

Beckley Motor Speedway General Event Procedures

1. General Rules

1A. Rule Book Disclaimer: 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 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 REGULATIONS. They are a guide and are in no way a guarantee against injury or death to a participant, spectator, or official. Kinder, LLC. dba Beckley Motor Speedway, known throughout the rules as BMS, retains the right to make all decisions and reserves the right to make any rule changes/amendments without dispute or appeal or the betterment of BMS. Beckley Motor Speedway reserves the right to refuse entry, business to anyone at any time.

1B. Appeal Process: By participating in Beckley Motor Speedway sanctioned events, drivers and/or owners forego any right to file any appeal.

1C. Track Registration Fee: \$0.

1D. Entry Fee: Special events may have varying entry fees. Transponder rental will be \$10 if rented from the track. \$0 scoring fee if you own a transponder.

1E. Point System: 25, 24, 23, 22, 21, 20, 19, 18, 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2. Any car not making the twenty-four car field will receive 1 point. As long as the car runs hot laps it will be awarded last place points for the night.

1F. Awards Banquet: Drivers/car owners are expected to attend or have a representative attend. If a driver does not send someone to the banquet, he will forfeit all awards/monies. In the event of a tie for any championship, a tiebreaker will be determined by the driver with the most wins, then 2nd place finishes, etc. If a tie happens in any other position, the same procedure will be followed. The top 5 drivers will be paid for points as long as they have competed in 75% of the races. This means all race points will be counted when determining the champion and the rest of the top 5.

1F1. Rookie of the Year: To be eligible to run for Rookie of the Year you must have never raced within that specific class (or higher class of competition).

1G. Any illegal car or cars will not receive money and points and will be subject to suspension, fine, probation, or all three. Beckley Motor Speedway makes the final decision if

a car is illegal, and there is NO appeal process. Beckley Motor Speedway reserves the right to adjust the severity of any suspension, fine, or probation at any time.

2. Event Procedures:

2A. Unacceptable Behavior:

2A1. Fighting or drinking at the event by any driver or crew member will NEVER be permitted. Automatic disqualification will occur on the night of the event; further suspension or permanent expulsion from the track/property may result as well.

2A2. If a driver or crew member enters another's pit area or approaches another competitor's car, that team will be considered the aggressor in the situation and will be subject to the harshest of punishments. DRIVERS are responsible for all of their team members.

2A3. Random drug testing may be done at any time. Failure of the drug test or to accept the drug test will result in suspension and possibly a fine.

2A4. Poor sportsmanship may also result in suspension or fine. Any poor sportsmanship on the track or roughness will result in the removal of the driver performing the act and disqualification for the night and possible suspension from the track/property for up to a year.

2A5. Refusal to obey officials could result in suspension, fine, probation, or all three. This includes yelling at or disrespecting any track or series officials either at the track or on social media.

2A6. If a driver gets out on the track for any reason other than safety, he or she will be disqualified. If a driver's crew goes on the track, the driver will be disqualified.

2A7. Driving in the pit area must be done at a reasonable pit road speed at all times (Courtesy laps will not start until the driver is in the hot pit area.). Drivers will be subject to penalty for driving too fast.

2A8. If a driver intentionally hits another driver's car under caution, hot laps, feature, or in the pits, that driver must pay a \$100 fine to the track, and a minimum of \$100 up to \$1,000 to the driver he/she hit. This fine must be paid in order to compete at Beckley Motor Speedway again.

2B. Pre-Race: All drivers are expected to sign in before the race and attend the driver's meeting.

2B1. Any driver not attending the drivers' meeting will only receive the first lap of his/her qualifying session or start on the tail of their heat race for non-qualifying classes.

2B2. All drivers must sign in under their correct names. If a driver finishing the race does not match the signed in name for that car, the driver and car will be disqualified. Official driver changes are allowed if communicated to the track officials prior to the change; however, an official driver change will result in the driver starting the tail.

2B3. All cars must complete pre-race tech.

2C. Flags: The flag meanings are as follows:

- (1) Green - Start the race.
- (2) Yellow - Everyone slows to a safe speed and follows the car in front. Lineups will put all lapped cars to the tail (including behind any lead lap cars who pitted).
- (3) Red - Danger is on the speedway. Stop as quickly as possible.
- (4) Black - Pull into the pits. *Refusal to exit the track will result in an automatic disqualification.*
- (5) Blue with Yellow Stripe - The car is about to be lapped. Lapped cars will hold their line.
- (6) White - One lap to go.
- (7) Checkered Flag - The race is over, slow down.

2D. The Race: All drivers can choose to compete in optional hot lap sessions. All drivers will compete in qualifying sessions (if class calls for qualifying), heat races, B-mains (if necessary), and features.

2D1. All cars are expected to participate in qualifying. The cars will be lined up in heat races based on qualifying. Heat races will set the lineup for B-Mains (if necessary) and features.

2D2. On initial starts of the event the race director will start the race at the start flags closest to the flagman, and the leader will set the pace coming to green. It **MUST** be a consistent pace. Firing before the green flag will result in a jumpstart warning. If it happens again, the driver will be put to the tail and charged with a caution. If a caution occurs before the first lap is completed, everyone will get their spot back, and the race will start again.

2D3. Restarts will be **Delaware Double-File** through the whole show until the last 5 laps of the feature. The leader will be out front by himself, and the second-place driver will choose inside or outside. From there drivers will be lined up based on what the second-place driver chose. The leader will start the race between turns 3 and 4 in the marked start box. If the leader has not fired by the exit of the start-box, the other drivers may go. If a driver fires before the leader, he/she will be charged with a jumpstart where the same rules apply as on the initial start (2D2). Track reserves the right to move to single file restarts at any time.

2D4. Drivers will be given a total of 2 cautions per event/race.

2E. Cautions: The track will be operating under a “judgment call” rule. The track officials will discuss and a final decision will be made by the race director. The decision is final and will not be reversed. Coming to the tower, stopping on the track to argue, refusal to exit the track, or any misbehavior by the driver's crew will result in automatic disqualification.

2E1. The driver(s) who caused the caution will go to the tail of the field (or lead lap cars if also a lead lap car) on the restart. Everyone else will get their position back, as long as they do not enter the pit area.

2E2. Track officials will pull sheet metal if it can be done in a reasonable amount of time (30 seconds).

2E3. Drivers in the B-mains and features will be given two laps to go pit-side and change a flat tire or pull sheet metal under a caution.

2E4. If an accident occurs coming to the checkered flag off turn four, the same rules apply as the judgment call rule. If the checkered flag flies instead of a yellow, cars involved in the accident will be frozen in their positions from the last lap except for the driver(s) who the judgment call was charged on. The driver(s) at fault will finish as the last car on his lap. If AT ALL POSSIBLE, the yellow flag would wave here instead of a checkered flag.

2E5. Any car that is charged with a caution two times in the feature event will be put off the track. (As long as the black flag is obeyed at this time, the driver will be paid and scored in the order he exited the race.)

2E6. Any car that goes to the pits for any reason must restart the race on the tail of the field. (The car will be put in front of lap down cars if it is a lead lap car.)

2F. *Winning the Race:* The last green flag lap must be completed to be the leader of the race. A green flag lap is considered completed if half the field (rounded down when an uneven number of cars) has crossed the start/finish line when a caution flies. On the final lap of the event, if an accident occurs, racers will race to the checkered flag IF all cars have taken the white flag and IF it is deemed safe by the track officials. (Example: If the accident occurs on the front stretch right after the finish line, a caution will be called for safety purposes.)

2G. *Payout:* Beckley Motor Speedway is responsible for paying the purse at the end of the event unless money is being held for a protest or a tech sample. (2G2)

2G1. All cars that start the feature event will be paid for starting if they are not disqualified from the event.

2G2. Payouts will be held from drivers who have tire samples taken, an engine protest, or any other post-race tech item that requires a waiting period. When test results are returned and if they are in the driver's favor, the driver will be paid.

2H. *Rainouts:* In the event of a rainout, before heat races are completed, arm bands will be redeemable for the next two regular track events. If a rainout occurs at a special event, arm bands will be honored at the next two regular events or the rescheduled special event.

2H1. If the event is completed up to intermission, it is considered a full and completed event. Double features will run during the next regular scheduled event. New arm bands must be purchased.

2I. *Post-Race Tech:* Drivers need to be prepared for tire samples, fuel tests, and to remove a valve cover, 2 rocker arms and all spark plugs for post-race engine tech. Tech Directors may be performing a cam check, compression check, valve spring test, and P&G post-race. Tech Directors will also spot check using a bore scope to look inside the intake manifold and in the cylinder. Tech director may take a valve spring sample from the winner, 2nd, and/or 3rd place cars after each race. Drivers who have a valve spring sample taken will be given one by the track as a replacement. If the sample comes back good the valve spring will also be returned to the driver. All cars are expected to roll through the scales following qualifying, top 3 after the heats, all transfer cars plus 1 after the B-Main, and the top 5 after the feature. *The Head Technical Inspector reserves the right to determine all post-race tech inspections. Decisions are his alone and final. The Technical Inspector/Track may check any other car at any time.