



## **SEEKONK SPEEDWAY 2022 GENERAL RULES & PROCEDURES**

**5/25/22**

**GENERAL STATEMENT:** *The rules and regulations set forth herein are designed to provide for the orderly conduct of racing events. These rules shall govern the condition for all Speedway events, and by participating in these events, all participants, guests, race members, and staff is deemed to have complied with these rules. No expressed or implied warranty of safety shall result from publication of, or compliance with these rules and/or regulations. They are intended as a guide for the conduct of the sport and are in no way a guarantee against injury or death to participants, spectators, or others.*

**MISSION STATEMENT:** *It is the Speedway's intent to promote a visually appealing form of entertainment that sponsors and fans alike may benefit from and ultimately the ever-expanding sport of auto racing. It is the responsibility of all divisions to provide a visually appealing and uniform appearance for all vehicles. Specifically, paint and lettering. This benefits both fan identification and media appearance.*

**REGISTRATIONS & LICENSES:** *Anyone who participates as a driver or owner in any Seekonk division must be registered and licensed to receive points and prize money when given, special events may have different rules. The speedway reserves the right to reject or revoke any license or application at any time. A temporary license (TP) for owner & driver may be issued on a cost per use basis. Fee is non-applicable to annual license.*

### **1.0 POINT SYSTEM**

*Points will be awarded to the driver for qualifying and feature races. To be eligible for points, driver must start in said events and be NASCAR (when required) licensed. Only regularly scheduled races will count for points. Special events may not, unless otherwise noted by track management. In case of ties, they will be broken by using the greatest number of 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, etc. until the tie is broken. Seekonk/NASCAR Point-fund distribution and Trophies will be made at the end of the season to the top (10) Ten drivers and top (5) Five car owners of each Saturday division. Fast Friday will award the top (10) drivers in each division with trophies.*

### **QUALIFYING POINTS.**

**5-4-3-2-1**

### **FEATURE POINTS.**

**50 - 48 - 46 - 44 - 42 - 40 - 38 - 36 - 34 - 32 - 30 - 28 - 26 - 24 - 22 - 20 - 18 - 16 - 14 - 12 - 10 - 8 - 6 - 4 - 2**  
*Two points to every position past 24<sup>th</sup>.*

**NEW for 2022 The Drive for the Cup playoff format will decide the Champion in all divisions for Saturdays & Fridays.**

As part of the new way to crown champions across all nine divisions, competitors will race in three weeks of playoff action in September, headlined by D. Anthony Venditti Fall Classic championship weekend on September 23-24, where champions will be crowned. The inaugural Seekonk Speedway Drive For the Cup will keep fans on the edge of their seats right down to the last few laps.

The driver who bests three of his toughest competitors in the results of the final race (Fastest Four)

will earn the right to be the Seekonk Speedway 2022 track champion and Drive For the Cup winner.

The new 2022 season mindset will be simple for everyone involved: Every lap matters. Every race matters. Every position matters.

“Debuting this playoff format is something we are excited about because it’s going to keep fans engaged on every single Friday and Saturday night throughout the season,” David Alburn, Competition Director at Seekonk Speedway, said. “The playoffs are going to create a new, fresh buzz around both the pit area and the grandstands and we won’t know who the champions are until right down to the final laps of the final race. Every race will truly matter in 2022.”

In every major sport, including NASCAR, the NFL and the NBA, there is some sort of playoff format – and that is where the most entertaining games of the season happen. Think of baseball, in that final moment of the World Series, where a strikeout sends fans going crazy. Or in NASCAR, when the driver racing in the final four edges his competitor by two inches to win the championship. Seekonk Speedway is planning to bring that type of excitement right to Massachusetts during the new year.

The regular season will begin on Sunday, May 1 for NASCAR Saturday teams and Friday, May 27 for Fast Friday teams. Concurrent with past years, the regular season format will not change. Drivers will compete in qualifying and feature racing and be awarded the same point totals as previous years. Heat points will be re-introduced for the 2022 season and will count towards the standings, with five points going to the winner, four to second, etc., with fifth earning one point. A point total will be kept for each division, just like before. The season will also still include special event races like the Everett’s Auto Parts Triple Crown Series and extra-distance events. The final weekend of the regular season will be Friday and Saturday, August 26-27.

The field will be set across all nine divisions by using the point standings from the regular season. A specific number of top points finishers in each division will enter the playoffs.

**PRO STOCKS: 8 cars**

**LATE MODELS: 8 cars**

**SPORTSMAN: 8 cars**

**SPORT TRUCKS: 8 cars**

**LEGENDS CARS: 8 cars**

**SPORT 4: 8 cars**

**PURE STOCK: 8 cars**

**BANDOLERO BANDITS: 6 cars**

**BANDOLERO OUTLAWS: 6 cars**

All drivers in the playoff format will be seeded based off their points accumulated by the last completed race before Labor Day, with the number 1 seed being the highest points total from all of the regular season races. Two will be second in points, followed by three, and down through the top six or eight, depending on the division. If the final weekend of the regular season happens to have a rainout, the point totals leading into that weekend will be used to set the playoff field.

As part of the August 26-27 weekend, all features will be the Last Chance Wild Card Chance for qualified cars who are outside the top 8 and have attended every week of the season. If a driver meets those criteria and wins that night’s feature they will be added to Playoff field as the 9th seed. Different than NASCAR cup series, a win during the season doesn’t lock a driver into the playoffs. Only those drivers who win the feature on the final night of the regular season would be locked in, however, they would need to have run all events during the regular season to be eligible. If there is a rainout on the final night of the regular season, the drivers who won the week before would not be eligible to advance into the playoffs.

Once the playoffs begin, the first round will be The Elite Eight on September 9th and 10th. Drivers will be lined up for the feature race based on their finish in qualifying heats. The first drivers in the lineup will be those who qualified through heat races but are not playoff cars. The playoff contenders will lineup in consecutive rows. If the first playoff driver starts fifth, the rest will be sixth, seventh, eighth, etc. This will continue for all three rounds. Playoff driver lineups will be determined by a blind draw for each event. Drawing order will be based on playoff seedings. The highest seed drawing first, then next highest etc. This will remain constant for all three rounds. Nothing from previous rounds will matter when it comes to lineups. All remaining drivers in the race will line up behind the playoff contenders. This is still going to be a race inside a race. Drivers will still earn money, points, and

value for every single race.

Across all rounds of the playoffs, all of Seekonk's General Rules and Divisional Rules will still be in effect, including technical inspection. If a driver advances through a round but does not pass inspection, the next driver in line will be added to the next round. In round one, the lap distances will be as follows and are subject to change.

PRO STOCKS: 45 laps  
LATE MODELS: 35 laps  
SPORTSMAN: 30 laps  
SPORT TRUCKS: 30 laps  
LEGENDS CARS: 25 laps  
PURE STOCKS: 25 laps  
SPORT 4: 25 laps  
BANDOLERO DIVISIONS: 15 laps

In order to advance to round two, drivers must beat the other competitors in the playoffs during the round one race. For example, if there are 9 total Pro Stocks in round one (this would include one winner, who didn't make the top 8 in points), only six will move to round two. For all divisions except the Bandolero's, the top-six finishers in the round one race will advance to round two. In the Bandolero divisions, out of the six eligible drivers, five will advance to round two.

Round Two is the Super Six, on September 15-16. The following will be the lap distances for round two and are subject to change.

PRO STOCKS: 45 laps  
LATE MODELS: 35 laps  
SPORTSMAN: 30 laps  
SPORT TRUCKS: 30 laps  
LEGENDS CARS: 25 laps  
PURE STOCKS: 25 laps  
SPORT 4: 25 laps  
BANDOLERO DIVISIONS: 15 laps

In order to advance to round three, drivers must beat the other competitors in the playoffs during the round two race. For all divisions, the top four finishers out of those eligible will advance to the finale round. *At the end of round two, there will be four drivers from each division who will be set to compete for the playoff championship one week later.*

The Fastest Four weekend will be D. Anthony Venditti Memorial Fall Classic Championship Weekend, Friday, September 23 and Saturday, September 24. The following will be lap distances for all nine divisions in round three to determine the champion and are subject to change.

PRO STOCKS: 50 laps  
LATE MODELS: 40 laps  
SPORTSMAN: 35 laps  
SPORT TRUCKS: 35 laps  
LEGENDS CARS: 30 laps  
PURE STOCKS: 30 laps  
SPORT 4: 30 laps  
BANDOLERO DIVISIONS: 15 laps

The winner of the Playoffs will be the driver that finishes ahead of the other three fastest Four competitors in the final race. In the event of a rainout in the first two races of the playoffs, there will be no rain date. If this happens, drivers will advance based on their playoff seedings. For example, if round one rains out in the Pro Stocks and there are 8 championship cars, only 6 advance towards round two. Those 6 drivers would be the 6 highest point total drivers from the season. In the event of a rainout on either of the championship days, rain dates will be posted including Sunday and the following weekend. NASCAR and track points will run from opening day right through to the end of the season. This means a driver could still run for NASCAR National, Regional and State points and their weekly point totals will still be accumulated with no changes.

In the event the final race cannot be completed due to unforeseen circumstances on scheduled date

and rain dates, the champion will be decided by highest points total of remaining championship cars.

Seekonk Speedway will honor the winner of the Drive For The Cup as the 2022 track champion in their respective division. Seekonk Speedway will continue a points grid, recognizing drivers from both Fast Friday and NASCAR Saturday all year. The points grid will start opening day and end on September 23-24, just like the playoffs will.

Points through the entire regular season and playoffs will be honored in the same manner as 50-48-46-44-42 & through the field. At the end of the final race of the playoffs, there will be a final points grid that includes the point totals from the entire season. The winner of the Drive For The Cup will be the Seekonk Speedway Track Champion and be awarded first place, while positions second on back will be determined based off overall season totals. For example, if car 17 finishes second in the last race of the season and they were in the playoffs, car 25 may end up second in points, because they earned the most points during the season of the others in the division who were not champion.

This system will not affect NASCAR points and INEX points which will run independently and separately from Seekonk track points.

## **2.0 HANDICAPPED POINTS SYSTEM**

*We will use a current (3) week total for handicapping. Week one (1) is draw for positions (except Pro Stocks). Week two (2) is an inversion of week one points. Week three (3) is a total of week one and week's two points. Week four (4) and beyond will total the previous three weeks points. Each race missed driver is given 55 points. Disqualifications 65 points. Handicap points are used to assign positions in qualifying heats and feature races, starting the lowest at the front and highest to the rear. Past feature winners during the season cannot start closer than third row, the last feature winner will start in the last qualified spot. Special rules may be applied to championship races. Race Director/Competition Director may deem necessary to start any competitor toward the rear of the field for rough riding, technical issues or if, in their opinion, a car is not competitive on a given night based on lap times and/or handling problems.*

**QUALIFYING RACES:** *Drivers must run in a heat (qualifier) or consolation race for feature except, if there are 24 cars or less, if driver does not attempt to qualify, they would then start at the rear of the field for feature. The qualifiers will determine which cars will advance to the feature with the remaining cars lined up in their finishing order for consolation race. The number of qualified cars will be determined by Competition Director.*

**CONSOLATION RACES:** *The consolation race will be run if car count is over 24 cars. If not, cars will be lined up behind qualified cars in their finishing order for the feature. Track management reserves the right to not run a consolation race and start all cars.*

## **PROCEDURE FOR START OF SEASON**

*Pro stocks: Draw for time trials, times will be used for qualifiers, feature will be inverted; number of invert will be determined by draw.*

*Late Models, Sportsman and Trucks: Qualifiers determined by draw, top four positions in each qualifier must have lap times taken in practices that meet \*base line\*. If a car is moved due to a low lap time all cars will move up in position. Features will be inverted; number of invert will be determined by draw after qualifying races.*

*\*Base line is a lap time formulated by all cars practice times. The highest and lowest times are dropped and an average is taken.*

## **3.0 SIGN IN PROCEDURES**

*Upon entering the pits, the driver or team representative must go to the Handicapper's booth and sign in their car. The car must be present to be signed in. If said car does not arrive, the driver may be handicapped with (2) feature wins.*

*All cars must be signed in 30 MINUTES before the first scheduled qualifying event. Cars signed in after this time will be assigned to the tail end of a qualifying race. If a driver once qualified changes cars they will be repositioned to the rear of the field.*

**ROOKIE PROCEDURES:** *Rookie rules apply in all divisions except Bandoleros. Division I (Pro Stocks) is posted by NASCAR if driver holds a division, I license for the first time. Drivers needs to check with NASCAR on rookie status when registered in Division I. In all other divisions to be considered for "Rookie of the Year Awards" driver may not have competed in more than three (3)*

feature races in division or a higher division in prior years. Driver must complete more than 50% of the races. Drivers must register with Handicapper to be in contention at START of season. Start of season is the first (3) races. A horizontal yellow stripe **MUST** be placed on the rear bumper to identify ALL rookies in each division.

**DRIVER'S MEETING:** All drivers and spotters must attend scheduled drivers meeting. If driver is found not in attendance the track can impose penalizes to the driver and team. Road call can be done at any time.

#### **4.0 OFFICIAL FLAG RULES**

Any driver who does not obey the following flag rules will be subject to disqualification for the night's events, suspension, or fined. The starter shall have complete jurisdiction over the flags at all times and his judgment shall be considered final. This also applies to signal lights on the track.

**GREEN FLAG:** The green flag is used at the beginning of the race or on restarts, when the Starter gives the green flag, the race is considered under way.

**RED FLAG:** The red flag means that the race must be stopped immediately regardless of the position of the cars on the track. The red flag will be used if, in the opinion of the Starter, the track is unsafe to continue the race or when safety vehicles are deployed onto the track. When the red flag or the red lights are shown, all cars must STOP and hold their position. Track Officials may direct cars to a designated area. If there is a red flag on the first three (3) laps in any race, then all cars not involved will go back to the original starting lineup. Any car or cars involved will start in the rear of the field. If for some reason a car is driven, pushed, or towed into the pit area and a red flag is given, NO work may be performed on any cars until the yellow flag or lights are shown.

**BLACK FLAG:** The black flag, when shown or waved to any driver, must be obeyed immediately. The Starter may use this flag not only for a disqualification for an infraction of a rule, but also when a car has some mechanical defect which might cause an accident or make it dangerous for others. He must slow down, keep clear of the other cars, and pull off the track at the first opportunity. A black flag can be pointed at a driver as a warning that if his actions continue, he will be penalized. If the driver does not obey the black flag directive, the driver will be shown the black/white X flag.

**BLACK FLAG/WHITE X:** The black flag with a white X will be given when a driver does not adhere to the black flag or to the direction of the track officials. When this flag is shown scoring is discontinued and car must pull off the track immediately, and they are ineligible to return for the remainder of the event.

**YELLOW FLAG:** The yellow flag means caution, slow down. This flag, when given, indicates an immediate break in the race or a caution situation. All cars must slow down to a caution pace and fall into single file order. After all caution periods, the lineup and restart procedure will revert to the last completed green flag lap. A completed lap will only be determined when ALL cars have past the start finish line. Laps run under yellow will not be counted. Cars returning to the track from the pit area during a caution must line up at the rear of the field in the order they entered the track.

**BLACK & YELLOW TOGETHER:** When the black and yellow flag are shown together this indicates the end of practice and all cars must proceed to the pits in a safe manner.

**BLUE FLAG/YELLOW STRIPE:** The blue flag with diagonal yellow stripe is known as the passing flag. When this flag is shown to a driver it signifies that faster traffic is coming from behind and said driver must yield to overtaking cars. A waving flag indicates that the driver is about to be overtaken by the leader or faster traffic and must yield their position to them. Disobeying a passing flag may result in the driver getting the black flag.

**WHITE FLAG:** When the white flag is displayed it means the leader has started his or her last lap. If on the last lap the yellow flag is displayed, all cars, regardless of their location on the track, will slow down and maintain position with respect to other cars still running on the track and revert back to the last completed green-flag lap. On the restart, there will be a green, white and checker finish.

**CHECKERED FLAG:** When the checkered flag is displayed, it means the leader has completed the final lap required and the race is completed. The balance of the field receives the checkered flag in the same lap. Finishing positions will be awarded according to the most laps traveled in the least

*time, whether the car is still running or not.*

## **5.0 TRACK RULES**

**5.1** *No repairs or work of any kind may be performed on the track or in the pit tunnel areas up to the black top. All cars must go directly into their designated pit area for any or all work. Any car or cars that leave the track and go into the pits must start at the rear of the field. No cars may be pushed onto the track from the pits. Cars must be running to enter onto the track.*

**5.2** *When an accident occurs or a race is under caution for any reason, all cars not involved **MUST** stay in single file. Track personnel, Ambulances, Wreckers, and Officials should be given room to do their job safely! Cars compromising the safety may receive penalties!*

**5.3** *Any driver not involved in an accident should not get out of his car. If a driver gets out of his car for any reason, he or she will then start at the rear of the field. Any driver of a car involved in an accident not needing medical attention must remain with their car until it is removed from the track.*

**5.4** *“Accident Car Rule” Any car involved in an accident and stops on the track will be placed to the rear of the field. A car that has stopped to avoid an accident will be given their spot back from their last completed lap. Cars that sustain damage and can continue safely to race, will be given their spot back from their last completed lap, unless it has been determined that the said car caused the accident that brought out the caution, then they will be placed to the rear of the field. The Race Director and flagman shall be the final authority on whether a car is considered to have avoided, been involved, or caused an accident.*

**5.5** *ONLY track officials are allowed in the tunnel areas.*

## **6.0 RACE PROCEDURES**

**6.1** *START OF RACE: Once any car enters on the track, they are considered to have started the race and will be placed in the finishing order. Any car that does not take the first green flag start of the race will not be permitted to enter the race at any time and will not be eligible for a finishing position or points for that race. Cars may only enter on to the track under the direction from track personal to insure a safe entrance onto the track.*

**6.2** *ALTERNATE CARS: Alternate cars will be displayed on the blackboard below the starting lineup. If any of the original cars scheduled to start the race do not take their position in the field prior to the start of the pace laps, the first alternate may enter before the pace laps finish, at the rear of the field.*

**6.3** *LAP COMPLETION: A car must cross the starting line twice to complete a lap. Cars that pull into the infield ahead of the starting line or pull into the pits shall not be scored for that lap.*

**6.4** *STARTS: No race may start till cars pass the first start line. The pole car must make the first move any time after its nose breaks the first line entering the starting box. If the pole sitter doesn't start the race and its nose breaks the second line the outside car may start the race. In all races the number one and two qualifiers must maintain a steady pace side by side. In the event of a false start, the offending car maybe repositioned to the rear of the field (Race Director will decide). All cars must maintain their position until they have crossed the start/finish line. Cars passing before the start finish line will be penalized two (2) positions for each car passed at the next caution or at race end. The Race Director may at their discretion remove lapped cars if they do not adhere to the passing flag, or are not up to a safe racing speed.*

**6.5** *RACE RESTART: When a race is stopped before the completion of one (1) lap, there shall be a complete restart. After one lap is completed, all restarts go back to the last completed green flag lap. Cars involved in an accident shall start at the rear of the field. If there is no restart, cars will be scored on the position they would have held in a restart, with (if any) accident cars at the rear of the field. All cars must cross the start/finish line to be a completed lap.*

**6.6** *LAPPED CARS: In a lapped car situation, the Starter will waive the lapped car/cars up into the slow groove or high groove. Said car/cars must comply out of courtesy and safety. Lapped cars will use the outside lane with care, so that cars in the lead lap will not be impeded.*

**6.7** *TWO CAUTION RULE: Any driver that is involved in two (2) incidents on their own resulting in a caution they will be black flagged from that event and sent to the pits. Cars stopping to avoid an*



accident or get spun by another car will not be considered under this rule.  
The Race Director makes determination on black flag. This is for feature events ONLY.

**6.8 SPINOUTS:** Driver's that spin out must try to continue immediately and not stop the race. This rule will refer to 8.0 VIOLATIONS AND DISCIPLINARY ACTION under Intentional Stopping of a Race Event (Intentional Yellow)

**6.9 LINEUPS:** All cars must be ready to compete on time for each event. Cars not ready when called onto the track may be put to the rear of the field or replaced by an alternate car if there is a full field. Cars that pull off the track at any time must go to the rear of the field unless directed differently by the Race Director. If a car is unable to start the race, all cars behind that position will advance forward one spot.

**6.10 RACE DISTANCE:** All races will be run until the leader has completed the advertised distance. However, if the scheduled distance is not completed, the race will be considered officially completed after the halfway mark. When a race has been stopped and not restarted, the finish will be determined by the last completed green flag lap, with accident cars put to the rear. If a time limit was imposed, the race will be complete on the last green lap regardless of number of laps completed.

**6.11 SINGLE FILE STARTS:** During any race event, the Race Director may choose to go to single file restart as conditions determined and will remain single file for the remainder of the event.

**6.12 PUSH STARTS:** If any car/truck is push started on the track while competing in any event they must start at the rear of the field any cars/trucks that are a lap down to the said car will be positioned behind them. This rule excludes red light situations or at first lineup.

**6.13 MISSING PARTS:** All race cars/ trucks must start a race event with all body parts intact. Only if after an accident body part cannot be reattached to the car/truck and it has been deemed safe to compete by a Tech Official, may the said car return to the track. If able time is available between races, the car/truck must make a fair attempt to reattach missing parts.

## **7.0 PROTESTS AND INSPECTIONS**

**7.1 Competition Director, or Chief Tech Official has full authority at the track to order inspections to check for possible rule infractions. All cars are subject to random inspections at any time. The Competition Director will review all applications of protest and have final ruling in all said matters. Only (1) item per protest - per event. Drivers may not protest more than one car per event, another driver finishing in a position behind them, and may not protest same driver more than once per calendar year. Protest must be specific in alleged violation to determine whether protest is allowed or rejected. If the Competition Director deems necessary, an appeal will be brought before a Contest Board for review. In the event of a refusal to comply with protest, said car will be considered illegal. Contest Board will be made up of three (3) owners and (3) track officials.**

**7.2 The track has the right, for inspection purposes; to seal or impound cars or car parts competing in any event. The track assumes no responsibility for impounded cars or parts.**

**7.3 All protests must be filed in written form within 15 minutes of the conclusion of that event. Protests must be filed at the Handicapper's booth through the Pit Steward. Only an owner or driver participating in said race and has completed the race may petition for a protest. Any car owner or driver that protests a car must post a protest-fee (cash) as listed; you must also give one specific reason for protesting. If a crate engine needs to be re-sealed add \$100 dollars per seal to protest fee.**

- 1) Visual inspection \$100 dollars**
- 2) Removal or disassembly \$200 dollars (excluding engine)**
- 3) Protest of engine parts requiring disassembly \$500 dollars.**
- 4) Crate Engine protest see Competition Director.**

**Protest fee will be forfeited to the owner of the protested car. If the car is found to be illegal, the protest fee will be returned to the person protesting. ALSO:**

**The illegal car will be disqualified.**

**The illegal car will lose all money and points for that race.**

**Any illegal parts may be confiscated!**

**For handicapping purposes driver will receive handicap points.**

**7.5 A car owner or driver may protest a race by posting a fee of one hundred (\$100) dollars cash with**

*the Pit Steward within fifteen (15) minutes of completion of protested race. The decision of a protested race shall be decided by Race Director after review. The protest fee may be forfeited or returned to the protester at the discretion of the Race Director. Actions taken by the Race Director during a race cannot be protested because, they have been handed out and received by the driver during the race, any penalizes given that have extended out to another race or a reposition in the finishing order may be reviewed.*

**7.6 Any protest and or appeals shall automatically delay all payoffs for that night. The payoffs may be made the following week or later date.**

**7.7 All cars must be inspected prior to the start of racing season. Infractions of tech rules not noted on an initial inspection do not preclude subsequent inspection and disqualification due to a tech infraction. Teams should build their cars fully upstanding the rules or ask for rule interpretations.**

**7.8 Upon completion of feature events in ALL divisions, the Top Five (5) finishing cars and any other cars specified by Tech Officials must go directly to the scale area for inspection. No cars may be jacked up or handled in any way that could be seen by officials as aiding a car through inspection, cars must pass through tech then be directed by Tech Officials. Failure to do so can bring automatic disqualification. Any parts found to be illegal during an inspection may be confiscated and become Property of the track. Any failure to comply with a Tech Official's request for inspection or forfeiture of any illegal part shall result in fines, and/or loss of finishing positions in the event, and/or loss of championship points, and/or definite or indefinite suspension.**

**7.9 If during an inspection the Tech Official determines that a car is not capable of passing tech, caused by an on-track incident, the competitor may be allowed to pass through tech or make changes where inspections can be completed.**

**7.10 In the event that a car owner or driver is disqualified and continually shows disregard for the rules, the Speedway may impose greater fines or penalizes.**

**7.11 If the Chief Tech inspector determines, prior to any race, that a car does not meet the applicable specifications, the car shall not be allowed to compete. Unless, in the discretion of the Competition Director, the deficiency (a) shall not adversely affect the orderly conduct of the race; (b) cannot be corrected in time for qualifying for the race (if no qualifying); (c) will not provide the Competitor with a significant competitive advantage over other competitors; and (d) is so insignificant as to not warrant a determination that the car is ineligible to race.**

**If the Competition Director permits the car to compete under the circumstances outlined above, the Official shall apprise the competitor in writing of the deficiency, and time when the said deficiency must be corrected. If the deficiency is not corrected the competitor may not compete in any events.**

## **8.0 VIOLATIONS AND DISCIPLINARY ACTION**

**Penalties for violation of Seekonk Speedway Rules are determined by the gravity of the violation and its effects on the fairness of the competition, the orderly conduct of the event, and in the interest of stock car racing. Such penalties may include, but are not limited to, disqualification, suspension of membership and license privileges, fines and/or loss of points. A suspension may be total, or it may be 1) limited to a suspension of privileges at the track, 2) for a particular series of events, or 3) for a specified or indefinite period of time.**

**The Race Director will use the following as guidelines for the imposition of penalties in the situations described below but may assess a greater or lesser penalty depending upon the severity of the circumstances.**

**8.1 When such penalties as event suspensions are given, they must be served on completed point races for that division. PROBATION means starting at the rear of the field for qualifying race and/or feature race, determined by Race Director**

**The following guidelines will be used:**

### **Speeding in the Pit Area**

**A - One event probation.**

**B - Two events probation.**

**C - Three events probation and loss of points that night.**



### **Rough Riding or Excessive Contact**

- A - Repositioning to rear of field.**
- B - DQ from race.**
- C - DQ from race plus suspension.**

### **Intentional Contact after Race Completion or Under Caution**

- A - Reposition in field – 2 cars per contact.**
- B - Repositioning to rear of field.**
- C - DQ from race event.**

### **Unsportsmanlike Conduct or Endangering Safety of Others**

- A - One event Probation.**
- B - Repositioned to rear of field.**
- C - DQ from race event and suspension.**

### **Intentional Stopping of a Race Event (Intentional Yellow)**

- A - 1 Lap penalty.**
- B - Removed from competition.**
- C - Removed from competition, 1 week suspension.**

**8.2 Any member who signs the pit release sheet and gives their pit ticket to anyone else shall receive a fine of at least \$100 and suspension from three (3) race events.**

**8.3 Any member who, while participating at Seekonk Speedway, partakes of any alcoholic beverage, stimulating, depressing, or tranquilizing drugs, or is otherwise under the influence of alcohol or drugs, shall receive a disqualification, a minimum fine of \$250 and/or suspension.**

**8.4 Any member who participates in a fight(s) or incites any fight(s) and/or threatens to do bodily harm to any official or another member.**

**1st offense - One race or pit access suspension**

**2nd offense - Two race or pit access suspension**

**3rd offense - Suspension up to one (1) year (12 months)**

**8.5 Any competitor/member who commits an assault with a weapon in the pits, on the track or on the race premises shall receive a minimum fine of \$500 as well as suspension.**

**8.6 Any competitor/member/participant found to be engaging in unsportsmanlike behavior or any inappropriate behavior towards a speedway official may be subject to penalties including fines, disqualifications, and suspensions. This includes any aggressive actions including arguing, yelling, cursing or raising your voice when talking to an official, touching the official in any physical way, and any social media posts, public or private statements that are offensive or detrimental to Seekonk Speedway or a Speedway official.**

**8.7 Any Public statement made in person, third party or on digital and social media platforms and/or communication that criticizes, ridicules, or otherwise disparages another person based upon that person's race, color, creed, national origin, gender, sexual orientation, marital status, religion, age, or handicapped condition. May result in fines, disqualification, and Indefinite suspension.**

**8.8 Any person or team that takes place in intimidation, threatening or bullying behavior of any person either in person, on social media or private messages may be subject to penalties including fines, disqualifications, suspensions, or removal from Speedway grounds.**

### **9.0 GENERAL RULES AND REGULATIONS**

**Seekonk Speedway is private property. Any person on this property, without permission of the Speedway management, is guilty of trespass and subject to penalties prescribed by law. Through the purchase of a pit pass or ticket, you have been given the privilege to be on this property in conjunction with racing activities. However, the administration of Seekonk Speedway reserves the right to revoke and cancel this privilege at any time that it is felt that your presence or conduct is not in the best interest of the sport of auto racing.**

**9.2 If you think that you are being treated unfairly or you have any gripe in any way, either against officials or participants, it is your privilege to go to the Race Director or Competition Director and**

enter a complaint.

**9.3 Age limits: All drivers and crew members entering the pits on Saturday events, Minimum age 15 yrs. Friday Bandolero driver's ages: 8 to 16 yrs. Drivers or crew members under 15 yrs. may only enter the pits on Friday race events. All driver's or crew members between 8 to 17yrs must carry a Seekonk junior license, this involves a minor's release signed by both parents or legal guardians and NOTARIZED prior to entry. These forms are available at the Speedway office or online. Pro Stock division, driver must show to have racing experience that is acceptable to the Speedway Management.**

**9.4 Any drivers participating in practices, qualifying or feature events must be a registered driver at Seekonk Speedway and carry a NASCAR license (Saturdays). Failure to notify the Handicapper of any driver change will result in loss of money and points for that night.**

**9.5 Registered drivers may compete in multiple divisions on Saturdays. Drivers must be registered and licensed in each division they compete in. Saturday drivers MUST be NASCAR licensed. Fast Friday drivers may only race in one division, except bandolero (outlaw) & Legends may race both. Saturday drivers may race Legends.**

**9.6 When a registered car is sold, the new owner must file for a new car number. All registered numbers belong to Seekonk Speedway and cannot be sold or traded.**

**9.7 If a car has been signed in but is not able to run, the driver must notify both Handicapper and his (Division) Tech Official to verify attendance. If no notice is given, the driver will be considered a no-show (No attendance) and be given handicap points.**

**9.8 Once the Handicapper makes the lineups and they have been posted, all cars must run in said event. If you are having trouble with your car, notify the Handicapper and they will notify race control. If a car doesn't make it out for their race all car in that row move forward.**

**9.9 All rules and regulations are subject to change by Seekonk Speedway. The rulings of the Race Director on any decisions shall be final. An Appeal process is accepted for extended penalizes.**

**9.10 The Race Director may change the program at any time for the benefit of the program.**

**9.11 Participants are responsible for removal of their used tires. Only tires sold by the track maybe left for disposal. Tires must be discarded at tire storage area NOT left in pit stalls.**

**9.12 No dumping of oil or leaving containers of oil allowed on the speedway grounds.**

**9.13 No "For Sale" signs will be allowed on any cars participating in feature events.**

**9.14 COOLING SYSTEMS: Antifreeze or coolant additives of any type are not permitted in any division competing at Seekonk Speedway. Only water is allowed.**

## **10.0 INJURY CLAIM INFORMATION**

**When involved in an accident involving an injury to you, advise the Pit Steward or the Handicapper immediately (prior to leaving the Speedway) so the necessary reporting will be accomplished.**

**Medical Release: Any driver who has been injured, hospitalized for treatment, undergone surgery, or has been fitted by a physician with a cast, brace or prosthesis, or who suffers from a chronic or progressive debilitating illness, may be required to present certification from the treating physician, stating that participation as a driver will not exacerbate any medical condition or complicate the process of normal healing. Seekonk Speedway reserves the right to decline the entry of any individual whose participation as a driver might endanger their own health or safety, or the health or safety of the other drivers, participants, or spectators.**

## **11. SAFETY RULES AND REGULATIONS**

**11.1 There will be no speeding in the tunnels or pit area. Penalizes will be given.**

**11.2 Cars shall carry no one other than the driver at any time.**

**11.3 Jack stands are required anytime a car is jacked up and crew members are working under vehicle. Jack stands must have plated bottoms not to damage asphalt.**

**11.4 No cell phones or electronic devices allowed with driver during any race events.**

**11.5 No riding of bicycles or other vehicles in the pit area allowed without written permission by Seekonk management. Pit carts cannot be motorized vehicles that can be ridden on or be driven in pit areas. Hand controlled carts that are walked along with and are motorized are allowed.**

**11.6 Helmets must be a SNELL RATING OF 2010 or higher FULL FACE helmet. "SA" (Special application) helmets Only, NO "M" (motorcycle). Driver suits must be S.F.I. or FIA rated, recommended minimum rating 3.2A5 or 8856-2000. Drivers must use S.F.I or FIA approved SHOES and GLOVES. Suits must be in good condition and free of holes, rips, grease, oil, etc. If your suit or shoes are deemed unsafe, you will not be allowed to compete. It's recommended that crew members entering the pit area wear full shoes, long pants and shirts always covering shoulders and entire torso in pit area. The car owner and driver are solely responsible for the installation of seat belts and seats in accordance with the manufacturer's specifications. It is STRONGLY recommended that drivers use some form on a head and neck restraint device.**



**11.7 When in the pit area, maintain a constant watch for your own protection.**

**11.8 It is illegal to soak or treat tires and that said soaking or treatment of racing tires is against EPA regulations and further may contain carcinogens and hazardous materials that are unfit for his/her health and the health of all competitors, Seekonk Speedway personnel, and spectators. The car owner will bear the total responsibility for any claims arising from the use of, but not limited to, tire softeners, tire enhancers, or tire treatments, or any products that could be used in such manner and will indemnify and hold Seekonk Speedway harmless against any claim arising from the use of tire soaking, tire enhancers, or tire treatment, etc. Also, there is to be NO dressing of tires with ANY substance regardless of the reasons at any time. Only washing of tires with water is permissible.**

**11.9 Alteration is defined as changing the physical and/or chemical composition of the tire by cutting; grinding; buffing; warming; cooling and/or the use of chemicals whereby the tread area or the interior surface of the tire is changed from the manufacturer's specifications or enhances the tire to retain its original specifications. A tire durometer can be used to determine whether a tire has been altered and shows an inconsistent or consistent record from other tires in use. The track also when it feels necessary will use chemical laboratories to perform tests on any tire, if tires are found illegal the driver & owner will be held responsible for all related costs. Alteration or defacing of tire identification numbers; labels; code numbers and/or serial numbers is considered an alteration to the tire. If alterations are detected, including but not limited to above rule in any division at Seekonk Speedway, the driver maybe suspended for 2 race dates (this is discussed with competitor during inspection). The driver will also incur a fine of \$500 dollars per each tire found in violation. On a second occurrence, driver will be suspended a full season. This is the total of race events during current season. This suspension may span the winter hiatus and be completed in the following season.**

**11.10 Traction control devices are prohibited. Weight shifting devices will be considered as traction control. If a traction control device is detected, the driver will be suspended for 2 race dates, fined \$500 dollars. On a second occurrence, said driver will be suspended a full season. This is the total of race events during current season. This suspension may span the winter hiatus and be completed in the following season.**

## **12. CRATE ENGINE RULES AND PENALTIES**

**A. The GM/Ford crate engines that are eligible for use must be part of the RPM Alliance seal program or the ACT affiliates (Late Models Only), unless there is a temporary agreement from Seekonk Speedway. These engines cannot be tampered with in any way to change or alter any specifications not approved by the RPM Alliance or ACT. No seals attached to the engines may be removed for any**

reason. The track reserves the right to inspect any crate engine at any time.

**B. If during technical inspections, a racer's crate engine is found to have been altered, tampered with, opened, resealed, or wrong for any reason whatsoever, and the engine is declared illegal. The penalty for this is as follows:**

#### **1st Infraction**

**Disqualification of that race – No points or prize money will be awarded and suspension of the next (2) race weekends for car & driver. If any races are rained out, driver will remain suspended until 2 separate nights have passed where racing has occurred at the speedway. Owner's fine of \$1,000 dollars must be paid before cars return is permitted.**

#### **2nd Infraction**

**Disqualification of that race – No points or prize money will be awarded and suspension of the next (4) race weekends for car & driver. If any races are rained out, driver will remain suspended until all 4 races have passed where racing has occurred at that speedway. Owner's fine of \$2,000 dollars must be paid before cars return is permitted.**

#### **3rd Infraction**

**Disqualification of that race – No points or prize money awarded and suspension for AT LEAST the remainder of the current season for driver and a fine of \$5,000 dollars to car owner.**

### **COST MONITOR POLICY**

**Due to the increasing costs of racing, the Track will continue to work toward holding the line on Expenditures. In addressing these costs, Seekonk Speedway's Competition Director has enacted a policy that clearly monitors these increases. Any new product, or equipment that is not readily used, or unapproved products could become a financial burden on you, as you may be asked to remove said products and/or equipment. The Track is not trying to hinder progress and development in all divisions. The officials are only trying to keep racing affordable to all.**

### **SEEKONK SCANNER RULES**

**The use of a scanning-type receiver for communication from the Seekonk officials to the drivers is MANDATORY in the Street Stocks, Sport Trucks, Pure Stocks, Sport 4 and SYRA divisions and must be used at ALL times on the track. Two-way radios will be permitted in the Pro Stock & Late Model divisions (See 2-way radio rule). All scanners used in race vehicles may not be programmed with any other frequency other than the Track's. If found, you may lose points, be fined, or be disqualified. Scanners must be kept in full view and be placed towards the center of the car. If your scanner is not working you need to notify the Pit Steward. Track frequency 464.500**

### **SEEKONK 2-WAY RADIO RULE**

**Two way radio communications between a race team spotter and their driver is a privilege extended to the Pro Stock and Late Model race teams, for the primary purpose of enhancing safety. This privilege can also serve as a resource between a driver and their crew, reducing the time spent in the pits adjusting and repairs, thus reducing the total time a race remains under caution, which promotes a better racing event for the fans and race teams. This privilege shall never be used to hinder competition through "blocking" or as a tool for "retaliation" or in any other adverse manner. Violation of these rules shall result in the loss of this privilege and may produce other sanctions as determined by Speedway officials. Track Frequency 464.500. Equipment used must be analog only and must not be capable of transmitting or receiving in a digitized, encrypted or scrambled format.**

- 1. Teams from the Pro Stocks and Late Models that will be using two-way radios need to have a team representative who can communicate to their driver and also can monitor the tracks race frequency.**
- 2. Team representative must report to the designated spotter's area for all race events and identify themselves to race official. Only one team representative per competitor unless there is no ability for a team to monitor both track frequency and communicate with driver.**
- 3. Team representative's headphones must clearly be identified with minimum 1" numbers of the driver they are spotting for on side of headphones.**
- 4. Team representative must communicate immediately any instructions from race officials to their drivers.**

### **ILLEGAL ITEMS**

***Absolutely no removal, alteration, or covering of casting numbers, part numbers, manufacturers' name, logos, insignia, etc. from any item on the race car. To do so makes the part in question ILLEGAL and it will be treated as such. If you come up with a rare part that we cannot find listed for passenger car use, the burden of proof is on you. At any time, you may be required to have an inspection by officials. Failure to comply will result with the car being found illegal. Interpretation of the rules is the domain of Track Officials. Questions should be addressed to them. The Racing Director's ruling is final!***

**Rev1**