



2009 General Rules

Our mission is to fairly and evenly enforce the rules to all participants and keep all classes on a level playing field. Our goal is to make racing at Citrus County Speedway as enjoyable as possible for you and to be fair to all the racers as a whole and not favor or discriminate against any one.

Agreement To Participate: In registering for each race event you are agreeing to follow all the track rules, procedures and the interpretations of any official calls. This includes your individual Class Rules and the General Rules contained herein.

IGNORANCE IS NO EXCUSE!

Rain Out Policy: A program becomes officially complete if all pre-intermission events are completed. Generally this constitutes the completion of the heat races. If the program is not completed your arm band will serve as your rain check. Please keep it in a secure place because you are responsible for the safekeeping and it should be treated as money for if you lose it you will have to re-pay to get in. NO EXCEPTIONS! Rain checks are good for the next two race events.

General Rules

1. All drivers and owners must complete a registration form at the pit office prior to participating in ANY race event. You must furnish LEGAL NAME and Social Security number and/or business federal identification number of the person who will collect the winnings. It is your responsibility to inform the speedway of any changes. You may be assessed an additional cost to change some information on registration form. NO EXCEPTIONS!!
2. Citrus County Speedway or promoter may REFUSE to accept entry of any car or driver for ANY reason.
3. No driver, car owner, or mechanic shall have any claim for damages, expenses or otherwise against the promoter, Citrus County Speedway, track operator and the likes, or its officials, by reason of disqualification or damage to either car or driver, or both and they agree the track is in a safe condition of they take part in the racing activities.
4. All drivers, car owners and pit crew members assume full responsibility for any and all injuries sustained at anytime they are in route to or from Citrus County Speedway.
5. No one may enter the pit area until they have personally signed all releases, registrations, and entry forms. No person can sign for another under any circumstances. No minor may enter the pit area without an adult signing the minor release form and annual release form.
6. No one other than track officials and staff are allowed in the infield, track ramp, racing surface, spotters' tower or tech area during any race event unless authorized by track officials. This means absolutely NO ONE on the racing surface. Anyone caught on the racing surface will cause the driver disqualification, fines or both, at the track discretion. Racing surface begins at the white line in the track entrance area and beginning at the fence on the pit exit road.
7. Anyone entering the tower to contest anything without being asked to do so will be fined \$500.00 and disqualified at the discretion of the Head Scorer. That includes any and all members of your crew and car owner.
8. No drinking of alcoholic beverages in the pit area prior to or during any racing event. NO TOLERANCE! All laws pertaining to narcotics will be strictly enforced. Anyone suspected of being under the influence of alcohol or narcotics will be turned over to the Sheriff's Department for further evaluation. There is no insurance coverage for anyone under the influence of alcohol or narcotics if they are injured.
9. There will be a five (5) mile an hour speed limit in the pits. Failure to do so will result in a disqualification for the night.
10. Drivers must be 14 years old or over for all classes **EXCEPT** Late Model drivers must be 16 years old or over or obtain parental permission and track authorization. For the V8 Thunder Stock class drivers must be 14 years old or over and not have raced previously. Interchanging of classes is permitted in all but the V8 Thunder Stock Class. V8 Thunder Stock participants can move up in class but cannot move back down without the prior consent of the track management.
11. The purse should be picked up at the end of the race night. However, if it is not picked up that night, the driver will have 2 races to pick up their payoff or it will be forfeited. Individual class payoffs may be held if the officials deem necessary do to a discrepancy or dispute. Drivers **must attend** the end of the year Annual Awards Banquet to receive championship awards (trophies, money, etc.)
12. Decisions of Citrus County Speedway racing officials or interpretations of rules pertaining to race, procedures, scoring of positions shall be considered final.
13. Video cameras are allowed for your own personal use to enhance your driving skills by use as an educational tool. At no time will videotapes be allowed to be used as evidence with the officials. Anyone doing so is subject to automatic disqualification of driver.
14. **NO MIRRORS** OF ANY KIND ALLOWED AT ANY TIME! Mirrors **MUST BE REMOVED** prior to race. No taping up mirrors allowed!
15. Radios are allowed for in any class **EXCEPT** the Street Stock, Pure Stock and Thunder Stock for special events with 30 laps or more ONLY. Your frequency must be registered at the track office. We will monitor the frequencies. Any use of the radio to assist in the blocking of other competitors will be cause to be put to the rear.

Conduct

1. At all Citrus County Speedway events, the driver assume responsibility for his or her pit area and the actions of his or her pit crew and/or guests in every respect. In any and all matters the driver shall be the sole spokesman for his or her car owner and pit crew. If there is an incident with the driver and/or his or her crew members there will be a penalty to the driver.



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Conduct (continued)

2. No one shall subject any official, management, or track employee to abusive or inappropriate conduct or improper language at any time. Anyone doing so is subject to fine, suspension and/or loss of points for one or more race events at discretion of Citrus County Speedway officials.
3. Fighting in the pits or on the track by drivers or crewmembers will not be tolerated. You may be disqualified, fined, suspended, barred, or any combination thereof. Anyone causing a disturbance in another area other than their own pit area will be considered at fault and may receive a fine or suspension or combination of both.
4. Retaliation on or off the track will not be tolerated! These incidents consist of any retaliation to another competitor or track official either verbally or physically and the penalties are mandated with consequences not NEGOTIABLE! There are straightforward consequences for these actions. There are NO tolerance, NO excuses and NO exceptions!
 - a. Incidents under caution or after race completion:
 - 1st Offense - \$100.00 fine and one (1) week suspension.
 - 2nd Offense - \$200.00 fine and two (2) weeks suspension.
 - 3rd Offense - \$500.00 fine and suspended for the remainder of the season or until track decision is made.
 - b. Incidents during race event:

Anyone retaliating against another competitor by deliberately crashing or ramming will be black flagged and disqualified for the night. No points or no money for the night and depending on the severity of the incident you could receive other fines, suspensions or permanently banned from competing at any race event.
 - c. Black Flagged Incidents:

If you are black flagged for any reason and you refuse to leave the race track or you retaliate against another competitor or track official you will be removed immediately from the speedway and banned indefinitely.
5. No car or driver will be allowed to compete in any event at Citrus County Speedway until all fines are paid in full in CASH. No awards, point money, or admittance will be given until fines are paid.

Safety Rules

1. The Citrus County Speedway officials may inspect any car and/or equipment at anytime for compliance. All cars must have initial safety inspection each season before they race. If and when deemed necessary, officials shall have the authority to insist upon a physical or eye examination of any participant.
2. NO car shall have any riders at any time **NO EXCEPTIONS!**
3. All required safety equipment and apparel must be in use while the car is on the track.
 - a. Racing helmet with min. Snell 95 rating. Neck brace recommended.
 - b. Fire suit with sfi min. Rating of "i". No holes allowed in fire suit.
 - c. Fire resistant gloves, shoes and socks must be worn at all times car is on track.
4. A minimum 4 point roll cage must be steel pipe or tubing, a minimum of 1 ½" (1.50") outside diameter with minimum .095 inch wall thickness. No square tubing or galvanized pipe allowed. NO exceptions!! Roll bar padding required around driver
5. An engine kill switch must be mounted in the window net area and easily accessible by the driver and from the outside of the car. The switch **must be clearly marked "Ignition switch"** and show on and off positions.
6. All cars must have a fire extinguisher (minimum 2 lbs.) securely mounted within easy reach of driver. The mounting must be in such a way that the driver can quickly remove it from its mount. Wrapping duct tape around the extinguisher or any other material that will prohibit that easy removal of the extinguisher is not acceptable. All extinguishers must display inspection stickers, have working gauges and be reinspected or recharged every 12 months.
7. A single, quick release, 4 point harness (minimum 3 inch belts) dated 2004 or newer is required in all vehicles. All belts and installation shall be approved by the safety officials. Sternum straps are okay. All required belts must be in use at any time the car is in motion on the track. Racing harness must be attached to roll cage.
8. Window nets are required on the driver's side of the car and must be securely mounted. Nets must latch at the top and be operational from inside and outside of the car. Drivers must be able to get out of either side of the car in case of emergency.
9. All doors, hoods and trunk lids must be secured in an approved manner.
10. NO sharp edges and/or protruding objects on any racecars.
11. Drive shaft must be painted white and include the car number. A driver shaft loop must be located in front of the center of the driver shaft.
12. Battery shall be secured to frame of car and must be encased.
13. The Lead ballast must be painted with car number and secured with one 1/2 inch bolt per 50 lbs. Lead or ballast lost on race track will be weighed on track scales, returned to the owner/driver, and the owner/driver will be fined \$1.00 per lbs.
14. Throttle toe strap is mandatory. Linkage must have two (2) return springs.



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Safety Rules (continued)

15. Fuel Cells mandatory in all divisions:
 - a. Securely mounted behind driver and behind rear firewall. No rigid filler spouts shall pass through body. Fuel cell must be contained in an approved steel container.
 - b. All fuel cells must have check valve in vent line. Fuel cells must be a minimum of 8" off the ground and rear protection bar minimum 1 1/4" .095 bar, 2 straps minimum 1" width, surrounding the ENTIRE fuel cell. Fuel cells must be bolted. **NO RIVETS – NO SHEET METAL SCREWS.**
 - c. All fuel pick-ups must be top of tank.
16. No electric fuel pumps unless otherwise excepted in your class.
17. All cars must have a front and rear tow hook ups. We are not responsible for damage to your car.
18. Aluminum racing seats mandatory.
19. All cars must have a clear windshield that the driver can be able to see through.
20. All cars must have a radiator over flow can. Water is the only acceptable coolant.
21. All standard transmissions must have a scatter shield or protective shield approved by tech
22. All cars must meet the class minimum weight. Significant body parts that come off during the race due to collision can be added back if the parts are found and retained by the pit steward. They can only be added back by the pit steward. Lead will not come out of the car so do not ask.
23. The track reserves the right to add weight at their discretion for the fairness of competition or visiting drivers.

Lineup & Scoring

1. It is every driver's own responsibility to register. Registration cards will be given to all drivers when they register at the beginning of the year. It is the responsibility of the driver to provide and retain their registration cards in order to participate in any race event. If registration cards are lost there will be a **\$5.00 charge** to replace. There will be a close-off time of 5:00pm sharp! Car must be present to register. An automatic disqualification, fines and suspension to anyone caught registering a car and/or driver without the presents of that said car and/or driver. No phone calls ahead will be accepted. Except Figure 8 drivers any driver checking in after registration must register at office and will start at the rear of the last heat.
2. The scorer's lineup is official. Races will NOT be held up to discuss starting position. All cars in official lineup must be in designated area at appointed time or start at rear.
3. Any driver who enters a race and does not notify the Head Scorer or Pit Steward, of a driver change, will be disqualified.
4. You **MUST** run your assigned heat. Any driver not competing in a heat will start at the rear of the field for the feature.
5. Anyone who starts the feature will receive all the points for his/her car for that event once the green flag is displayed and the field has completed 1 lap.
6. There are NO Substitutes for ANY classes.
7. A car can only compete in one class per night. No cars will be allowed to run another class for any reason in the same night. Exception is Street Stock cars can run in the Figure 8 class and Pure Stock can run in V8 Thunder Stock.
8. Numbers will be assigned in a first come first serve basis. All car numbers must be at least 18" high, neatly painted on both doors, and roof contrasting with car color and highly visible. Infraction of number size rule shall not cause disqualification, but shall disqualify anyone from protesting scoring or position change. Generally only one or two digit numbers may be used. Under unusual conditions and with prior approval more digits may be allowed. If a car is sold the new owner can register the number however, if the seller has a new car and wants the number he will have first right of refusal.
9. There will be **NO** ALPHA Numeric Letters (Example A, B, X) allowed.
10. All points belong to driver, not car.
11. Citrus County Speedway has the right to consolidate or otherwise modify the make-up of the races if the number of contestants present, or other conditions warrant their doing so. Citrus County Speedway will enforce time limits for every class on every race. Time limits are 1 to 1 1/2 minutes per lap for all races. The track reserves the right to end any race if completing the entire race program is in jeopardy. Citrus County Speedway will determine the make-up of championship or special events.

Lineup for All Regular Classes:

HEAT LINEUP:

Heat lineup will be determined by pill draw for starting position. Top 3 finishers from **last** previous race will be divided in each heat and will start behind pill draw positions. Any top 3 finishers that missed **last** previous race and are just returning (Lineup missed fewest to most). Any competitor disqualified for any reason will automatically start in the rear of the entire field. Total number of registered competitors will decide the number of heat races. If there are 15 **OR** less registered competitors there will be **NO HEAT RACES and we will add an additional 5 laps to that feature.**

The following breakdown explains in detail Heat Lineup clarification: **16-23 cars = 2 heats:** **24& Up cars = 3 heats:**



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Lineup for All Regular Classes: (continued)

FEATURE LINEUP:

Feature lineup **with** heat races will be determined by a pill draw for inversion. Feature lineup **without** heat races will be determined by pill draw for position. Top 3 finishers from **last** previous race will be divided in each heat and will start behind pill draw positions. Any top 3 finishers that missed **last** previous race and are just returning will start behind top 3 from last race (Lineup missed fewest to most). Any competitor disqualified for any reason will automatically start in the rear of the entire field.

Lineup for Super Late Model & Open Wheel Modified:

HEAT LINEUP:

Heat lineup for **Modified** will be determined using a two race average compiled from both race tracks and divided evenly in each heat race. The highest points start last and the lowest points start first. Any competitor who is absent during the last two (2) weeks will use 1st place in substituting missing weeks for his/her average. Any competitor disqualified for any reason, will use 1st place points when determining the lineup only, but will start **behind** weekly averaged competitors. Any competitor that has not competed in a race during the current year will line up dead last. . The winner from the previous race will automatically start 7th position – if they qualify in the 7th position or better, if not they will start in their 2 week average position. The remaining competitors will line up according to their 2 week average from lowest to highest.

The number of heats will be determined by the number of registered competitors:

The following breakdown explains in detail Heat Lineup clarification: **16-23 cars = 2 heats: 24& Up cars = 3 heats:**

FEATURE LINEUP:

Super Late Models:

Feature lineup for will be determined by qualifying with the top ½ of the entire field drawing a pill to determine the starting position. The previous winner from the last race will automatically start in the 7th position – if the driver qualifies in the 7th position or better. The rest of the field will lineup according to their two (2) week average from lowest to highest. Any competitor that was disqualified in a previous race will start dead last.

Modifieds:

Feature lineup for Modifieds will be determined by the number of heats and by the number of registered competitors. The top finishing heat positions will draw for feature starting position. If there are 2 heats the top 5 positions – 3 heats the top 4 positions – 4 heats top 3 positions will draw. The winner from the previous race will automatically start 7th position – if they qualify in the 7th position or better, if not they will start in their 2 week average position. Any competitor that was disqualified in a previous race will start dead last.

Points

Feature Races:				Heat Races and Time Trials:	
1. 100	11. 80	21. 60	31. 40	1. 10	
2. 98	12. 78	22. 58	32. 38	2. 9	
3. 96	13. 76	23. 56	33. 36	3. 8	
4. 94	14. 74	24. 54	34. 34	4. 7	
5. 92	15. 72	25. 52	35. 32	5. 6	
6. 90	16. 70	26. 50		6. 5	
7. 88	17. 68	27. 48		7. 4	
8. 86	18. 66	28. 46		8. 3	
9. 84	19. 64	29. 44		9. 2	
10. 82	20. 62	30. 42		10. 1	

Race Procedures

1. The flagman and Pit Steward shall have complete charge of the cars any time they are on the racing surface.
2. The Assistant Pit Steward shall be in charge of the pits with the assistance from other track officials at any time.
3. Refusing to obey any flag rules may result in disqualification and/or fine at official's discretion.
4. A race may be stopped at any time at the discretion of any track official if they consider it dangerous or unsafe to continue.
5. Entry onto the track is through the staging area **ONLY** and at the direction of the Pit Steward or other Track Official. Exit off the track is out of turn 2 **ONLY**. The only exception will be if the track is under red and you are so directed by a track official to exit the track.
6. The race is officially started when the pole car receives the first green flag.
7. In the event of a car dropping from the lineup as scheduled, the cars will be moved straight forward to fill the gap.
8. Any car leaving the racing surface for repairs under the yellow flag will restart at the rear of the field. Any car leaving the racing surface under red flag conditions will be disqualified.



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Race Procedures (continued)

9. Standard racing flags will be used in all races.
 - a. Green Flag indicates that the race has officially started and drivers may begin racing.
 - b. Blue Flag Yellow Stripe indicates that a faster car is approaching and car being flagged must move to the outside of the track to allow the car or cars that are lapping them to pass without delay.
 - c. Yellow Flag indicates that there has been an accident, track has been partially blocked or unsafe and signals drivers to slow down and hold current positions until further notice. Drivers must remain in line behind the Pace Car until either the red or green flag is displayed.
 - d. Red Flag indicates that all drivers must come to a safe and immediate stop. No driver should exit their vehicle at this time. This condition allows officials and emergency personnel to react safely to the current situation.
 - e. White Flag indicates that there is one lap remaining in the race. This is the final lap.
 - f. Black Flag indicates the driver to pull into the pits on the next lap. It is often called the disqualification flag, but it doesn't necessarily mean disqualification. An official may only need to consult with the driver for a variety of reasons (loose part, fluid leak, etc.) After receiving the black flag the 2nd time driver/car will not be scored and/or paid monies will be forfeited.
 - g. Checkered Flag indicates the race has been completed. The driver that completes the race first is considered the winner. All other cars will be awarded their positions on the distance traveled in the event that they are not in the same lap as the leader. You must take the checkered flag to win.
 - h. Crossed Flags indicates that the race has reached the halfway point. Note: The flagman may use a combination of any flags.
 - i. Two Vertical Flags indicates to drivers that there are two laps remaining in race. Note: The flagman may use a combination of any flags.
10. All races shall be run until the leader covers the advertised distance or until time limit is up. In the event that unforeseen circumstances prevent the completion of the advertised distance, the race will be considered officially completed when the halfway mark has been reached, provided circumstances make it impossible to continue the race within a reasonable time after it has been stopped.
11. The yellow flag and light means caution and when given by the flagman, the cars must slow down to parade lap speed. Any driver gaining a position or passing on the caution flag shall be penalized at the end of the race the same numbers of positions gained under the caution flag, regardless of whether or not the car or cars passed under the caution flag remain in the race.
12. When the race is stopped after the completion of one or more laps, cars shall line up in the order in which they were running in the last completed lap under green. Those cars involved in the accident, if any, shall start in the rear of those not involved regardless of the number of laps covered. This rule shall apply at all times and in the event that enough laps have been covered for the race to be called a complete event, drivers will be scored and paid on the position they would have held on the restart.
13. Any car jumping the flag (official's discretion) will be penalized the spots they jumped plus one at the next caution or at the completion of the event whichever is sooner.
14. There will be no deliberate banging or bumping done on the track. You will be black flagged at track's discretion.
15. Intentionally crashing or ramming at any time during racing event will not be tolerated. Driver will be disqualified, fined, suspended, permanently banned or any combination of these depending on the severity of the offense which is the discretion of Citrus County Speedway officials.
16. Anyone intentionally crashing or ramming another car under caution or after race is completed will receive Two (2) week Suspension and \$250.00 fine and possible fine for damages made to opponent's car.
17. Any car causing three (3) yellow or red flags or any combination thereof, will be black flagged from that race. It is track's discretion as to who is penalized in a yellow or red flag. Any car that is not competitive, off the pace, excessively being lapped, or considered dangerous to the race in progress can be black flagged.
18. If you stop at the Pit Steward and he removes, bends and or manipulates your car in any way then you will re-start in the rear.
19. On the last lap of the race any contact between two cars and one of them loses control, finishing position will be swap for both of them in the final finishing order.
20. Any car stopped on the race surface intentionally causing a caution flag will be black flagged.
21. Stopping on the track to discuss ANYTHING with ANYONE other than an official will result in car and driver being put in the rear of the field.
22. Flat tires: You will not be allowed to run on a flat tire at anytime. You must immediately enter pits or infield as soon as possible. Upon returning to the surface you will start at the rear of the field. We will NOT wait for anyone.
23. Race Completion: The top three cars at the completion of each race event must go through tech. Failure to do so is cause for immediate disqualification without exception. At a minimum your car will be weighed and visually inspected by our Tech Official. The track reserves the right to increase the number of tech inspected cars on any night for any reason. The track retains the right to tech inspect any car for any reason at any time.



2009 General Rules

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Race Procedures (continued)

24. Track Scales and Tech Equipment: Track scales and other tech equipment are the official instruments used by tech. All rules apply to those items as they read. Therefore, your car must weigh by the track scales and comply with any and all measuring devices or instruments. It is at the Track Officials determination that there is failure of any equipment. It is strongly urged that you keep up with the weight of your car according to the track scales. Remember if there is a scale problem it will show up on all the cars not just yours.

Protests

1. **Protest Fees & Time Limits:** (30 minute cool down time allowed)

\$1000.00 for whole car front to back and top to bottom	120 minutes
\$600.00 for complete motor	90 minutes
\$300.00 for the top end (included Bore and Stroke)	45 minutes
\$300.00 for bottom end of motor	45 minutes
\$100.00 for rear end	30 minutes
\$150.00 for torque converter	30 minutes
\$100.00 for fly wheel clutch plate	30 minutes
\$50.00 for front springs	30 minutes
\$50.00 for rear springs	30 minutes
\$50.00 for manual transmission (side cover only)	30 minutes
\$25.00 for all other minor items	30 minutes

CITRUS COUNTY SPEEDWAY OFFICIALS HAVE THE RIGHT TO CONFISCATE ANY ILLEGAL PARTS!!

2. Only the top five (5) finishers can only protest the top five (5) finishers in that feature. Protest must be made within 10 minutes of the end of the feature but before the car being protested has cleared and left the tech area. There are two types of protests:
 - a. Major Protests: You must put up money. The protested car if found illegal will cause the driver to lose his points and money for the night. If the car is found legal you lose your protest money. In either case, the Tech Man retains 20% of the protest fee.
 - b. Minor Protest: The protest must be made in writing. The cost for minor protest to visually look at a competitor's car without disassembling any part of the car. A maximum of three (3) items per race event per car can be protested. In event the protested car is found to be illegal the driver of that car will be fined \$25 per item found illegal. The driver of the illegal car must pay the fine prior to the next scheduled race event on the next race night. Being found illegal for the non-performance infractions will not cause you to lose your points and money for the night.
3. Any technical protest must be filed within 10 minutes after the completion of the feature but before the car to be protested has cleared tech. A filled out protest sheet and the proper amount of money (in cash) must be turned in to the tech man or pit office. The Tech Official will be responsible for determining whether the form is completed and the money is proper. Improperly filed protests will be disallowed. Non-money protests must follow the same procedure except no money is involved.
4. The track reserves the right to tech inspect any car at any time for any reason. This includes performance and non-performance items.
5. All cars protested will be allowed a thirty (30) minute cool-down time. If the car has not started being torn down after the 30 minute time limit has expired, the car will automatically be disqualified. Protested car will cool-down in area designated by Tech Inspector.
6. Only two (2) people from protesting car and a maximum of three (3) from car being protested will be allowed in the inspection area. Driver may also be present with his/her car.
7. Track has the right to turn down any protest from another car or participant at any time.
8. The track has the right to inspect, P & G, check fuel or tires, if necessary, on any car at any time. It is the drivers' responsibility to have car available for inspection by official.
9. No pay off money will be paid until all protests are final in that division.
10. Any car found illegal will forfeit all prize money and points earned in that event. Any car found illegal **twice** will lose all points earned in the current season.
11. Any driver who fails to tear down a car for inspection will forfeit money and points for that event.
12. The track reserves the right during special events, if a car is found illegal, to tear down the next car in line until legal car is found.
13. There will ONLY be track protests done in the last 2 race events.

The track retains the right to modify or append any rules it deems necessary for the fairness of competition. It also retains the right to modify or append any rules it deems necessary to allow orphaned racers to be able to race at the track competitively but not to give them an unfair advantage.