

Brownstown Speedway Track Rules

1. All racecars are subject to inspection at any time by track officials. Officials will determine the number of cars to be inspected at the conclusion of a race and drivers will be notified. Any car is subject to be stopped at the scale/inspection area upon completion of a race (generally any car transferring to a feature event or any car in the top 5). All cars are expected to cross the scales after qualifying. Drivers are responsible to have legal cars and should know the rules for your division. Ignorance of the rules is not grounds for non-compliance. Any suspicious car, part, tire etc., may be retained by the Speedway for a time-period long enough to make a judgment.
2. Only one car per driver per class is allowed. Once a car has appeared on the track for any event (including wheel packing, hot laps, qualify, etc.) that car may not be replaced with a back-up car. All cars are subject to help wheel pack when assistance is needed from track officials. No cars are allowed to have passengers in the car when wheel-packing. No cars are allowed to have passengers riding on hoods, trunks, or side of the doors while any car is moving (Including track or pit area).
3. Driver changes: in order for a driver change to be allowed, both drivers must have made the race for which they request the change. One of the two drivers will not be allowed to race and will be scored as DNS.
4. In order for a driver to receive points and money, your car must come onto the track under its own power, and you must take the green flag.
5. All drivers are responsible to draw for their starting/qualifying position. The draw will close at a time announced by officials (no later). The number drawn will determine a starting spot in a heat race or a position to qualify in. The first division to hot lap for the evening will hot lap in heat race or group order. Other divisions may also be asked to hot lap in heat race or group order. If a car misses the hot lap session they were scheduled to be in, then that car will not get to hot lap.
6. All drivers are responsible to be in the line up shoot for their qualifying group, heat and/or B-main (Officials will not track down cars). If a driver/car misses their qualifying group, heat and/or B-main they will not be allowed in another qualifying group, heat and/or B-main.
7. All drivers must be ready to race when your event is called. Drivers arriving after the event has left the line-up area will **START ON THE TAIL**. No Driver will be allowed to enter the event after the field has been shown one lap to go or the yellow lights are off to start the race. If any car passes the line-up official trying to stop the car from entering the track, it will be blacked flagged.
8. Original starts will be double file. If the starting field is not complete, drivers will move forward in the line-up (NO crossovers). No alternates will start the field if a car does not make his spot.
9. After 1 lap has been scored (all cars must complete 1 lap), all starts will be a modified double file restart (leader in front of the field and the remaining cars lined up double file behind the leader). A single file (nose to tail) restart will be used if less than three laps remain in an event or at the official's discretion (example: if multiple double file starts have resulted in multiple cautions).
10. All starts (single or double file) will begin at a starting area (chalk line, cone, tire, etc...) designated by track officials. The leader will approach the starting area at a MODERATE PACE and cannot start racing (begin accelerating) until reaching the starting area. Leader or front row drivers starting early will result in the race not starting and will be warned 1 time. Second offense, the offending driver or the entire front row will be moved back one row. Any car that is found taking advantage (BRAKE CHECKING) on the start or restarts will be warned 1 time. Second offense that car will **GO TO THE TAIL**.
11. No driver may pass another driver at a double-file start or single file start until they have passed the cone (starting area), **NO PASSING UNTIL YOU PASS THE CONE**. Any driver breaking the plane of the car ahead of them or jumping the start will be docked 2 positions for each car passed and will be assessed the penalty at the next caution or at the end of the race.
12. All drivers must get nose to tail on all caution flag laps. Any car or cars that run side by side with other cars while under caution laps will be warned 1 time. Second offense you will **GO TO THE TAIL**. **NO EXCESSIVE SWERVING** during caution laps. Drivers will be warned 1 time and the second offense you will **GO TO THE TAIL**.
13. All races (except feature events) will be run under a time limit. Time limit will take affect at the start of the race. (Example: 10 lap race or 10 minutes, 12 lap race or 12 minutes). Cars not getting nose to tail under caution laps is **WASTING TIME**.

14. IF one lap has not been scored and there is a caution, drivers will return to original starting spots. ALL CARS THAT STOP ON THE ORIGINAL START WILL GO TO THE TAIL.
15. Once the green flag drops and the race is officially underway, any driver involved in a caution and STOPS ON THE TRACK (EVEN ON ORIGINAL STARTS) WILL GO TO THE TAIL.
16. ANY CAR STOPPING ON THE TRACK for any reason, unless stopped by a track official or for a red flag situation, WILL GO TO THE TAIL.
17. Any driver bringing out an intentional caution (Example: Stopping on track for no apparent reason) will GO TO THE TAIL and be scored ONE LAP DOWN.
18. Any car spinning on their own (without being involved in an accident), or stopping on the track 2 times in one race will be BLACK FLAGGED FOR THAT EVENT.
19. Any scored lapped cars will be lined up at the tail of the field behind all lead lap cars at a caution.
20. Track officials to have the right to stop any car without penalty. No cars will be allowed to run if any track official feels that the car is unsafe or may cause problems for the rest of the field (Example: Flat tires, body dragging, bars dragging, suspension damage, etc.).
21. NO RACING BACK TO THE YELLOW under any circumstances.
22. Any driver intentionally causing another driver to spin or determined to be rough driving by track officials will be BLACK FLAGGED. In the event a driver is taken out, by the decision of track officials, but does not stop, they will get their spot back.
23. All cars are required to take a cool down lap after each event is over. Cars leaving the track at a high rate of speed could cause a dangerous situation.
24. NO ONE except drivers and track officials will be allowed on the racetrack at any time.
25. NO working on cars on the track, drivers must take their cars to the pit area. If a driver gets out of the car, unless told by officials or for safety reasons, they will be BLACKED FLAGGED for that event.
26. During RED FLAG situations all drivers are to stop immediately and as safely as possible. Drivers should stop below the racing groove. DO NOT DRIVE PAST THE ACCIDENT SCENE if at all possible. Drivers must stay in their cars on red flag situations. If you get out during red flags unless directed by officials, you will be BLACKED FLAGGED for that event. If any crew member enters the racetrack unless allowed by officials, that car will be BLACKED FLAGGED.
27. Any car going to the pits during a yellow or red flag may rejoin at THE TAIL of the field if they return to the track prior to the one to go signal or the yellow light being out for a start (we will not wait on any cars that enter the pits, if the track is clear and the line-up is set we will return to racing). No car may enter the race once the green flag has been displayed; you must wait until the next caution.
28. Any car BLACK FLAGGED must leave the track upon receiving the flag (DO NOT RUN EXTRA LAPS). Failure to exit will result in loss of any money for the night and points and could lead to possible suspension.
29. Failure to obey any flag or flagman, track officials, track caution lights could result in penalty, or disqualification, or possible suspension and will be determined by track officials.
30. A race may be stopped at any time officials deem it to be unsafe, dangerous, or unjustified to continue racing.
31. A full racing fire suit and racing helmet are required. A 5-point safety harness is mandatory. All seat belt harnesses may not be over 3 years old and must not be worn or frayed.
32. **All drivers must always have a working Raceceiver** while on the track. Raceivers only allowed in the car. No cellphones or other electronic devices allowed.
33. ALL DECISIONS OF SCORERS AND OFFICIALS IS FINAL.
34. NO FIGHTING or PHYSICAL CONFRONTATION will be tolerated at ANY TIME!! No driver/owner/or crew member discussion or protest on the track at ANY TIME! Drivers are responsible for their owners and crew members at all times. ANY DRIVER, OWNER, OR CREW MEMBER IN VIOLATION OF THESE RULES COULD RESULT IN A FINE, AND/OR LOSS OF ALL EARNED MONIES AND POINTS FOR THE EVENT, AND/OR LOSS OF POINTS FOR THE SEASON, AND/OR SUSPENSION, AND OR POSSIBLE ARREST.
35. Any situation not covered in the track rules will be the decision of the officials in charge.