



SECTION A - GENERAL RULES

1. THIS BOOK IS EFFECTIVE **JANUARY 1, 2016** AND SUPERSEDES ALL PREVIOUS RULES.
2. The interpretation and application of all rules contained herein as well as all amendments, supplements and revisions that may be implemented shall be at the sole discretion of Anderson Motor Speedway management and officials and shall be final and binding.
3. Car owner and drivers are responsible for the conduct of everyone associated with their car, whether they are in the pits or grandstand area, male or female. Anyone entering an area other than their own pit area, should a disturbance of any kind occur, said party not in their respective pit area will be considered to be at fault for causing the disturbance. Verbal abuse, cursing or threatening another person may result in the ejection of the violator and disqualification of car associated with it. Physical abuse may result in the ejection and arrest of violator and disqualification/suspension of the associated car.
4. The possession of alcoholic beverages in the pit area is prohibited. No alcoholic beverages will be allowed through the pit gate and those found in the pit area with alcoholic beverages will be ejected. Those under the influence of alcohol or narcotics will not be allowed in the pits, and if found in the pits will be ejected. Drivers using or possessing alcohol or narcotics will not be tolerated at any time. Those found doing so will be suspended for the remainder of the season.
5. By submitting his entry application and/or taking part in any activity relating to the event, a competitor agrees to abide by the decisions of those officials relating to the event and agrees that such decisions are final, non-appealable and non-litigable. Such a competitor further agrees that the racing area is in a safe, raceable and usable condition. All such competitors assume full responsibility for any and all injuries sustained, including death and property damage, anytime they are in the racing area or en route thereto or therefrom.
6. Anyone injured during the course of the racing program must notify the track office and provide all required information prior to leaving the premises on that date in order to be eligible for any insurance benefits.
7. Driver must complete a W-9 form for Anderson Motor Speedway in order to collect winnings. If a driver fails to collect winnings within two weeks, it will be deposited into the point fund. Prize money shall be payable to the driver whose Social Security number is on file at the track office.
8. **ALL** Drivers must purchase a NASCAR License. Pit crew members, sponsors, guests, significant others, etc. entering the pit/infield area are strongly encouraged to purchase a NASCAR License.
9. No concealed weapons are allowed on Anderson Motor Speedway premises.
10. Points are awarded to the driver - not the car.
11. Car numbers will be assigned by track officials based on driver requests and order in which received. Numbers must be painted on both doors and on the roof with the numbers being a minimum of 18" high. No reflective numbers allowed. A 6" high number must be in the upper right hand corner of the windshield.
12. Notice must be given to track officials of any driver change prior to the event. Failure to report driver change may result in car being disqualified and the driver will not receive any winnings. Any driver change prior to the start of any event will

result in car starting at the rear of the field. Any driver change during an event must be reported to the pit steward prior to the completion of that event.

13. No race car shall be allowed on the track until the track has been opened for official practice. Don't ask – NO SPECIAL CIRCUMSTANCES!
14. A race may be stopped at the discretion of the starter or officials any time they consider it dangerous/unsafe to continue or due to exceeding set time limit.
15. Anderson Motor Speedway may refuse to accept any entry for any reason and is not obligated to give any reason. Such a refusal is final!
16. It is mandatory that ALL DRIVERS ATTEND THE WEEKLY DRIVERS MEETING.
17. A driver may compete in more than one division during a nightly event. The driver MUST have a designated car for that class which meets the rules/regulations outlined for that particular division. The Driver MUST pay an additional Pit Entrance Fee to enter a car into another division.
18. RAIN OUT POLICY – Once a feature event is completed within any division after all heat races have been completed, the racing program will be considered a complete show.

SECTION B - PIT RULES

1. Minors under the age of 18 must have a current minor release form signed by a parent or legal guardian on file in the track office.
2. Any driver that causes a delay in a race or the racing program is subject to immediate disqualification as well as the imposition of other penalties.
3. All drivers must line up their cars immediately in the staging area when called. It is the driver's responsibility to know his/her proper starting position.
4. Any car entering the track after all other cars have left the staging area, and on the track, will go to the rear regardless of qualifying position.
5. Any car entering the track from any location other than that of the race director or pit steward, will be penalized one lap.
6. No one other than track officials are allowed on the track at any time during a caution or red flag period. Any crew member or persons going onto the track during a caution or red flag period to offer assistance in any way to a car and the driver requests, encourages or in any way signifies his approval, will result in the car associated being penalized.
7. Drivers running at excessive speeds or in a dangerous manner within the pit area will be escorted from the Infield and disqualified from the event and may be subject to additional punishment.
8. All cars must enter onto the track in the First Turn (end of pit road) and exit the track coming off the Fourth (beginning of pit road) Turn.

SECTION C - RACE PROCEDURES

1. The pole position car will bring the field at a moderate pace to a designated spot on the race track at which time the flagman will start the race. Leader must finish one lap under green before it is considered an official start. If there is a yellow or red flag before the first official lap is completed, all cars will return to their original position for a complete restart. In the event the restart is yellow or red flagged before one lap is completed, the car or cars causing the condition will restart on the rear. Close, up-tight on restarts. AMS has implemented double-file restarts.

2. It is the responsibility of the lead car to set the pace on all restarts. It is the drivers' responsibility to insure that they are lined up behind the car they were behind when the caution flag was displayed. The leader will bring the field at a moderate pace to a designated spot on the race track. When the leader accelerates and the yellow light goes out simultaneously, the green flag is displayed, the race will resume, and passing is allowed.
3. All cars that make contact and stop on the track as the result of an accident, will restart on the rear. Any car or cars involved in bringing out a yellow or red period, whether making contact or not, will restart on the rear. Any car spinning out or stopping without making contact, in an attempt to avoid an accident that has already brought out the yellow will restart in their original position. Any car appearing to make deliberate contact which causes another car to spin out will force both cars to restart on the rear. All cars restarting on the rear because of a yellow condition will be lined up in the order they drive away from the incident.
4. Any car spinning out and bringing out the yellow or red flag three times during any regular season event may be disqualified from that event. Any car that deliberately stops on the track to bring out the yellow flag will be penalized one lap.
5. During races in which the caution laps are not counted, any car going into the pits will be allowed to restart at the rear of the field and not lose a lap, provided the race has not been restarted.
6. After the yellow flag has been displayed, cars will be lined up on all restarts based on the last lap completed when the leader passes the start/finish line except for those cars causing the yellow condition.
7. Slower cars will be given the move over flag. Car(s) that refuse to move over after two times will be black flagged.
8. Anytime a lapped car makes contact with the lead car and causes the lead car to spin out, the lead car and only the lead car will regain his position, providing the lead car does not enter the pits.
9. There will be NO deliberate beating or banging, or rough driving. First offense will result in the car being put to the rear. Second offense will result in the car being black flagged. Third offense will result in suspension to be determined by Anderson Motor Speedway officials.
10. If the red flag is displayed, no one other than drivers, track officials, security personnel and emergency rescue workers are allowed on the track or past the pit wall. Drivers may only check the air pressure during a red flag condition. Tire changes and fueling will only be done in the pits.
11. Drivers must remain with their car anytime their car is on the race track and must assist the wrecker crew. Failure to assist the wrecker crew will result in disqualification of car and driver from the remainder of the racing program.

SECTION D - PROTEST PROCEDURE

1. The track reserves the right to inspect any car at any time. It is the driver's responsibility to have the car available for inspection by track officials if requested.
2. Protest must be made within ten (10) minutes after the first car crosses the scales after completion of a race to the Registration Official and a Protest Card must be completed. Track Technical Inspector will be made aware of protest. Protests must be filed by either the car owner or driver. If both go to the inspector, the protest will be nullified.
3. Protestant must participate in the same event as the car being protested. Only the top five finishers will be eligible to participate in protest procedure. The car being protested must finish in front of protestant. No jumping cars to protest. Protestant may only protest 2 cars in front of him/her. If the Protestant is protesting two cars, then both cars must be protested on the same item(s). No more than two items can be protested in two car protests. Whatever is protested will be inspected on both cars. If a car is found to have an illegal part it must be shown that the part has been removed before the start of the next race event.

4. Protest must be filed in writing by the protestant and protest fees must be deposited with the proper track official at the time of protest.
5. Only the protested driver and two assistants are allowed in the tear down area to assist with the inspection process.
6. Any car found illegal will forfeit all prize money and all points earned in that event. Any driver who fails to tear down a car for inspection will forfeit prize money and points earned in that event and will be disqualified. Failure to tear down the second time within the same season will result in the track protesting car at owner's expense.
7. The track reserves the right during special events, if a car is found illegal, to tear down next in line until a legal car is found.
8. All visual protests by competitors must be made 15 minutes prior to start of feature event. All visual protests by competitors made after the start of feature event will not be accepted. Visual means strictly visual, no measuring, or use of tools.
9. Protest Time Schedule:
 - (A) Protest must be made before the winner enters the tech shed after race.
 - (B) Protested car must be in designated area within 30 minutes after completion
 - (C) Allowing for cool down time, tear down must be in process within 1 hour after completion of race.

SECTION E - FLAG RULES

1. Any driver who does not obey the flag rules will be subject to lap penalties, time penalties, disqualification and/or fine.
2. **Green Flag:** Displayed to start the race. CARS MUST RETAIN POSITION UNTIL THE GREEN FLAG IS DISPLAYED AND THEY HAVE CROSSED THE START/FINISH LINE. On restarts only, the green flag will be displayed simultaneously, the yellow light will go out, the race will resume, and passing is allowed.
3. **Yellow Flag:** Signifies caution and this flag will be given by the starter. Cars must slow down to a CAUTIOUS PACE and HOLD POSITION until the green flag is once again displayed.
4. **Red Flag:** Danger. Stop as quickly as possible, regardless of position of cars on track or otherwise instructed by a race official.
5. **Black Flag:** Pull off track immediately into pit area for a consultation with the pit steward. Failure to obey black flag will result in disqualification of car, suspension and/or fine.
6. **Blue/Yellow Flag:** Move over flag. Signifies that faster traffic is overtaking cars being given the flag. Cars given this flag should be prepared to yield to overtaking traffic and move to the inside of the race track.
7. **White Flag:** One lap to go. When this flag is displayed, it means that the leader has started his last lap.
8. **Checkered Flag:** End of race. When leader is given the checkered flag, the balance of the field receives the checkered flag in the same lap.

SECTION F - SAFETY

1. Antifreeze - Any car caught running antifreeze will be disqualified from the event. First offense will result in a one week suspension. Second offense will result in a suspension to be determined by Anderson Motor Speedway officials.
2. Car Inspection - All cars are subject to a safety inspection at any time prior to taking part in any event. If the Chief Technical Inspector deems a car has not met the track safety standards, that car will not be allowed to compete until the deficiencies

are corrected. It is the responsibility of a driver, car owner and mechanic, individually and severally, to have their car free from mechanical defects, in safe racing condition and property inspected prior to an event.

3. Seats & Seat Belts - Each car must be fitted with an approved safety release harness with a minimum of 2" shoulder harness width and 3" lap belt width. Belts are compulsory and must be dated within the last 5 years to be legal. Harness must come from behind the driver and all belts must be securely bolted to the roll cage with metal to metal fasteners. AMS-approved factory manufactured metal seats may be used. No homemade seats will be permitted.
4. Helmets - Every driver is required to wear a full-faced helmet any time the race car has entered the racing surface. It is mandatory that helmets conform to **Snell SA/K 2005 Standards (reference: <http://www.smf.org/stds>) for Protective Headgear as they apply to competitive automotive sports** and have a sticker visible for inspection.
5. Driving Suit - Full coverage (covering the body from neck to ankles), 1 or 2 piece fire retardant suit of Nomex or equivalent materials is mandatory in all divisions. Double layer or more is highly recommended. Fire suits must be labeled as "fire retardant". Fire retardant gloves, socks, shoes and undergarments are strongly recommended. **A FULL DRIVING SUIT (FIRE SUIT) MUST BE WORN AT ALL PRACTICE SESSIONS, HEAT/QUALIFYING RACES AND MAIN EVENTS. ABSOLUTELY NO ONE WILL BE ALLOWED ON THE TRACK AT ANY TIME WITHOUT PROPER PROTECTIVE RACING GEAR - THIS IS FOR YOUR SAFETY!**
6. Fire Extinguishers - Each car must be equipped with a track approved fully charged fire extinguisher mounted within easy reach of the driver. Extinguishers may not be taped or tied down. The extinguisher must be in proper working condition and have a functioning, readable gauge. On board fire systems are highly recommended.
7. Window and Nets - All cars must have a front windshield. All cars must have a safety net covering the driver's door window area, and net must be secured in place at all times when car is in competition. .
8. Roll Bars – AMS approved full roll cage is required. It is highly recommended that roll bars be padded with material (SFI-45.1) designed for roll bar use NOT pipe insulation. All roll cages must pass safety inspection.
9. Fuel Cells - A fuel cell is mandatory in all Anderson Motor Speedway competing divisions. The fuel cell must include a puncture-resistant bladder, internal form filler and be installed in a minimum 18 gauge steel (.047-inch) container. No additional or separate fuel container is permitted. Dry-brake filler system. Filler line, vent line and fuel outlet line must have ballcheck valve. Fuel cell must be located between main frame rails of the car. Fuel cells must have 11" ground clearance. Fuel line to engine compartment cannot be routed through driver's compartment. **FUEL CELL MUST PASS SAFETY INSPECTION.**
10. ADDITIONAL RULES - Electric fuel pumps are not approved in any division. Battery must be isolated from fuel cell area. Battery must be securely bolted down. No Fluid coolers or hoses of any type may be located inside of driver's compartment! All add-on coolers must pass technical inspection.
11. SAFETY PRACTICE AND PROCEDURES - No driver shall compete in any event with head or arm extended outside car. No person will be permitted to ride on the outside of race car at any time.