official
 - g. Anyone fighting at the racing facility.
 - h. Anyone displaying firearms or weapons.
 - i. Any unsportsmanlike conduct.
 - j. Public endangerment.
- 21. Any injuries must be reported before you leave the facility or insurance will not be in effect.**
- 22. No one under 18 years of age will be allowed in the pits without a Parental Consent form completed and on file with Aztec Speedway before they enter the pits.** Anyone in the pits will have a wrist band regardless of age. If an unattended youth (0 to 14 years old) is found unattended, or is acting in a manner that is not in the image of Aztec Speedway, the youth and the responsible adult will be escorted to the grandstands and the wrist bands removed.
- 23. Personal vehicles will only be allowed in the pits if it is towing a race car that is in competition that night or has a handicapped placard in the windshield.** In certain situations the management will allow a vehicle in and it will carry a placard on the mirror.
- 24. These running rules may be changed for certain races.** In those races, changes will be gone over at the drivers' meeting. All car specifications and track and running rules are at the discretion of the track officials.
- 25. All race car numbers will be required to be registered with Aztec Speedway for an annual cost of \$10.** Numbers will be from 00 thru 99. No duplicates in the same division.
- 26. Pit spots can be reserved for an annual cost of \$75.** This will reserve your pit stall for you when your class is scheduled to race.



RULE BOOK DISCLAIMERS:

The rules and/or regulations set forth herein are designed to provide for the orderly conduct of racing events and to establish minimum acceptance requirements for such events. These rules shall govern the conditions 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're intended as a guide for the conduct of the sport and are in no way a guarantee against injury or death to a participant, spectator or official.

The race director shall be empowered to permit minor deviations from any of the specifications herein or impose any further restrictions that in his/her opinion does not alter the minimum acceptance requirements. NO EXPRESSED OR IMPLIED WARRANTY SHALL RESULT FROM SUCH ALTERATIONS OF SPECIFICATIONS. Any interpretations or deviation of these rules is left to the discretion of the officials. THEIR DECISION IS FINAL. Fans: If it wasn't for the fans, we wouldn't be here. Any driver, crew member, or track employee who is the instigator of abuse on a fan whether it's verbally or physical will be ejected, fired, and fined \$200.00. NO EXCEPTIONS!!

