



## 2022 Track Rules, Regulations & Procedures

THE RULES AND/OR REGULATIONS SET FORTH HEREIN ARE DESIGNED TO PROVIDE FOR THE ORDERLY CONDUCT OF RACING EVENTS AND TO ESTABLISH MINIMUM ACCEPTABLE REQUIREMENTS FOR SUCH EVENTS. THESE RULES SHALL GOVERN THE CONDITION OF SPEEDWAY EVENTS AND, BY PARTICIPATING IN THESE EVENTS, ALL SPEEDWAY COMPETITORS ARE DEEMED TO HAVE COMPLIED WITH THESE RULES. NO EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATION OF, OR COMPLIANCE WITH THESE RULES AND REGULATIONS. THEY ARE INTENDED AS A GUIDE FOR THE CONDUCT OF THE SPORT AND IN NO WAY ARE A GUARANTEE AGAINST INJURY OR DEATH TO PARTICIPANTS, SPECTATORS OR OTHERS.

**We reserve the right to refuse service to anyone.**

Significant and/or material changes from the 2021 Track Rules, Regulations & Procedures are [listed in red](#). Changes made for grammatical purposes or to improve clarity are not highlighted.

The officials, staff and management of the Vado Speedway Park would like to welcome all drivers and pit crews to our track. We wish you good luck, safe racing and hope you enjoy the racing program we have to offer. These Track Rules, Regulations & Procedures should be read by all drivers and crew members attending events at our track.

***Thank you for coming and racing with us tonight!***

1. **Drivers Meeting:** You must attend or have someone represent you. If you have any questions, please ask them at the drivers meeting. There should be no unanswered questions by the end of the drivers meeting.
2. **Track Exit:** Please do not exit the track under green flag conditions. Get to the infield in a safe manner or pull up next to the wall and a caution will be thrown for you.
3. **RACEceivers/Transponders:** All drivers must use RACEceivers while on the track racing or packing. If you are found without a RACEceiver, you will be fined \$100 for each occurrence. All racers must have a working transponder any time they enter the speedway. **If the Race Director tells you during a heat race that you need to swap it out, you must swap it out before the next race that you are in or you will not be scored.**
4. **Pill Draw/Driver Check-In:** All drivers must check in before posted draw cut off time. Any driver arriving later than stated times will have to start at the tail of their heat race and will receive no passing points if passing points are used. NO EXCEPTIONS. Either driver and/or car must be present at time of check-in.
5. **Drugs or Alcoholic Beverages:** NO drugs or alcohol will be allowed in the pits before or during the races. If caught, you will be ejected for the night. If you or any of your pit crew members choose to purchase any alcoholic beverages from the bar, you will not be allowed back into the pits until the race night is completed.
6. **Pit Area Safety:** NO SPEEDING coming off the track or in the pits. SPEED LIMIT IS IDLE SPEED. If a car is caught speeding, you will be fined \$100. It is highly recommended that every competitor always has a fire extinguisher in good working condition inside of their race car hauler during an event.
7. **Wheel Packing/Ten Minute Horn:** 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 last all night unless the head flagman is made aware of your inability to do so. Please pay close attention and follow the flagman and infield directions when packing the track. Leaving the track before you are flagged off the track will result in starting scratch in your heat as well as the main event. Refusing to wheel pack for any reason (besides mechanical failure) will result in starting last in your heat as well as the main event and points will not be rewarded to any driver that refuses to wheel pack. *To begin racing on time,*

*we ask that you be ready to wheel pack as the driver's meeting is over. You will have 10 minutes after the driver's meeting to begin wheel packing. Failure to be to wheel pack on time will result in you starting last for your heat race. A 10-minute horn will be used at the conclusion of the pit meeting and at the conclusion of the last heat race to signify the beginning of the 10-minute intermission. 3 horns will sound. One at 10 minutes, one at 5 minutes and one at 1 minute. When the one-minute horn sounds, all cars for track packing, or the first feature (whichever is up next) must be in the staging area. Once the cars are called onto the speedway by the Race Director, any car that was not in the staging area will be penalized.*

8. **Staging Area:** All cars stage in designated area prior to racing once the track officials make the first call. If you do not stage on time, you will start at the tail and receive no passing points (if passing points are used). If the light is green, GO. If the light is red DO NOT GO. Please enter the track in order.
9. **Starts, Restarts, Scoring & Finishes:** No hot lapping before a race. Anyone hot lapping before racing will be sent to the tail for the start and receive no passing points if passing points are used. Races start in turn 4 at the start cone. The front two cars will be side by side at that cone. When the front row gets to the cone, they will fire together and the race will begin. Anyone jumping an original start will be penalized in this manner: The yellow flag will wave and the offender will be docked 2 positions per car jumped, the remainder of the field will be crisscrossed and the race will begin again. If passing points are used, the offender will receive passing points from his/her original starting position. If someone jumps twice, they will be sent to the tail and receive no passing points if passing points are used. **All restarts in all races will be Delaware double file with the leader out front, the second-place driver choosing inside or outside, the third-place driver going opposite and the remainder of the field double filing in that order, opposite the driver in front of them.** If a driver jumps a Delaware restart, that driver will be penalized two positions per car jumped at the next yellow or at the end of the race, whichever comes next. If a driver jumps a Delaware restart twice, he/she will be sent to the tail. When attempting a double file restart after a yellow if we do not complete a lap, we will go single file. Should another yellow come out once we complete a lap after a yellow, we will go double file. If that lap isn't completed, we will go single again until a complete lap is done and so on. Involvement Rule: Cars involved in a wreck go to the back. If you make contact and stop you will go to the back. If you blatantly take out another driver you will forfeit your spot to them and go to the back. Cars making NO contact but stop on the track to avoid the wreck, will not be considered involved and will retain their original position. If two cars have inadvertent close contact and one car spins, the spun car will go to the back. In multi-car pile ups, all cars involved go to the back. Once 51% of the field crosses the start/finish line that lap is officially scored as complete. The only time that does not apply is on the checkered flag lap. Once the leader takes the checkered in any race, that race is official. All races will finish under the checkered flag. If the white flag is displayed and then a caution comes out, the race will revert to a green/white then checkered 1 lap finish.
10. **Time Limits:** There will be time limits for each event (one minute per lap of each race. For example, if the feature is scheduled for 20 laps, the time limit will be 20 minutes. Once the time limit expires, the next caution will end the race).
11. **Black Flag:** If you are black-flagged for any reason, you must leave the racing surface immediately. Stopping to argue with the flagman or official will result in a \$100 fine and each lap taken after will be an additional \$100. 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, driver must go to the pit stand to report this. If you are black-flagged for rough driving, you must leave the track and all participants involved will retain their position.
12. **Red Flag:** Means STOP, there is a car and/or driver in danger.  
(a) Under a red flag, you may work on your car only if told by track official that it is an open red. If not told it is an open red, please do not go out onto the track to work on your car. You must re-enter the track when told to do so.  
(b) If you change a tire you must go to the back at the restart.
13. **Yellow Flag:** Please get single file immediately when a yellow flag is displayed. Under yellow in main events, drivers will have two (2) laps to rejoin the race under green after stopping in the designated work area. After two laps, if track is ready, we will go green. If you speed into or out of the work area, you will be disqualified.
14. **Designated Work Area:** All work performed during a race must be done in the designated work area. Inside jersey barriers ONLY. If someone from a crew goes outside that area, that driver will be disqualified with no questions asked. No alcohol in that area. Automatic DQ and fine for anyone

- caught. Entering the work area will be done by turn 4. Exiting the work area will be done by turn 3. No vehicles allowed in work area. Only side-by-sides, 4-wheelers, pit bikes etc allowed.
15. **Protests:** All protests must be in writing, signed by the driver(s) protesting. Fee of \$100 per driver must accompany the written protest when turned into the Pit Stewart, not the tech. This must be done immediately (within 5 minutes) after the checkered flag. Only the top 5 finishers may be protested, and only one item per protest. If car is found to be illegal, protester gets \$50 back, the other \$50 goes to the tech official. If car is legal, that driver gets \$50, the other goes to the tech official.
  16. **Rough Driving:** Rough driving will not be tolerated. You will be disqualified if you choose to run into someone under caution or after a checkered flag. Rough driving under green will also not be tolerated and drivers will be sent to the tail, or black flagged, fined and/or suspended for anything deemed unsportsmanlike.
  17. **Unsportsmanlike Conduct:** Poor sportsmanship of any kind will not be tolerated. This includes going to another driver's pit area after an incident on the track. Penalties 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 crew, friends and family members. You will not abuse any other track official, or you will be ejected for the night and fined \$100.
  18. **Track Officials/Tower:** Any situation arising that concerns a track official should result in the affected driver seeing the General Manager. You, your pit crew, or family members are not allowed in the scoring tower ever unless requested by the General Manager or head scorer. If you have questions, please wait until after the races to speak with any officials. A \$100 fine will be assessed to the person or affiliated driver abusing this.
  19. **Rainout/Cancellation Policy:**  
**Pit Passes** - There will be no refunds. Pit passes are good at the next race that your class races.  
**General Admission and Reserved Seating** - Tickets are good for the following two race events of equal or less ticket face value. Please email [info@vadospeedwaypark.com](mailto:info@vadospeedwaypark.com) for replacement/issuance of replacement tickets.
  20. **Driver and/or Car Change:** must be reported to the head scorer prior to that race. Driver must start scratch if qualified to race. If not reported, driver and car will be disqualified for the evening.
  21. **Closing Time:** Pits will close one hour after the last race. Winnings not picked up by that time will be returned to the track, so please get to the pay window in a timely manner. Gates will be locked and lights turned out.
  22. **Push Starts:** A sprint car that gets a second push start will go to the back unless stopped by a track official.
  23. **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 physically will be ejected, fired, and fined \$100. NO EXCEPTIONS!
  24. **Young Drivers:** Any person wishing to race and are under the age of 16 MUST be pre-approved to race before being allowed to compete in an event.
  25. **ATVs:** The use of ATVs in the pits is a privilege. ATVs are not allowed in the grandstand area UNLESS you are moving a car to show before the races. No speeding (speed limit for ATVs is 5 mph).
  26. **Safety Equipment:** All competitors must always have acceptable safety equipment installed, worn, adjusted properly and in good working condition. This includes a fire-retardant driver's suit, fire-retardant gloves, neck brace and/or head restraint system, a window net and an SAE-approved helmet. Any item deemed by track officials to be installed incorrectly, too old or worn and/or not in an acceptable condition may cause driver to be disqualified at any time.
  27. **Water:** Next to the light pole.
  28. **Crew Staging:** To the left of the staging area. Crews do NOT leave the staging area until called by staging official.
  29. **Scale/Tech Area:** We scale the top 3 in each heat race and b-main and the top 5 in each feature. If you are light on your first attempt, you get a second attempt to make weight. If you do not, you are light. Each feature winner will pull a chip on the scale (1-5) – The number of the chip drawn will correspond to the car that will be teched that evening. The car that is drawn will then pull another chip (1-15, depending on the division they race) to determine the specific thing(s) that will be teched. All teching will take place on the infield just off the scale pad, or off to the left in the tech area.
  30. **Involvement Rule:**  
**Heat Races & B-Mains:** If you cause a single car caution (single car spin or crash), you will be

asked to leave the track. If you cause a multi car caution, the person who caused it will go to the tail and the person who was offended will be given their running position back (reverting to the last completed lap). Anyone causing 2 cautions in any race will be asked to leave the track.

**Features:** If you cause a single car caution (single car spin or crash), you will be put to the tail of the field. If you cause a multi car caution, the person who caused it will go to the tail and the person who was offended will be given their running position back (reverting to the last completed lap). Anyone causing 2 cautions in any race will be asked to leave the track.

\*\*This applies to all classes except Sprint Car classes.

31. **Lapped Cars / Blue Flag:** If you receive the blue flag, it means the leaders are coming. Slower cars, hold your line. Leaders, go around the slower cars not thru them. If contact occurs, a caution is necessary, and it is determined that the leader caused it, the leader will no longer be the leader and will go to the tail.
32. **Wristbands:** You must have a valid wristband to register a car. If anyone is caught in your pit area without the correct night's valid wristband on, that person will be removed from the facility and the team who's pit they were caught in will be fined \$100.
33. **Lineup Procedures:**  
All classes will draw for position on the opening night, then passing points will be used to create the feature lineups. All classes will start straight up from heat race passing points.

After points are established, the top 8 in heat passing points will be inverted by points average in the Winged Sprints, Non-Winged Sprints, Late Models and Modifieds. In the case of a new car coming out, they will draw for heat, and if they make the top 8, they will take the 8th spot. If you miss any races, you don't lose your points average. Special events will start by draw and utilize passing points.

Stock Cars, B-Mods, Legends and Super Trucks will start heats by points average inversion using low, medium and fast lineup procedure. Any driver who has won a track championship or a main event in a Modified, Late Model or Winged or Non-Winged Sprint in the last 3 years will start no better than 13th in the A main if they get top 12 from heats. All others will line up straight up behind top 12 from heats except those mentioned.

Pure Stocks will line up by points average inversion after first night and main event will be a total inversion of the cars that finish their heat races based on points average. Any car that DNF or DNS in a heat race will start behind those that finish their heat races.

In order to put on a good show, the track reserves the right to invert more cars in the main events if necessary. For example, if we are inverting 12 in the Stock Cars and the points leader can get to front in 10 laps we will invert 16 and so on. We are here to put on a show for the fans.

These mufflers must be run on all divisions except Legends and Claimers. Valid part numbers: 112530, 112535, 113035 and 14272735-78.

# Sanction Approved Mufflers

Temporary non-high temperature paint

LENGTH	WEIGHT	INLET DIA.	OUTLET DIA.	BODY DIA.	SANCTION APPROVED	PART #	PRICE
11"	2.35#	3"	3"	3 1/2"	-----	112530	38.95
11"	2.84#	3 1/2"	3 1/2"	4 3/8"	-----	112535	38.95
11"	2.90#	3 1/2"	3 1/2"	4 3/8"	-----	113035	38.95
14"	4#	3 1/2"	3 1/2"	4 1/2"	ASCS - W.O.O	14272735-78	69.95



Copyright © 2019-2020 Vado Speedway Park. All rights reserved.